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Customer Warranty
P.O. Box 7578
San Mateo, California 94403-7578

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P.O. Box 432
Southport Qld 4215
Australia

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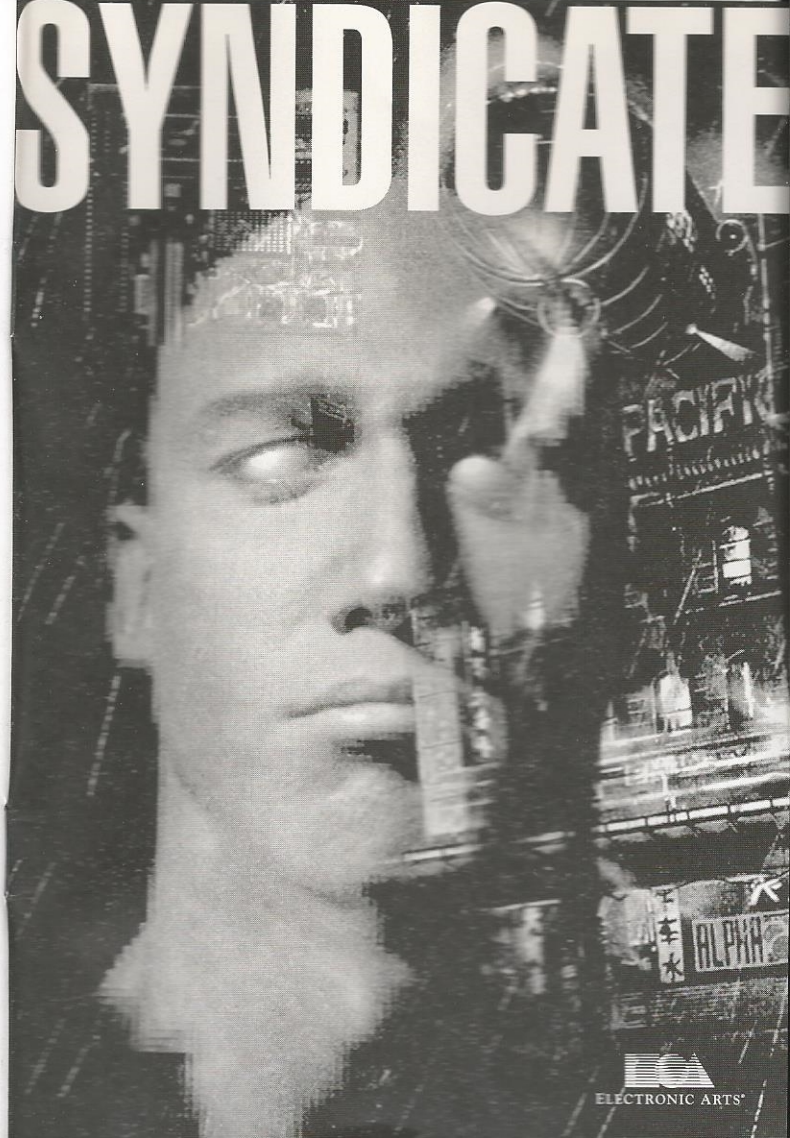
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CONTENTS

WELCOME TO SYNDICATE 3
YOUR MISSION 3
STARTING THE GAME 4
KEY COMMAND SUMMARY 4
MENU BAR ICONS 6
QUICKSTART 6
MAIN MENU OPTIONS 9
START GAME 9
ENTER PASSCODE 9
TRAINING MODE 10
ONE PLAYER/TWO PLAYER 10
CHOOSING A MISSION 10
AT THE WORLD MAP 10
New Calendar 11
Territory Information 11
Brief 11
MISSION BRIEF SCREEN 12
PREPARING FOR A MISSION 12
TEAM SELECTION 12
Choosing Team Members 13
Replacing Dead Agents 13
EQUIPPING YOUR AGENTS 13
Budget 14
MODIFYING YOUR AGENTS 14
Versions 15
RESEARCH SCREEN 15
Equipment Development 16
Modification Development 16

IN THE MISSION ZONE 17
STATUS BOXES 17
API Levels 17
Health Bar 19
Changing Active Agent 19
Scanner 19
USING WEAPONS 20
MOVING YOUR AGENTS 20
URBAN UPDATE 21
Enemy Agents 21
Police Enforcer Droids 21
The Target 22
Vehicles 22
Buildings 22
EMERGENCY MEASURES 22
Panic Mode 22
Self-Destruct 22
Dead Agent 23
Escaping With Your Life 23
AFTER THE MISSION 23
MISSION DEBRIEFING 23
Raising Taxes 24
Choosing A New Mission 24
Selling Weapons 24
Failure 25
Game Over 25
EQUIPMENT & TERRITORIES 25
EQUIPMENT 25
TERRITORIES 28
CREDITS 28

WELCOME TO SYNDICATE

For you, the future is now.

After the collapse of the New World Order, crime Syndicates swept in to fill the power vacuum. They became the only effective world government, unelected, undemocratic, but controlling the lives of the people through fear. Their greatest weapon was the CHIP. Inserted in the neck, the CHIP altered the user's every perception of the outside world. Better than any drug, it gave hope to millions by numbing their senses to the misery and squalor around them.

As a young Syndicate executive you're looking to make your mark. From a control platform high above the teeming city streets you observe as your cyborg agents, controlled by the CHIP, spread the shadow of your terror. Equipped with the latest in hi-tech weaponry, their cyborg bodies souped up with extra powerful limbs, your finger rests on the pulse of their every reaction.

The CHIP controls API (Adrenaline, Perception and Intelligence) levels. With these, you set the degree of an agent's operational independence during missions. There are over 50 named missions for you to complete. A Syndicate executive must be a master of strategy, assessing a mission environment and planning agent moves. An executive must also have the reflexes of a steroid-addicted sprinter and a remorseless lust for power to commit acts of gross violence but sleep soundly at night.

Still think you've got what it takes to make it in the Syndicate?

YOUR MISSION

The aim of the game is to spread the dark stain of your Syndicate across the surface of the entire globe.

The world map is divided into 50 territories. From your home base in Europe you invade adjacent territories and, through the violent subterfuge of your agents, wrestle them from rival Syndicates. But while you're busy expanding your Syndicate's empire abroad, rival agents are working in your own back yard to de-stabilize your Syndicate. Ensure agents are briefed to weed out traitors whose actions might bring about your downfall.

Only by meeting all the challenges, destroying all targets and gaining control of all the territories can your Syndicate triumph.

STARTING THE GAME

1. Turn OFF the power on your Sega™ Genesis™.

Never insert or remove a game cartridge when the power is on.

2. Make sure a Controller is plugged into the port labeled Control 1 on the Genesis Console.
3. Insert the Syndicate cartridge into the slot on the Genesis. To lock the cartridge in place, press firmly.
4. Turn ON the power switch. The Electronic Arts™ logo appears (if you don't see it, begin again at step 1) followed by the Syndicate title screen. Press **START** to exit the Title Screen and select a language.

KEY COMMAND SUMMARY

Menu Bar

Move through Menu Bar icons: D-Pad **up/down**
Select menu bar option: Press **A**
Start mission (at any time): Press **START**

World Map

Move to next mission: Press **B**
Highlight territory info and tax details: D-Pad **right**
Change tax rate: D-Pad **up/down**

Team Menu

Highlight Cryo Chamber: D-Pad **left/right**
Highlight agent in Cryo Chamber: D-Pad **up/down**
Select agent from Cryo Chamber: Press **A**
Select team member 1-4: Press **B**
Cancel: Press **C**

Equip Menu

Highlight equip menu: D-Pad **left/right**
Select equipment: D-Pad **up/down**
Select team member 1-4: Press **B**
Purchase equipment: Press **A**
Cancel: Press **C**

Modifications Menu

Highlight mods menu: D-Pad **left/right**
Select modification: D-Pad **up/down**
Select team member 1-4: Press **B**
Purchase modification: Press **A**
Cancel: Press **C**

Research Menu

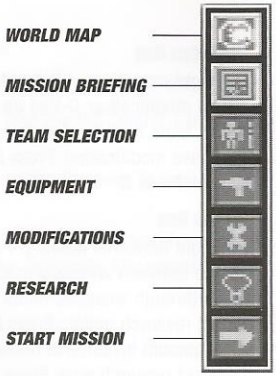
Highlight Research Menu: D-Pad **left/right**
Toggle between weapons/mods research: D-Pad **left/right**
Move through weapons/mods research options: D-Pad **up/down**
Select research option: Press **A**
Alter amount invested in research: D-Pad **up/down**
Deselect research area: Press **C**

During Game

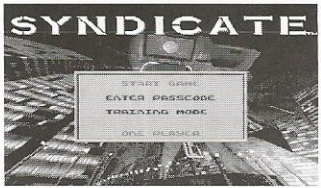
Move agent(s): D-Pad **up/down/left/right**
Adjust API levels: Press and hold **A** + D-Pad **up/down/left/right**
Change active agent: Press and hold **B** + D-Pad **left/right**
Change weapon: Press and hold **B** + D-Pad **up/down**
Fire selected weapon: Press **C**
Enter Panic Mode: Press **A** + **B**
Enter Guard Mode: Press **A** + **C**
Enter Sleep Mode: Press **B** + **C**
Self Destruct: Press **A** + **B** + **C** (version 2 and 3 chests only)
Toggle Group Mode on/off or to exit vehicle: Press **A** + **START**
Drop weapon: Press **B** + **START**
Pause/unpause mission: Press **START** (you can look around the mission zone using the D-Pad while the game is paused)
Quit mission: Press **START** then **A** + **B** + **C** + **START**

MENU BAR ICONS

You set up your cyborg squad and prepare for missions using the Menu Bar icons on the left of the screen. **To switch between Menu Bar icons,** press **up/down** on the D-Pad to move the highlight to the next icon. Now press **A** and the desired screen opens.



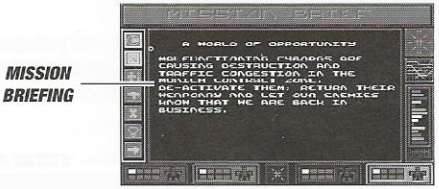
QUICKSTART



To play Syndicate immediately, press **START** at the Title Screen. Now select the language in which you wish to play the game. D-Pad **left/right** to choose between English, French or German and then press **START**. The Intro. sequence begins; to cut this short press **START** and the Main Menu options are revealed. As Start Game is flashing, press **START** again for the Map screen.

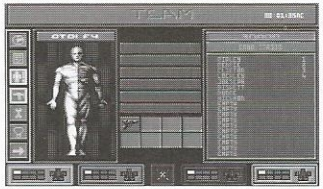


At the Map screen the only territory with an available mission is Western Europe and its details are on display (see *At the World Map*). You have no choice but to accept this mission. The Mission Briefing icon in the Menu Bar is already highlighted; press **A** and the Briefing screen appears.



On the Briefing screen there's a written mission outline with details of the target and tactics required. When you've absorbed this, press **A** and the Team Selection screen opens.

Alternatively, for a *really* quick Quickstart don't bother to select a team or specialized equipment. Simply press **START** and you're in the Mission Zone with four agents armed only with pistols.



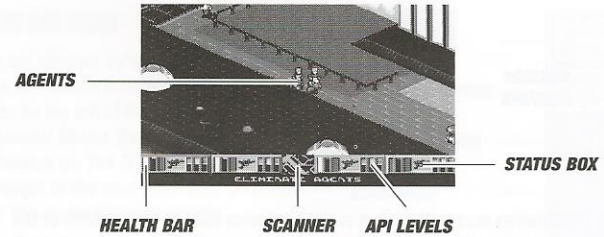
D-Pad **right** to select the Cryo Chamber. Next, D-Pad **left** to the Menu Bar where Equip is highlighted. Press **A** and the equipment options are revealed.

D-Pad **left/right** to move between the Menu Bar and the equipment options. With the options highlighted, D-Pad **up/down** through the list and press **A**; the Weapon Details window opens (see *Weapon Details*). Press **A** and this new bit of kit is added to the agent's equipment inventory. If you're not interested in buying, press **C** to Cancel. The Weapon Details window closes to reveal the equipment list again (for more details see *Equipping Your Agents*).

Now press **B** to select the second agent in the Cryo Chamber and repeat the process to a maximum of four agents. For more information on choosing your squad members, see *Team Selection.*

Don't worry about Mods and Research options at this stage – you can get to grips with them later. But for now, once you're adequately equipped press **START** and the action begins in the Mission Zone (see *In the Mission Zone*).

Alternatively, D-Pad **left** to highlight the Menu Bar and then D-Pad **down** to the Start Mission icon. Press **A** and you're in the Mission Zone.



The Mission Zone screen has all the information necessary to the success of a mission. At the bottom the agent Status Boxes have API Level bars, health and ammunition displays. There is also a scanner with a pulse that directs agents to their goal, and below this is a description of the mission target.

The Scanner displays all the features of the Mission Zone. More information on this is available in *Scanner.*



The Status Box of the active agent is highlighted. **To change the active agent,** hold down **B** and then D-pad **left/right.** You can also group the agents and make them all active by pressing **A** + **START** (see *Group Mode* for more information). While the agents are grouped, they respond to commands as a unit.

To move the active agent(s), press the D-Pad **up/down/left/right**. Increase walking speed by increasing the level of adrenaline with the API Level bars.

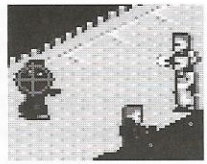
API Level Bars let you adjust the cyborgs' Adrenaline, Perception and Intelligence levels. **To adjust these levels,** hold down **A** and then D-Pad **left/right** to highlight the appropriate API Level. D-Pad **up/down** to increase or decrease each level as you see fit (further details can be found in *API Levels*).

You can quickly boost all your agents' API Levels to maximum be entering Panic Mode. To do this, press **A** + **B** simultaneously.

On the far left of the API Level indicators is the Health Bar. This shows how much life is left in each cyborg – when the white hits the floor so does the agent.

Each Status Box also has a weapon icon. **To fire the selected weapon,** press **C**. The white bar beside the weapon icon is the ammunition display. If ammo's running low, you can change weapons during the mission by holding down **B**, and then pressing the D-pad **up/down** until the desired weapon icon appears in the Status Box.

The targeting icon appears automatically whenever a target is in range. The icon disappears once the victim has been eliminated (see *Using Weapons*).





After a mission you're taken to the Mission Debriefing screen.

If the mission has been successful, press **A** for the Map screen. At the World Map, choose another territory and another mission, but first, raise taxes on the citizens to boost your remaining budget.

If the mission was unsuccessful, any agents killed and money spent are gone for good. Following this first mission you have no choice but to try again, or give up Syndicate altogether and take up a safer hobby like knitting.

Note: If you've a choice of missions, you might want to come back to any you fail later on, when you've gained experience of how to control and appropriately equip your cyborg agents.

MAIN MENU OPTIONS

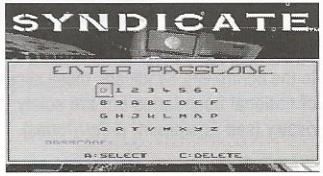
During the Intro. sequence, press **START** at any time to access the Main Menu. **To select a Main Menu option,** use **up/down** on the D-Pad and then press **START**.

START GAME

Get straight into the mayhem by selecting this option. The Map screen appears and it's time to pick a territory (see *At the World Map*).

ENTER PASSCODE

Utilize this option when resuming the battle for global domination. At the Enter Passcode screen, use the D-Pad **up/down/left/right** to move around the grid and press **A** to select charac-



ters. Press **C** to delete any incorrect characters. When you've entered the entire passcode, press **START** and you're taken to the World Map.

If you make an error entering the passcode, a Passcode Invalid message will let you know. Look up the saved code and try again.

Passcodes are collected after each mission at the Mission Debriefing screen (see *Mission Debriefing*).

TRAINING MODE

Get to grips with controlling your agents without sacrificing money or lives. The Practice level has an additional mission that has no bearing on the rest of your battles. Once you've entered Practice Mode, however, you've no choice but to complete the mission. Afterwards, win or lose, you return to the Main Menu.

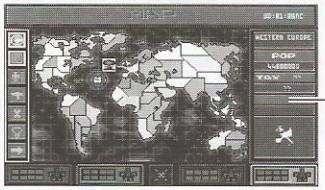
ONE PLAYER/TWO PLAYER

D-Pad **left/right** to choose between one- or two-player Syndicate. The two players must work together to successfully complete the mission.

CHOOSING A MISSION

At the Main Menu, highlight Start Game and press **START** to enter the Syndicate global arena. The Map screen is revealed.

AT THE WORLD MAP



The World Map is divided into 50 different sized slices. Color coded according to the controlling Syndicate, these slices bear no relation to current conceptions of national boundaries but are solely the result of decades of inter-Syndicate rivalry (see *Equipment & Territories*).

The highlighted territory is flashing; and if there is a mission currently available the Start Mission icon in the Menu Bar becomes active (see *Start Mission*). Press **B** to go to the next available mission.

When a territory is highlighted, its details appear in the information box to the right of the World Map. D-Pad **left/right** to move the highlight between the Menu Bar and the Information Box.

New Calendar

The day, date and year display in the top right of the screen is reckoned according to the New Calendar (N.C.). This was introduced as the global standard when the information revolution had progressed to such a degree that calendar differences threw up unnecessary barriers to communication.

Territory Information

Territory information includes:

Territory Name: Based on the traditionally most dominant nation in the territory.

Population: The higher the population, the more difficult the mission to conquer it. But the greater the reward as you've more people to tax!

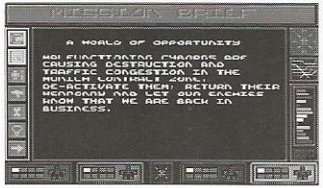
Current Tax Rate: As you start the game the Tax Rate for each is unknown. Only after successfully completing a mission is the territory's Tax Rate revealed. For details of how and when you can increase this figure see *Raising Taxes*. Raise the taxes too high and the populace become annoyed – just check the Status. That's when they can become rebellious and need some discipline, Syndicate style!

Status: Either Very Happy, Happy, Content, Discontent, Unhappy or Rebellious. A number of factors influence Status, including the length of time you have ruled them and the tax rates of surrounding territories owned by your Syndicate – if you're taxing their neighbors less heavily, the population feel justifiably victimized.

Brief

Only when there's an arrow in the Start Mission icon in the Menu Bar is there a mission available to capture a territory. With the Mission Brief icon highlighted, press **A** for the Mission Brief screen.

MISSION BRIEF SCREEN



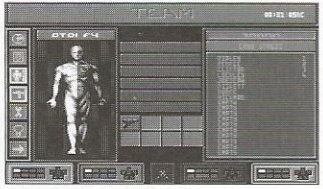
The Mission Brief is a written outline of the mission, giving you suggestions for suitable weapons and the possible location of the target.

Accepting a Mission

Having assessed your chances of completing the mission, press **A** with the Team Selection icon highlighted in the Menu Bar; the Team Selection screen appears.

PREPARING FOR A MISSION

TEAM SELECTION



You can prepare up to four agents for a mission. Remember that it's often easier to control only a couple of agents when the bullets, bombs and laser bolts are flying, and dead agents are just so much wasted Syndicate moolah.

You select your agents from the Cryo Chamber. At the beginning of a Syndicate session you have eight agents available with identical attributes, the first four of which are numbered. The remaining Cryo Chambers register as Empty, but can be filled with captured enemy agents as the game goes on.

At the top of the Cryo Chamber is your remaining budget. Equipment purchases and Modifications are deducted from this, but give agents more specific mission uses. They also gain experience with their weaponry as the game progresses. In this way you should develop an enviable selection of cyborg killing talent for your Syndicate.

Enemy agents captured using the Persuadertron (see *Equipment – Persuadertron*) are added to the Cryo Chamber.

Remember, any agents killed during a mission are dead and gone forever so make sure your pool of mission personnel doesn't dry up, or it's Game Over!

Choosing Team Members

Press **B** and the first agent in the Cryo Chamber is highlighted along his/her weapons inventory and any modifications. You can now Equip and Modify this agent to your heart's content (budgetary restraints notwithstanding). When you're done, select the next agent in the Cryo Chamber by pressing **B**.

Alternatively, press **A** to deselect this agent from its slot; the Status Box at the bottom of the screen goes blank (see *Agent Status Boxes*). You can go on a mission with less than four agents, or select another from the Cryo Chamber for the vacated slot. To do this, D-Pad **down** to highlight a free agent and press **A**. If you're happy with your choice, press **A** again and the slot number appears beside the agents name. If not, press **C** to Cancel.

Now Equip and Modify this agent in preparation for the mission (see *Equipping Your Agents & Modifying Your Agents*).

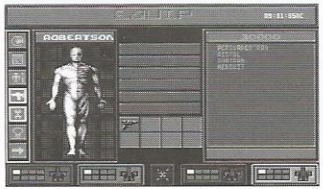
Replacing Dead Agents

When an agent is killed, you must assign an inoperative agent to the vacant slot.

To do this, highlight the Cryo Chamber and D-Pad **up/down** through the list of remaining agents. Press **A** to display the agent's details, and then press **B** to toggle through the vacant slot numbers. (Notice how the blank Status Boxes are highlighted in turn.)

Press **A** to deposit the inactive agent in one of the vacant slots, or press **C** to Cancel and choose another agent.

EQUIPPING YOUR AGENTS



When you've chosen a Team member, D-Pad **left** to the Menu Bar where the Equip icon is highlighted. Press **A** to open the Equip screen.

Each agent is already supplied with a single pistol, but they need far more equipment than that if they're to prevail against enemy cyborgs, police droids and guards yet still achieve their objective. At the beginning of the game you have only four equipment options: persuadertron, pistol, shotgun and medikit. Research money is needed to perfect more (see *Research*).

D-Pad **right** to select the equipment list, and then D-Pad **up/down** to highlight an item from the list. Press **A** and the equipment window opens with details of the cost, ammo and range of a particular weapon. Simply pressing **A** adds this equipment to an agent's inventory. If you decide not to buy, press **C** to Cancel; the icon evaporates and you can select another item from the list.

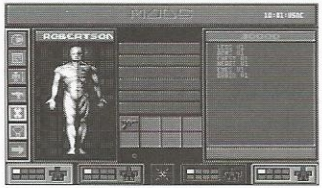
After selecting equipment, the window stays open. To equip your whole team, just press **B** to move onto the next agent. Pressing **A** again adds the selected piece of equipment to the agent's inventory.

Budget

Throughout the game the cost of equipment is debited from this figure, while profits from taxation and weapon sales are added. This money can be used for further tooling up your troop of cyborgs, or put into Research in order to perfect still more lethal weapons and still more powerful modifications (for more info see *Research*).

When you've thrown all the cash away on unsuccessful missions the game doesn't end, but life becomes very difficult. Agents are sent into action without extra equipment or further modifications. At this point the self-destruct option can come in handy (see *Self-Destruct*). But remember, when all your agents are dead the game really is over.

MODIFYING YOUR AGENTS



Now you're agent has equipment, he/she needs the brain, muscle and sinew necessary to use it. To tune your cyborgs' physiques to perfection, D-Pad **left** to the Menu Bar where the Mods icon is highlighted. Press **A** and the Mods screen appears with a list of currently available modifications. Choose between designer limbs, eyes, heart, chest and brain to produce the ultimate killing machine.

D-Pad **right** to select the mods list, and then D-Pad **up/down** to highlight an item from the list. Press **A** and the mods window opens with version number, cost and a written description of its advantages. Simply pressing **A** adds this modification to the cyborg's body. The modification name and version number appear beneath the agent icon and the Mods list re-opens.

If you decide not to buy, press **C** to Cancel; the icon evaporates and you can select another item from the list.

Versions

Each physical modification comes in three versions. As the game begins only Version 1 is available and money needs to be invested on Research before you can get your hands on Versions 2 and 3. The higher the version number, the more current the technology and the greater any advantages. But they also carry a greater price tag, so be prepared to pay through the nose.

Legs: Move your agent at much greater speed around the mission Zone than conventional legs.

Arms: Allow an agent to carry a larger amount of equipment unhindered.

Eyes: Improve awareness of oncoming hazards and better an agent's accuracy when firing.

Chest: Modify a cyborg with a metallic chest to help it survive direct hits during opposition attacks. Versions 2 and 3 also contain a massive explosive charge that is triggered in Self-Destruct mode (see *Self-Destruct*).

Heart: A bigger heart improves overall physical strength and durability.

Brain: Even the Version 1 brain is better than that currently installed within your agent's noggin. Vital for quick, correct decision making under pressure. Also, the higher the version brain installed, the greater the effects of the Persuadertron (for more information see *Equipment*).

RESEARCH SCREEN



It's a foolish Syndicate executive who thinks that they can prevail with Version 1 modifications and the meagre weapons available initially. As the old saying goes, 'no bucks – no Buck Rogers'. It's up to you to channel funds into Research, from where new designs are added to the Equipment and Modification lists.

To access the Research Screen, use the D-Pad to select the Menu Bar. The Research icon is highlighted; press **A** to open the Research screen.

Equipment Development

Equipment is grouped in categories according to its function. Think about the demands of forthcoming missions and the equipment your agents are lacking before deciding on the Research Option to be developed.

Use the D-Pad **left/right** to highlight Equip and then D-Pad **up/down** to select an equipment category. The funding controls appear. Speed up development by pressing the D-Pad **up**; the line on the Research Graph gets steeper.

Budget looking a little thin? Reduce the speed of development and save some funds by pressing the D-pad **down**; the line on the Research Graph becomes correspondingly shallower.

Modification Development

D-Pad **right** to select the Research Options. Use the D-Pad **up/down** to highlight an option and then press **A**. Details of the maximum and minimum investment are revealed, and the name of the modification being developed appears above the Research Graph.

To adjust funding, D-Pad **up/down**. The line on the Research Graph becomes correspondingly steeper or shallower.

Note: Version 2 modifications need to be developed fully before Version 3 updates become available.

Development Graph—The Development Graph is an at-a-glance indicator of the state of development for any Modification or piece of Equipment. Detailed on the vertical axis is % *Completion* and on the horizontal axis *Days to Completion.* The line shows this completion/time ratio and becomes shaded along its length to make the time to completion even more graphic.

Confirming Development—When all budgetary limitations have been taken into account and the desired cost/time threshold reached, D-Pad **left** to activate the Menu Bar where the Start Mission icon is highlighted. Press **A** and the action begins.

Alternatively, press **START** and you're propelled into the Mission Zone where chaos reigns and every shadow conceals an enemy.

IN THE MISSION ZONE



Once you've adequately kitted out your cyborg servants, you're ready for a mission. The Mission Zone screen displays all the information you need to lead your Syndicate agents to their target.

STATUS BOXES



Your agents' operational status is displayed in the Status Boxes at the bottom of the screen. From here you're able to adjust API Levels, check on an agent's health, and keep track of how much ammo is left in the selected weapon.

API Levels

With the three bars you control injections of drugs which alter your agents' adrenaline (A), perception (P) and intelligence (I) levels in real time. Accurate control of API Levels is essential if you're to progress to the higher echelons of your Syndicate.

Adrenaline – controls speed of reactions.
Perception – improves precise firing and alerts an agent to danger earlier.
Intelligence – controls an agent's reactions to a given situation.

An agent with high adrenaline and low intelligence reacts quickly but erratically – he may fire wide or too soon.

Raising intelligence may prompt an agent to get out of a risky situation rather than risk his life. This is especially true in combination with higher perception.

If you want your agent to walk blindly into certain death, lower intelligence and perception together.

It's a good tactic to crank up API Levels when leaving agents on lookout within the Mission Zone. They fire to defend themselves while awaiting the next command (see *Guard Mode*).

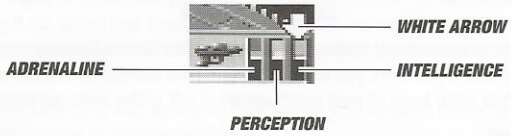
Guard Mode

Press **A** + **C** to put your agents into Guard Mode. You still control the active agent, while those remaining are grouped, with their perception and intelligence levels boosted but adrenaline retarded. In this way the active agent can continue to look for the mission objective, without leaving your remaining agents sitting ducks.

Sleep Mode

Press **B** + **C** to enter Sleep Mode. While you still retain control of the active agent, your other cyborgs have their API Levels lowered to facilitate a quick recovery.

Adjusting API Levels



To adjust API Levels, press and hold **A**. Move the white arrow over the appropriate API level bar by pressing the D-Pad **left/right**. Still holding **A,** now D-Pad **up/down** to raise or retard a particular API level.

The green, blue and red bars show dosage of the drug; the darker segment of these bars indicates the amount of drug used up. When the dark segment achieves the same extent as the normal color bar, the effect of the drug begins to diminish. The length of the level indicator falls off accordingly.

The center line moves up to show drug dependency; future injections need to be greater to have the same effect.

Retarding API Levels reduces dependency; do this when an agent is under no real threat. The longer an agent's API Levels are rested, the greater the improved performance when injected later (see *Sleep Mode*).

Note: In Group Mode any API Level adjustments to a single agent affect them all, and in Panic Mode API Levels are maximized across the board.

Health Bar

This ain't where cyborgs go for a little R'n'R! The Health Bar indicates remaining life. These cyborgs can take some punishment, but when there's more black than white on show it's time to take evasive action.

The Health Bar can be restored using a MediKit (see *Equipment & Territories*) and is restored over time when adrenaline levels are reduced if you have chest modification version 1 or higher.

Changing Active Agent

The active agent's Status Box is highlighted. **To change active agent,** hold down **B** and D-Pad **left/right**; the highlight moves accordingly.

Scanner

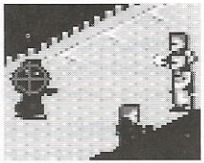


From your vantage point high above the city you observe proceedings and monitor the actions of your agents. To help you plot agent moves, warn you of advancing enemy cyborgs and locate the target, the control airship is equipped with a Scanner which reproduces an aerial view of the Mission Zone.

Objects in the Mission Zone are color coded as follows:

Civilians = white
Persuaded civilians = grey
Your agents = large white dots
Enemy agents = red dots
Guards = flashing green/brown dots
Police enforcer droids = flashing blue/grey
Cars = white
Dropped weapons = red
Walls = light blue
Fences = green
Roads = grey
Water/pits = blue/grey

USING WEAPONS



Your agents are each equipped with an auto-targeting device which informs you when a target is in range. But as their Syndicate master, it's up to you to pull the trigger. Press **C** and the active agent(s) spray bullets around the Mission Zone with insane abandon.

To change the currently selected weapon, hold **B** + D-Pad **up/down** through the weapons inventory until the desired weapon icon appears in the Status Box and then release **B**. Press **C** to fire the new weapon.

It's a good idea to select a new weapon well before you reach your target, where things might be hectic and swift, unnecessary violence called for.

Grabbing Weapons

The weapons of agents killed in action, whether enemies or your own, can be retrieved. Move an active agent over to the smoking remains of an enemy agent or police droid and your man-machine bends down and quickly conceals grabbed weapons in the folds of his/her overcoat.

If the dead dude had multiple firepower, you can keep retrieving weapons until either all are claimed or the agent can hold no more.

Discarding Weapons

When all the ammo has been used a weapon can become a burden.

To discard a weapon from the agent's inventory, hold **B** and then press **START**. It's up to you to judge whether your funds can cover such losses (see *Selling Weapons*), but you always have the option of picking it up again later (if someone else hasn't got there first).

MOVING YOUR AGENTS

You can differentiate between your agents in the Mission Zone by their color: red, green, blue or white. Their movements are controlled with the D-Pad, but only the active agent responds to D-Pad movements. **To change the active agent,** press and hold **B** then D-Pad **left/right** until the Status Box of your choice is highlighted. The view of the Mission Zone zooms to the location of the new active agent.

If your agent has entered a building, a vehicle or disappeared into a tunnel, follow the agent's arrow to trace the route. This also allows you to maneuver a cyborg even when out of sight. You can also follow their progress on the Scanner.

Speed

To make your agents move more quickly around the Mission Zone you can increase the Adrenaline level, or invest in higher version legs. But the load an agent is carrying also has an effect, so you must carefully judge the amount of equipment taken on the mission – too much could hinder your progress.

Higher version arms give an agent greater strength allowing him/her to carry more weaponry (see *Modifications*). Naturally some weapons weigh more than others – for example carrying a Mini-Gun slows down an agent much more than does a Pistol or an Uzi.

Group Mode

Combine all your agents in real time during the mission using Group Mode. Hold **A** and press **START** to activate Group Mode; all your agents' Status Boxes are highlighted and they respond to D-Pad movements in unison. They also try to select the same, or as near to the same, weapon as the active agent. In this way you can have a gruesome twosome, threatening threesome or frightening foursome on patrol.

To de-activate Group Mode, hold **A** and press **START** again. The agent who was the last active before entering Group Mode becomes the only one under direct D-Pad command.

URBAN UPDATE

Here are some of the obstacles you can expect to come across on the teeming city streets during a Syndicate mission.

Enemy Agents

Cyborgs controlled by rival Syndicates have orange hair and black overcoats. Unlike police droids which wait for arms to be revealed, enemy agents don't stand on ceremony when it comes to gunning down your operatives. If you're not careful they're firing before you can even arm a cyborg, so move quickly.

Police Enforcer Droids

As the streets of tomorrow are far too dangerous for a flesh and blood police force, enforcer droids have been developed to do the job. These droids are silver in color and have a red light on the top of their chrome domes. Hampered by archaic laws, police enforcer droids cannot fire on Syndicate agents until weapons are already drawn and the streets awash with innocent blood. Although well constructed and well armed, this helps make police droids perfect for cyborg target practice.

The Target

The unfortunate soul who is the mission Target can be tracked to his bolt hole by following the red tracking pulse on the scanner. Use the D-Pad to move your agents in the direction of this pulse.

Vehicles

Use cars and trucks to move your agents around the Mission Zone more quickly. Direct your agents toward the car and they enter it automatically; you can now direct the vehicle's movements around the Mission Zone using the D-Pad. To leave a vehicle, press **A** + **START**.

Buildings

You can trace the movements of an agent when hidden from view inside a building by following his/her agent arrow on the Mission Zone display.

EMERGENCY MEASURES

It's not all plain sailing in the world of Syndicate. So you've a fighting chance when things are at their worst, here are a couple of tactics which could save your cyborgs' Flexiflesh™ skins.

Panic Mode

If things are looking bad and enemy agents closing in, press **A** + **B** simultaneously to enter Panic mode. Selected agents automatically choose a weapon to fire, while API Levels shoot up to maximum.

Self-Destruct

Okay, so your remaining agents are out of ammo and rival Syndicate scum are circling like vultures, ready for the kill. What to do now? If you've invested in Chest Mod Version 2 or 3, press **A** + **B** + **C** simultaneously and the active agent blows himself to smithereens, taking out everyone and everything in the surrounding area. Your remaining agents (who have been positioned well out of range, of course) can then grab spare weapons and continue the fight.

Similarly, Self-Destruct comes in handy when your budget has been swallowed up on unsuccessful missions. Even an unarmed agent can be a lethal weapon if it successfully evades detection and reaches the target; press **A** + **B** + **C** simultaneously and the mission is completed. Self-destruct earlier to relieve enemy agents of the weaponry your cyborgs desperately need.

Dead Agents

Dead agents forfeit all their weaponry and modifications, and are not available for further missions – hence the importance of capturing personnel for the Cryo Chamber (see *Replacing Dead Agents*).

It's better to watch for hits and respond by switching active agent to give enemy operatives some well-deserved payback.

Escaping With Your Life

When all hope of victory is lost, you can escape the Mission Zone by pausing the game and then pressing **START** and buttons **A** + **B** + **C** simultaneously. Okay it's chicken, but he who fights and runs away doesn't get roasted by his Syndicate overlords.

AFTER THE MISSION

MISSION DEBRIEFING



Press **START** after each mission and the Debriefing screen gives you the mission statistics. These include agents killed, agents used, hit percentage – a breakdown of everything that happened during the mission. If things went badly for your Syndicate, here's where you find out why. The Debriefing screen also tells you when new equipment and modifications are available.

At the bottom of the Debriefing screen is the passcode. **WRITE THIS DOWN AND DON'T LOSE IT.** You can type it in at the Passcode screen at a later date and continue your conquest (see *Main Menu Options*). Current research will not be saved. We recommend you wait until the completion of your research before resetting the game. This way all territories won, agents lost, money spent and equipment researched is preserved.

When you restart the game using the passcode, agents are stripped of their equipment and modifications so that they can be appropriately customized for the next mission. The value of the equipment and modifications has been added to your mission budget. The money gained is also added to your mission budget.

Leaving the Debriefing Screen

From the Debriefing Screen, press **A** with the Map icon highlighted in the Menu Bar; the World Map screen appears. Following successful missions, the territory adjacent to that in which you have triumphed flashes to indicate that a Brief is available (see *Mission Briefing*). After unsuccessful missions, no new territories are flashing (see *Mission Failure*).

RAISING TAXES

After winning a mission you have earned the right to levy outrageous rates of tax on the helpless citizens. All the cash raised is added to your overall budget.

But you'd better watch for population mood changes. If you're hammering them with excessive tax demands and they're anything less than Content, the citizens can turn rebellious. You could end up fighting an extra mission (and thereby spending extra Syndicate funds) to bring the territory back in line. Lower taxes if necessary to improve the mood and prevent rival Syndicate insurgents taking advantage.

D-Pad **right** to select the territory Information Box. The tax adjuster arrows are activated you can now levy taxes as you see fit by pressing the D-Pad **up/down**; the tax figure changes in 5% increments.

CHOOSING A NEW MISSION

One of the adjoining territories controlled by rival Syndicates have been de-stabilized by your success. This flashes to indicate that it's ripe for a take-over. You can only expand your Syndicate into these areas, otherwise there is no arrow on the Start Mission icon in the Menu Bar.

To choose this territory press **B**, and then check out the Mission Briefing (see *Mission Briefing*).

SELLING WEAPONS

Trade in unnecessary weaponry and boost your budget using the Sell option.

At the Equip screen, highlight the equipment list and the Sell option is activated. D-Pad **right** and the agent's equipment inventory is listed. D-pad **up/down** through the list and press **A** for the weapon details; the selected weapon's icon flashes in the agent's inventory. Press **A** now to Sell. Your budget increases accordingly.

Alternatively, press **C** to Cancel; the weapon details are replaced by the inventory list.

FAILURE

If your agents fail to respond to your commands, or your commands do not come quickly enough, the mission fails. The mission can also fail due to assassination by enemy agents or other various accidents. The on-screen instruction to press **START** takes you to the Mission Debriefing screen. From here, access the World Map and choose a different territory (with a mission you can handle).

Note: If this is still the first mission you've no choice but to try again. But then, if you're having so much trouble with such an easy mission you probably aren't cut out for the Syndicate anyway.

GAME OVER

If you're so inept that all eight cyborgs supplied by the Syndicate are killed, the game is over.



EQUIPMENT & TERRITORIES

EQUIPMENT

Listed here is the complete set of weapons and mission peripherals made available to your Syndicate.

Firearms:

Pistol: Large caliber hand gun. Medium range projectile weapon. Very cheap gun that is easily outclassed but useful as a backup weapon.

Shotgun: Pump action shotgun with a large spread of shells. Does more damage than the hand gun, but let down by its lack of effective range. At close range, however, this can inflict real hurt.

Persuadertron: A short range weapon that fires a small dose of chemical which renders the target totally open to suggestion. When hit, victims momentarily turn blue, lose all free will and follow your agent around the mission zone like sheep. Persuaded people can pick up weapons which they fire whenever instructed.

Civilians are always open to persuasion, and you need to persuade varying numbers of civilians before the Persuadertron has any effect on guards, police droids or enemy agents. Also, the effects of the Persuadertron are multiplied depending upon the version brain installed in the cyborg using it.

It is recommended to always carry one Persuadertron in your group.

The chart below shows the number of civilians needed to persuade guards, police and enemy agents.

Version brain	*Civilians*	*Guards*	*Police*	*Agents*
0	A	3	4	–
1	A	2	3	5
2	A	1	2	4
3	A	A	1	2

(A = always persuaded)
(– = never persuaded)

Each category also has attached Persuasion Points. These work in combination with higher version brain modifications and are as follows:

Civilian = 1
Guard = 3
Police Droids = 4
Enemy Agent = 5

Example 1: With brain 0 you need 3 civilians to control a single guard. However, because a guard is worth 3 Persuasion Points, you only need 1 additional civilian to persuade a police droid, i.e.:

Brain 0	1 x civilian	1 x guard	= 1 police droid
Persuasion Points	1 x 1	1 x 3	= 4

Example 2: Thanks to Persuasion Points, with a version 3 brain you don't need to persuade 5 civilians for an enemy agent. The following combination has the same effect:

Brain 3	2 x civilian	1 x guard	= 1 enemy agent
Persuasion Points	2 x 1	1 x 3	= 5

Note: Only persuaded enemy agents go into your Cryo Chamber, but you are paid for any other persuaded personnel which survive to the end of the mission.

Uzi SMG: 9mm automatic hand gun. Fast rate of fire and medium range. Plenty of ammunition and a relatively low cost make this weapon the mainstay of any offensive force.

Long Range Rifle: Very long range and extremely accurate high velocity rifle. A single shot weapon designed for picking off individual targets at a distance. Useful for assassination attempts and long range support fire.

Support Weapons:

Flamer: Produces a stream of ignited jelly that sticks to targets and burns. Very short range but devastating. An effective anti-vehicle weapon or for close crowd clearance.

Mini Gun: Motor driven multi-barreled machine gun. Devastating rate of fire and a decent range make this an ideal support weapon for any squad. However, any unmodified agent attempting to carry more than one of these may encounter problems with the huge weight involved.

Laser Gun: Small rifle that uses laser light to form a beam of high powered energy that cuts through its targets and anyone or anything foolish enough to get in the way. Extremely powerful with a very long range. Ideal anti-vehicle weapon and also effective for sniping.

Gauss Gun: Portable launcher with a supply of three rockets. The rockets themselves are long range high explosives, quite capable of destroying tanks or eliminating large groups of people.

Special Equipment:

Time Bomb: High powered explosive that comes complete with timer and detonator. Explodes after a set time period devastating the surrounding area. The time bomb can also be triggered by firing at it. The explosive is not quite powerful enough to damage structures but readily destroys people and vehicles. Choose the weapon icon from the weapons inventory, drop the time bomb and then leg it!

MediKit: A small pack that contains everything required for minor field surgery. It restores a single agent's health but may only be used once.

Energy Shield: Personal force field generator. Completely covers the individual with a protective force wall that can withstand all projectile weapons. Due to the immense power drain, this item has a very short life span but does slowly recharge after use.

TERRITORIES

After the fall of the world's governments national boundaries collapsed as countries were carved up by the Syndicates. For administrative purposes the holdings of a particular Syndicate were divided into territories of roughly equal population size. It is for supremacy in these territories that you fight throughout the Syndicate conquest.

Ecological upheaval, wars and population movements mean that the ethnic make-up of these territories has changed drastically since the 20th century. Now the sole source of conflict and, ironically, the major source of pleasure is the CHIP and the Syndicates which supply it.

Western Europe / Central Europe / Scandinavia / Algeria / Urals / Eastern Europe
Siberia / Mongolia / Kazakhstan / Kamchatka / Far East / China / Libya / Iraq
Iran / India / Pacific Rim / Indonesia / Western Australia / Northern Territories
New South Wales / Mauritania / Nigeria / Sudan / Arabia / Zaire / Kenya
South Africa / Mozambique / Atlantic Accelerator / Greenland / Northeast Territories
Northwest Territories / Alaska / Yukon / Newfoundland / California / Rockies
Mid West / New England / Colorado / Southern States / Mexico / Colombia
Peru / Venezuela / Brazil / Paraguay / Argentina / Uruguay

CREDITS

Original Game by: Bullfrog Productions Ltd
Producer: Mark Webley
Programmer: ZZKJ
Original Version: Sean Cooper
Level Design: Sean Masterson, John Murdoch, Alex Trowers
Graphics: Paul McLaughlin, Fin McGechie, Mike Man, Chris Hill, Andy Sandham, Alex Trowers
Sound & Music: Russell Shaw
Management: Les Edgar, Peter Molyneux
Sound Implementation: Images Software
Support: Mark Lamport, Sean Cooper

Testing: Andy CakeBread, Stuart Dick, Graeme Allan, Mark Williamson, Nick Hannah, Phillip Cooper, Michael Anscomb, Sean Clutterbuck, Ben H, Alvin Buchanan, Paul Nettleingham, John Rennie, Trevor Elliott, John Nurse, Colin Poulter, Che Garner-Hamilton, Paul Boulden

For Electronic Arts
Producer: Matt Webster
Assistant Producer: Danny Isaac
Executive Producer: Joss Ellis
Product Manager: Sean Ratcliffe
Documentation: Neil Cook
Documentation Design: Chris Morgan
Documentation Layout: Michael Lippert
Lead Tester: Darren King
Testing: Julian Glover, Graham Harbour, Matt Price, Mark Bergan
Quality Assurance: Graham Wood, Zachary Rosen

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