SYNDICATE

EXECUTIVE BRIEF
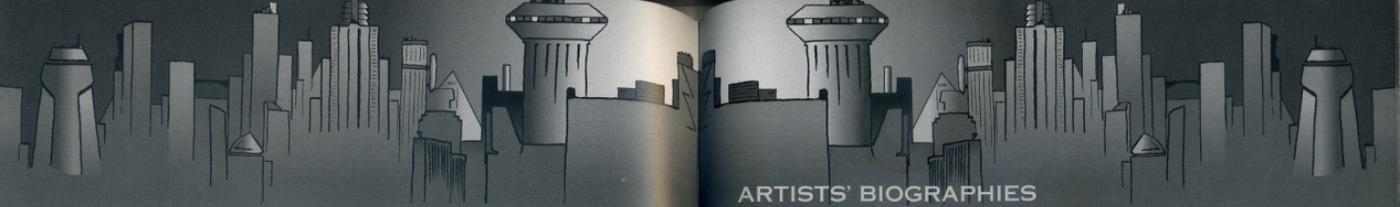
SYNDICATE

ARTISTS' BIOGRAPHIES

PETER MOLYNEUX – PRODUCER

"In Populous we simulated a whole world, in Powermonger we simulated a country, but in Syndicate we are simulating a city. This is really hard to do because the more detail you put in the more problems you have. For example, even seemingly easy things like people crossing roads had to be designed. In fact, the code that Sean produced for roads is huge.

"In the design I wanted there to be a freedom for the game players to do anything they wanted, so it's up to you. For example, you can shoot a tree and something will happen whether or not it's of any relevance to the game. Syndicate has more graphics, more sound and more design than all the previous Bullfrog games put together. I hope you enjoy it."

SEAN COOPER – ASSISTANT PRODUCER/PROGRAMMER

"I started working at Bullfrog before Populous was released as a games tester and, since I have always been interested in programming, tried to convince everyone I was good enough to be taken on as a programmer. Flood was my first game, but after that I really wanted to do a project which would be realistic. It's my feeling that the 'living city' element of Syndicate is the real achievement – it certainly took the longest time to work out.

"Syndicate has taken me three years to write, but one of the reasons it has been so long is that we just kept adding new features. I hope you enjoy Syndicate. I certainly feel I put a part of myself in the game – you'll have to decide which part!"

PHILLIP JONES – COMPUTER INTELLIGENCE/PROGRAMMER

"I started working for Bullfrog in 1992 as a play tester. During that time I was given the task of converting the Bullfrog interview demo (which appeared on a magazine cover disk early that year) to the PC. I think the fact that it took me just over a week to learn how to program PCs in assembler and convert the demo convinced Peter that I was an extremely talented programmer!

"My full-time programming started with Populous II on the PC with Mark Webley. Following that was Syndicate. I am currently working on an as yet untitled project for the PC which will hopefully be available next year."

IF YOU EXPERIENCE ANY PROBLEMS WITH THIS PRODUCT PLEASE CONTACT YOUR PLACE OF PURCHASE.

MIKE DISKETT – AMIGA PROGRAMMER

"About seven months ago I started my first project, which was a cover disk of the game Psycho Santa for a British magazine called The One. My next task was converting Syndicate onto the Amiga. My biggest problem was the speed, which meant re-writing all the graphic routines."

MARK WEBLEY – AMIGA PROGRAMMER

"I worked on Populous II PC and Syndicate on the Amiga. The biggest problem converting Syndicate to the Amiga was the amount of memory available. We managed to squeeze in all the features without needing to remove anything."

GUY SIMMONS – AMIGA PROGRAMMER

"Whilst at college I was writing demos on the Amiga and hassling game companies to give me a job. Eventually Bullfrog caved in and here I am! Since starting I've done Populous II on the Macintosh and early versions of Syndicate on the Amiga.

"The first Syndicate conversion on the Amiga was slower than a dead snail. After much optimisation the speed improved considerably, and after Mike got his grubby paws on it our dreams were surpassed."

CHRIS HILL – ARTIST

"My visual idea for Syndicate was to create a dark style to the game. You will notice that the roofs of all the buildings are dark – this is because the street lighting illuminates the dark parts. There was so much more I wanted to put in in terms of graphics, etc. but you have to put a full stop somewhere. I really think there are more animations in Syndicate than in any other game I have seen. Games nowadays tend to gloss over those small details but I decided that it's one of the reasons Syndicate is so special."

PAUL MCLAUGHLIN – ARTIST

"I originally worked for Emerald Software in Ireland. Remember Phantom Fighter and Treasure Trap? Neither does anyone else judging from my royalties. I had a brief stint with Videographics before coming to my senses and returning to the world of games with the help of those nice Bullfrog people.

"I have worked on Populous II, Powermonger PC and now the most awesome game ever – Syndicate."
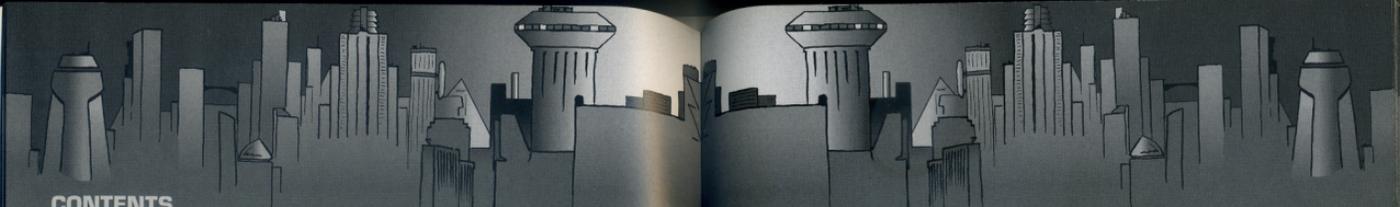
ALEX TROWERS – LEVEL DESIGNER

"My first duty at Bullfrog was to enter the finishing touches to design levels for Cyber Assault. I worked on Project W which later turned into Powermonger and was responsible for level design and some of the game design. Next was the World War I data disk and the massive Populous II.

"The rest of my time for the past year has been devoted to Syndicate on the PC, working on all the level design and a lot of the game design and game play. The biggest problem has been the simplicity in the level design; it has very much been a case of linking the facts together and glossing them up to produce as varied and interesting a game as possible. Now the game will actually carry on without you, and everything has its own life."

RUSSELL SHAW – SOUND

"I started in the sound business working for Gerry Anderson on projects such as Dick Spanner and Space Police, after which I made the move into the music business and had the privilege of working with many top bands.

"My first Bullfrog project was Syndicate, which I found both exhilarating and extremely frustrating; putting sound to a game is like building an artic lorry and then trying to park it in next door's garage!"
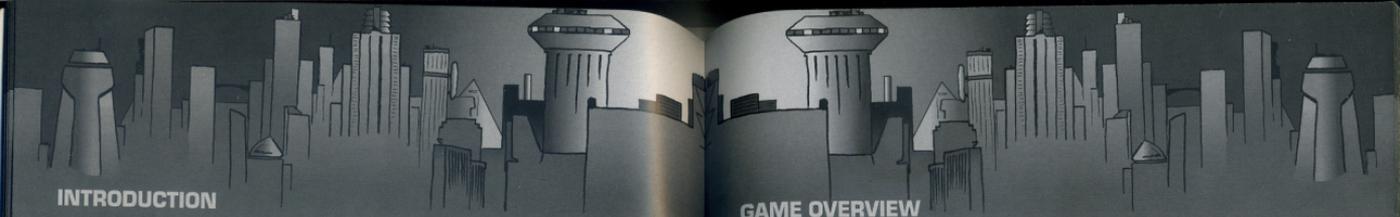
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INTRODUCTION

As the world's multinational corporations grew, their profits began to rival those of small countries. Soon they owned small countries and corporate influence was felt at the highest level of world government. Smaller corporations were swallowed up like so much plankton in the wake of three behemoth mega-corporations, one U.S.-based, one Europe-based and one based in the Far East. These became the only effective world government, unelected, undemocratic, but controlling the lives of the people through commerce.

Then the European corporation perfected the CHIP. Inserted in the neck, the CHIP stimulated the brain stem to alter your every perception of the outside world. Better than any drug, the CHIP gave hope to millions by numbing their senses to the misery and squalor around them. One CHIP would convince users that the sun shone and the birds sang even as they walked through the constant acid rain drizzle. Another that they were glamorous or handsome — they'd look in the mirror and see a different face — while the rest of the world would see them as they really were.

The CHIP was a technological revolution and sold countless units with the slogan 'Why change your world when you can change your mind'. It also left the user open to auto-suggestion and gave the corporations the perfect tool for manipulating the populace.

Like any new and potent drug, control of the CHIP meant control of the people. Soon the corporations were at war among themselves, desperate to monopolise CHIP manufacture. But the corporations' thirst for power left them open to infiltration.

With money earned through pirating CHIP technology, crime Syndicates bribed and murdered their way into corporation boardrooms. It wasn't long before the Syndicates became the controlling force all over the globe, with a finger in the pie of every transaction, criminal or otherwise, worldwide.

And in the crime Syndicates of tomorrow those in control don't need uzis for back up. Teams of custom-built cyborg agents hunt down rivals and traitors, and spread the influence of the Syndicates across the globe.

GAME OVERVIEW

For you, the future is now.

As a young executive in a small European Syndicate you're looking to make your mark. You observe from a control platform in an airship high above the teeming city streets as your agents, controlled by CHIP technology, spread the shadow of your terror. Equipped with the latest in hi-tech weaponry, their cyborg bodies souped up with extra powerful limbs — the best that Syndicate money can buy — your finger rests on the pulse of their every reaction.

The CHIPs inserted in their necks control IPA (Intelligence, Perception and Adrenaline) levels. With these, you set the degree of an agent's operational independence during missions. (For information on the strategic uses of IPA Levels, see Playing A Mission — IPA Levels.)

Each mission takes place among the canyons of concrete and steel, the mazes of streets and sewers, that our cities have become. The population goes about its business — moving among the traffic, commuting on trains, rushing to and from work — unaware of the violence about to explode around them. Casualties among the good citizens in most cases bring a swift response from local law enforcement agencies. Equip your cyborgs with a special pass and the police believe they're working with the authorities; they're free to continue the slaughter unhindered.

There are over 50 named missions for you to choose between, but before you choose one, you need to develop an overall strategy for world domination. Tactical considerations vital to the ascendancy of your Syndicate include the maintenance of an adequate mission Budget, the skills and experience built up in the Cryo Chamber of potential agents, and developing your own manoeuvering skills.

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, yet sleep soundly at night.

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

SYNDICATE

OBJECT OF THE GAME

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

The world map is divided into various territories. From your home base in Europe you invade adjacent territories and, through the violent subterfuge of your agents, wrestle them from rival Syndicates. Having done so, raise taxes on the locals to increase your profits and punish them for serving the wrong Syndicate.

But raising taxes can make you very unpopular. And furious natives leading popular rebellions can eat into Syndicate profits. So keep an eye on foreign interests and pick off troublemakers with your teams of agents.

And while you're busy expanding your Syndicate's empire abroad, rival agents are working in your own back yard to de-stabilise your Syndicate. Ensure agents are briefed to weed out traitors whose actions might bring about your downfall.

By meeting all the challenges, destroying all targets and gaining control of all the territories, your Syndicate triumphs.

AMIGA REFERENCE SECTION

These instructions are for use with the Amiga version of **Syndicate**. This reference section tells you how to install **Syndicate** onto your Hard Drive, how to create a back-up copy of the game, and how to load it. There are also a number of differences between this Amiga version of **Syndicate** and the game as documented in the rest of the Executive Brief.

INSTALLING SYNDICATE ONTO YOUR HARD DRIVE

1. Remove all floppy disks from your Amiga.

2. Turn the Amiga on.

3. After entering Workbench, insert **Syndicate** Disk 1 into any available drive. Double **left-click** the **Syndicate** disk icon SD1.

4. Double **left-click** the Install icon.

5. Type in your chosen Hard Disk partition and sub-directory — e.g. **WORK:GAMES** and press **Return** (this assumes that your Hard Drive partition is called **WORK:** and that you have a directory within **WORK:** called **GAMES:**). The install program now creates a sub-directory called **SYNDICATE** and installs the game to: **WORK:GAMES\SYNDICATE**

Note: To type in another name, first erase the old one using the back-space key.

6. Insert **Syndicate** disks 2 – 4 as prompted on screen to complete the Install procedure.

BACKING-UP YOUR SYNDICATE DISKS

As the world isn't a perfect place, we're unable to guarantee that your original Syndicate disks will last until the end of time, so we advise you to make a back-up copy of the disks and play the game from these. If you ever experience problems with the back-ups just make another copy from the originals — it's as simple as that!

TO COPY YOUR SYNDICATE DISKS:

1. Turn the Amiga on.

2. Insert your Workbench disk into drive DF0:.

3. **If you have a single drive system:** Take out the Workbench disk and insert Syndicate Disk 1 into drive DF0:.
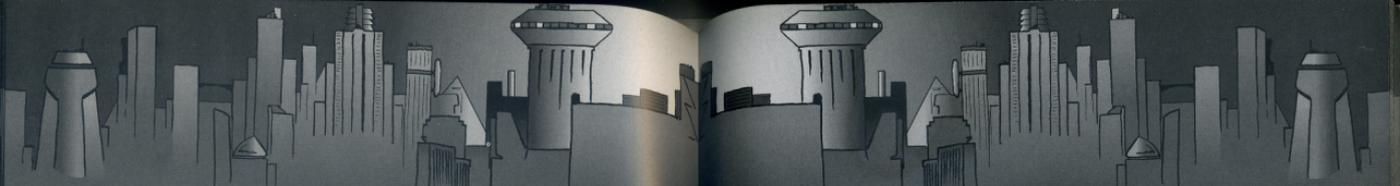
If you have two drives: Simply insert Disk 1 into the other drive.

4. The **SD1** icon appears on the Workbench screen. Place the mouse pointer on this icon and highlight with a single **left-click.**

5. Pull down the Workbench menu from the menu bar. Drag the bar down to **Duplicate** and release.

Note: If you are using a later version of Workbench, pull down the Icons menu. Drag the bar down to **Copy** and release.

6. Follow the on-screen instructions. Depending on your system you may have to swap disks from time to time.

7. When you have copied the disk, **left-click** its icon to highlight it. From the Workbench menu, choose **Rename.** Next, edit the disk name to remove 'Copy_of_' (all 8 characters) so that the disk is called 'SD1'. Press **Return.**

Note: If you are using later version of Workbench, the **Rename** option can be found in the **Icons** menu.

8. Repeat steps 4 - 7 with the rest of your **Syndicate** disks.

9. Now put your original **Syndicate** disks away for safe keeping. **Play only from the copies of your original disks.** Make sure you leave these write protected with the black tab pushed up (letting you see through the hole) so that no-one accidentally erases them.

PLAYING SYNDICATE FROM FLOPPY DISK

1. Write enable **Syndicate** Disk 1 and insert into drive DF0:

2. Turn ON your Amiga and **Syndicate** self-boots.

3. You are presented with Language Selection options. **Right-click** the mouse button to advance to the desired language, and then **left-click** to confirm selection and initiate loading of the game. All on screen text is presented in the language chosen here.

Note: **Syndicate** supports multiple drives. Should you have any problems with lack of memory, try switching OFF your Amiga, removing all peripherals and memory resident programs (such as virus checkers) and rebooting.

4. The Bullfrog logo appears, followed by the introduction. Single **left-click** the mouse to skip these animated intro sequences.

To play the game immediately, go to the Quickstart section of the Game Manual.

Playing Syndicate from Hard Disk

1. Turn ON your Amiga.

2. Double **left-click** the drawer into which you had previously installed **Syndicate.**

3. The drawer opens. Now double **left-click** the **Syndicate** game icon to start running the game.

4. You are presented with Language Selection options. **Right-click** the mouse button to advance to the desired language, and then **left-click** to confirm selection and initiate loading of the game. All on screen text is presented in the language chosen here.

5. The Bullfrog logo appears, followed by the introduction. Single **left-click** the mouse to skip these animated intro sequences.

To play the game immediately, go to the Quickstart section of the Game Manual.

Note: **A600 Hard Drive Users.** Users with 1.5Mb Ram **can** play Syndicate but **must** skip the animated intro sequences to save on available memory (see point 5).

DIFFERENCES IN THE AMIGA VERSION

MAIN MENU

F4. LOAD & SAVE GAME

When playing from floppy, games are saved onto **Syndicate** Disk 2. Remember not to write-protect Disk 2 when saving games, or alternatively save to a copy of Disk 2. If the message 'Error Saving Game' appears during the Save process, ensure that you are using the correct disk and that it isn't write-protected. With Disk 2 in the drive and write enabled, the error message disappears and you're able to save the current game of **Syndicate** without difficulty.

When loading a saved game, you need to have Disk 2 ready for insertion into the drive when prompted by the on-screen message.

F5. QUIT TO DOS

You may have noticed that the Main Menu option F5 Quit To DOS mentioned in the manual isn't present in the Amiga version. **Syndicate** slaves playing from their Amiga Hard Drives can quit the game by taking the cursor to the extreme top left of the screen and pressing **Shift/Esc.**

KEY COMMAND CHANGES

Turn background sounds on/off with **F1.** The **F2** key has no effect on music volume in the Amiga version — to make the music less intrusive you can always use the monitor's volume control.

CONFIGURE COMPANY

When configuring your company, there is now a Turn Animations On/Off box at the bottom of the screen. This lets you decide whether or not to play **Syndicate** with the inter-mission animations running. The game runs with fewer pauses if you have animations turned Off.

Left-click the mouse button to toggle this option On/Off.

SCANNER

The Scanner on the Mission Status screen displays all the characters within the Mission Zone in white. For colour information you must buy the Scanner accessory listed among the equipment options. This displays mission personnel as blips in the following colours:

Your agents — Yellow
Enemy agents — Red
Civilians — Small flashing white specks (persuaded civilians turn yellow)
Guards — Pink
Dead agents — Disappear
Police — Flash dark/light blue
Targets — White (persuaded targets flash yellow/white)
Vehicles — White squares

Note: Your cyborgs' electronic mechanism interferes with a vehicle's Scanner pulse. This means that the vehicle can sometimes disappear from the Scanner display.

Buildings — Blue blocks
Roads — Dark grey

TARGET

When you look at the Scanner you can see a white pulse given off by the active agent. This is the target locator, replacing the radar signal emitted by the target in the PC version. Move your agents in the direction of this pulse in order to hunt down the target and succeed in your mission.

RELOAD

To save time after a mission, reload all your weapons at once. To do this follow the procedure as in the manual, and then right-click the Reload box.

QUICKSTART

KEY COMMANDS

Esc	Quit to Main Menu
P	Pause game
F1	Toggle on/off sound effects
F2	Toggle on/off music
Control D	Self-destruct (if equipped with Version 2 or 3 chest)
Space Bar	Go to Mission Debriefing after mission
Cursor Keys	Move mission view


```
MAIN MENU

■  F1  CONFIGURE COMPANY
■  F2  BEGIN MISSION
■  F3  LOAD AND SAVE GAME
■  F4  RESTART GAME
■  F5  QUIT TO DOS
```

To play Syndicate immediately, highlight Begin Mission from the Main Menu with the cursor and **left-click**. Your Syndicate retains the Bullfrog name and logo and you play the game without personalising it, but this doesn't affect game play itself.

SYNDICATE

SYNDICATE

AVAILABLE TERRITORY

BRIEF WINDOW

TERRITORY BOX
CURRENT TAX RATE

NAME WESTERN EUROPE
POP 62000000
TAX UNKNOWN
OWN

The World Map display has one flashing territory. At the start of a game this is the only territory with a mission currently available. The Territory Box with population level and tax rate information is displayed at the bottom of the screen. (To find out more about this see Raising Taxes.) **Left-click** the Brief window to enter the Mission Brief screen.

MISSION BRIEF

MERCENARY CAMP.

ASSASSINATION.

INTELLIGENCE REPORTS HAVE INDICATED THAT AN ARMY COLONEL IS STEALING RESOURCES FROM YOUR WEAPONS DIVISION AND USING THEM TO EQUIP HIS MERCENARIES.

HIS BASE HAS BEEN SET UP JUST OUTSIDE ONE OF OUR CITIES AND THE POPULACE HAVE REPORTED DISTURBANCES CAUSED BY HIS TROOPS.

BUDGET
30000

INFO
100

ENHANCE
100

MISSION MAP

The mission name and a written mission description are revealed. To expand on the Mission Brief **left-click** Info. Likewise to enhance the Mission Map, **left-click** the Enhance box. Extra info and enhancements cost money, which is deducted from the Budget figure.

At this stage you have no choice but to Accept this mission, which you do with a **left-click**.

AGENT BOX

GROUP ICON

AGENT ICON

TEAM SELECTION

SPECIAL AGENT BUSH

30000

EQUIPMENT LIST

EQUIPMENT INVENTORY

The Team Selection screen opens. Here you Equip and Modify your agents in preparation for the mission. All four Agent Boxes are highlighted in green, but four agents is overkill on this first mission. Two are adequate, so de-select the other two by **right-clicking** their boxes. **Left-click** in either of the remaining agents' boxes and you can start mission preparations (note the broken flashing highlight line). **Left-click** Equip to reveal the equipment currently available and Purchase whatever seems appropriate based on your judgement, budget and the mission outline. From the equipment list, **left-click** a particular weapon to open the weapon description window. The Purchase option becomes available — **left-click** to confirm purchase, or **left-click** on the weapon window to return to the equipment display.

To Equip and Modify your agents simultaneously, **left-click** the group icon in the centre of the Agent Boxes. Only one agent icon is displayed, however.

For information on researching more equipment options and higher modification versions, see Research.

Similarly, **left-click** Mods and a list of Version 1 modifications is displayed. These can be purchased as were the weapons.

Left-click Agent Box 2 and the agent display shifts accordingly. Equip and Modify this agent as before. Remember, you've a long way to go to world domination, so be frugal or suffer later!

Now **left-click** Accept and the mission begins.

The Mission Status screen displays all the information necessary to the success of a mission. On the left are the agent Status Boxes with agent icons. Beneath each Status Box are the IPA Level bars.


These let you adjust the cyborgs' levels of Intelligence, Perception and Adrenaline. For fine adjustment of these levels position the cursor and **left-click** to the right of the centre line. Alternatively, press both mouse buttons together to boost all three IPA Levels to maximum. Be careful, as boosts soon wear off and the agent's responses suffer accordingly.

Details of this can be found in IPA Levels.

The Health Bar next to each Status Box indicates how much life is left in the cyborg. When the white hits the floor so does the agent, who falls over in a pool of blood.

Left-click one Status Box and it is highlighted in orange. This is the active agent. His/her inventory of weapons is listed below. To arm an agent during the mission, **left-click** the desired weapon icon from the inventory.
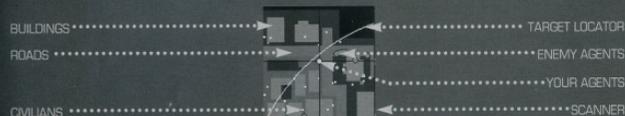
The Scanner shows a display of the Mission Zone with buildings displayed in blue, road and rail routes in grey. Your agents are the yellow circles, enemy agents red and the target a white flashing dot. The target emits a beep and corresponding radar signal that leads your agents to him. The civilian population is a swarm of white specks, while police are displayed as blue flashing circles. You can move around the Scanner with the cursor and the Mission Zone display changes accordingly to reveal the new area.

More information is available in Scanner.

SYNDICATE

SYNDICATE

In the Mission Zone your agents are numbered 1-4. To move the active agent(s), place the cursor ahead of him/her and **left-click**; the agent walks toward this location. To increase walking speed, increase the level of adrenaline at the IPA Level bars. To move all the agents at once, first **left-click** the group icon in the centre of the Status Box display. While the agents are grouped, they respond to commands as a unit.

To fire, **left-click** a weapon icon from the inventory. Aim with the cursor and the targeting icon appears. Now **right-click** with the mouse to fire. When the targeting icon turns red your foe is within range for the chosen weapon. If you're pressed for time, enter Panic Mode by pressing both mouse buttons together. Agent IPA Levels shoot up to maximum and a weapon is drawn and fired automatically. For details of this see Panic Mode.

If you now pay the target a visit, you can teach him/her never to tangle with the Syndicate.

After a mission you are taken to the Mission Debriefing screen.

If the mission has been successful, **left-click** Accept and you visit the World Map to choose another territory and another mission. First, raise taxes on the citizens to boost your remaining budget. One or two of the territories adjacent to the one in which you have been victorious are flashing; choose between them by **left-clicking**, and then **left-click** Brief.

If the mission has been unsuccessful, any agents killed and money spent are gone for good. After the first mission you have no choice but to take another bite of the cherry and try again.. **Left-click** Brief for the same territory and you're back at the Mission Brief screen.

For information on replacing dead agents see Team.

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

Use the cursor to highlight the chosen file and **left-click** to open. You can also do this using functions keys F1 - F5 on your keyboard.

F1. CONFIGURE COMPANY

Customize your Syndicate by choosing logo, colour and name. For more information see Configuring Your Company.

F2. BEGIN MISSION

Pick a mission territory, equip your agents and pit your Syndicate against your global rivals. For details see Preparing To Play Syndicate.

F3. LOAD AND SAVE GAME

Preserve current game status or reload previous games of Syndicate. See Loading And Saving A Game.

F4. RESTART GAME

Things not progressing too well? Kinda get the feeling a particular game of Syndicate is cursed? Simply return to Main Menu and **left-click** Restart Game to go back to the beginning and start again.

F5. QUIT TO DOS

Logging Out message appears. You Quit Syndicate and return to DOS.

CHAPTER 1 – CONFIGURING YOUR COMPANY

Left-click Configure Company to reveal the Select Detail To Change box.

SELECT DETAIL TO CHANGE

SELECT DETAIL TO CHANGE

○ COLOUR AND LOGO
○ COMPANY NAME
○ YOUR NAME

ACCEPT   MENU

CUSTOMISE LOGO & NAME
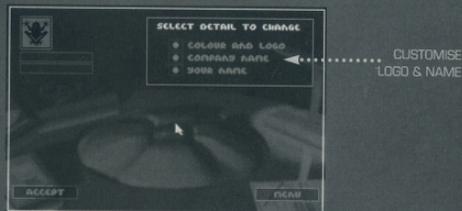
Personalise your Syndicate colour and logo, Syndicate name and player name here.

CHOOSING SYNDICATE COLOUR

Left-click the Colour And Logo option. Scroll through the colour list with **left-clicks** to the arrow icons, and then **left-click** OK when the desired colour appears. There are eight colours to choose from.

CHOOSING SYNDICATE LOGO

Left-click the Colour And Logo option. Scroll through the logo list by **left-clicking** the arrow icons, then **left-click** OK when the desired logo appears. The logo list contains 40 logos.

The chosen colour/logo combination appears in the left hand corner of the screen.

CHOOSING SYNDICATE NAME

Left-click OK to return to the Select Detail menu. **Left-click** Company Name, type in your chosen name and confirm with a **left-click** to OK.

CHOOSING PLAYER NAME

Left-click Your Name, type in the name of your choice and then **left-click** OK.

Note: If you make a mistake while typing, use the Backspace button to erase the name one character at a time and then re-write it.

The chosen Company Name and Your Name should now appear beneath the logo on the left hand side of the screen. Click Accept to complete the company configuration.

Return To Main Menu

If at any time during this process you wish to return to the Main Menu, simply **left-click** Menu.

CHAPTER 2: SELECTING A MISSION

Highlight Begin Mission with the cursor and **left-click** to enter the Syndicate global arena. The World Map screen is revealed.

WORLD MAP

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

After a successful mission, the World Map changes. The territory in which you have been successful is now your Syndicate's colour, and the Territory Box reveals population Status and Tax Rate. These two factors go together like ham and eggs. Raise the taxes too high and the populace gets annoyed — just check the Status! That's when they can become rebellious and need some discipline, Syndicate style!

NEW CALENDAR

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

TERRITORY BOX

The Territory Box gives details of:

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.

Move the cursor around the different territories and **left-click** to reveal details in the Territory Box.

BRIEF

Only when the word Brief appears in the Brief window is a mission available to capture a territory. A **left-click** here takes you to the Mission Brief screen.

Return To Main Menu

Left-click Menu at any time to return to the Main Menu options.

MISSION BRIEF

The Mission Brief screen displays the mission brief, your mission Budget, Info and Enhance options.

MISSION OUTLINE

The text gives an outline of the mission including drop point, defensive and offensive tactics, suggestions for suitable weapons and possibly the location of the target. The Mission Outline is expanded if you choose to buy Info.

BUDGET

The figure at the top of the right hand column is the mission Budget. This is used to buy all the weapons, peripherals and modifications your agents need to succeed, so spend it wisely! You can also opt to invest some of it on further mission information and an enhanced Mission Map.

Throughout the game the cost of equipment and info 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.

BUYING INFO

Left-click Info and vital mission information is added to the Brief — for a price. You don't have to buy, but unless you've a pack of Tarot cards extra info comes in very handy.

This information is displayed on additional pages of mission text. Scroll through these by **left-clicking** the left and right arrows as appropriate.

MISSION MAP

The map shows the area in which the mission takes place. Initially very indistinct, the clarity of this map can be improved — for a price (see Enhance). **Left-click** in the desired direction of movement to see more of the map, or hold down the **left** mouse button to pan smoothly across.

The drop zone flashes red and white. Enemy agents are also displayed, flashing in red. Streets and transport routes are grey, while buildings are blue. The location of the target is not revealed as yet — you have to Begin Mission before you can find that out.

ENHANCE

Left-clicks on Enhance improve the definition and simultaneously increase the cost of the Mission Map. This is deducted from your budget. You can move around in this map with the mouse if you simultaneously hold down the **left** mouse button.

Map

If you don't fancy your agent's chances at a given Brief, **left-click** Map to return to the World Map screen. **Left-click** territories until you find a mission and brief more to your liking.

Accept

Having assessed your chances of completing the mission, **left-click** Accept. The Team Selection screen appears.

Return To Main Menu

Alternatively **left-click** Menu to return to the Main Menu options.

CHAPTER 3: PREPARING THE TEAM

AGENT BOXES

Select, equip and modify agents using their Agent Boxes. All four are highlighted in green and the agent currently on display has a flashing, broken outline. **Left-click** in another box to change agent.

Depending on the degree of difficulty you expect to encounter, the mission budget and any other tactical considerations, you can prepare as many agents as you like for a mission to a maximum squad size of four. It's often easier to keep an eye on just a couple of agents when the bullets, bombs and laser bolts are flying. And dead agents are just so much wasted Syndicate moolah.

De-select with a **right-click** and the Agent Box goes blank. To re-activate a de-selected agent, **right-click** in the Agent Box again. (For more information see Team.)

GROUP

A **left-click** to the group icon in the centre of the four Agent Boxes lets you Equip and Modify the cyborgs all at once. This can save you considerable time at the Team Selection stage.

Another **left-click** to the group icon leaves you free to customise your cyborgs individually.

Now Equip and Modify ready for a mission.

EQUIP

Each agent is already supplied with a single pistol, but they need far more than this to survive against enemy cyborgs and succeed in missions requiring specific equipment.

The Equip box should already be highlighted. Purchases are listed to the bottom right of the agent icon. But don't just window shop — your agents need some wicked weapons if they're to survive Syndicate.

As with the Info and Enhance options, it is up to you to balance expenditure against the requirements of a mission.

WEAPON DETAILS

WEAPON DETAILS

PURCHASE

At the beginning of the game you have only five equipment options: persuadertron, pistol, shotgun, scanner and medikit. Research money is needed to perfect more (see Research).

Left-click an item in the Equipment List to open the Weapon Details window and find out Name, Cost, amount of Ammo carried, effective weapon Range and the unit cost of ammo or Shot.

Only by playing Syndicate do you learn the ideal weapon for each mission environment, but for tactical hints and details of specific equipment uses see Equipment Details.

PURCHASE

Left-click Purchase to confirm purchase of an item. Weaponry and peripherals are listed next to the Equipment Window.

$YNDICATE

Left-click the Weapon Details window to close it and reveal the Equipment List again. Alternatively, click Equip to return you to the Equipment List, from where you can repeat the process. So kit out your CHIPped-out agents some more; they're soon ready for real mayhem.

MODS

Now your agents have the gear, they need the brain, muscle and sinew to help them use it. To tune your cyborgs' physiques to perfection, **left-click** Mods and a list of possible modifications appears over the Equipment List. Choose between designer limbs, eyes, heart, chest and brain to produce the ultimate killing machine.

Highlight the desired modification with a **left-click**. A description of its attributes appears over the Mods list.

Confirm by **left-clicking** Purchase. The Mod appears in the appropriate box beside the agent symbol. Your budget drops accordingly.

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. Also contains 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 Weapons – Persuadertron).

RESEARCH

Left-click Research to enter the Research screen.

RESEARCH SCREEN

MIN FUNDING ·······

MAX FUNDING ·······

DEV COST ·······

························· DEVELOPMENT GRAPH

Although responsibility for the victory of the Syndicate rests on your shoulders, you're not entirely without support. Syndicate scientists are working feverishly to develop more lethal weapons and modifications for your cyborgs.

But 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.

EQUIPMENT DEVELOPMENT

When the Research screen is opened, the Equip box is highlighted and your Equipment Development options detailed in the Research Options window. These are usually in categories, but individual weapons are also sometimes listed. On the right is an inventory of your existing equipment. Consider the demands of forthcoming missions and the equipment your agents are lacking before deciding on the Research Option to be developed.

Choose a category with a **left-click** and then left-click Research. The minimum and maximum Dev Cost is revealed in the window. Adjust this with Funding+ and Funding- buttons. The new Dev Cost is deducted from the mission budget. When you're happy with the cost and time of development, **left-click** Accept.

MODIFICATION DEVELOPMENT

Left-click Mods and your Modification Development options are listed in the Research Options window. If Version 1 legs don't get your agents out of trouble fast enough, it might be time to invest in Version 2. Highlight and **left-click** on Research to reveal max. and min. Dev Cost, which can be adjusted with Funding + or Funding -, and is deducted from the mission budget. **Left-click** Accept to get the ball rolling.

Note: Your technicians need to fully develop any Version 2 modification before Version 3 updates become available for research.

ADJUSTING DEVELOPMENT TIME

DEV OPTIONS

FUNDING +

DEV COST

FUNDING -

RESEARCH

RESEARCHING / AUTOMATIC

DEV GRAPH LINE

Want that laser real bad? Speed up development by increasing funding. Budget looking a little thin? Reduce the speed of development and save some readies. These adjustments can be made using the Funding + and Funding - options.

FUNDING +

Left-click Funding + to inject cash into the Dev programme of Equipment and Modifications. The Dev Cost figure increases with each click, but development time is reduced (see Development Graph)

FUNDING -

Left-click Funding - to reclaim cash from the Dev programme for other budgetary requirements. The Dev Cost figure goes down with each click and there is a subsequent increase in development time (see Development Graph).

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 are 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.

The initial Dev Cost is based on 100% Completion being achieved after 10 days. If Dev Cost is increased with **left-clicks** to Funding +, the angle of the line on the graph increases toward the vertical. Development time is reduced, down to a minimum of 1 day.

If Dev Cost is decreased with **left-clicks** to Funding-, the angle of the graph line becomes more shallow. Development time is increased, to a maximum of 10 days.

The Mission Debriefing screen tells you how long a particular mission took in game time, and from there you are also told the remaining days to development completion.

Confirming Development

When all budgetary limitations have been taken into account and the desired cost/time threshold reached, **left-click** Accept to return to the Mission Screen.

TEAM

TEAM SELECTION

SPECIAL AGENT BUSH

CRYO CHAMBER

AGENTS

EMPTY CHAMBERS
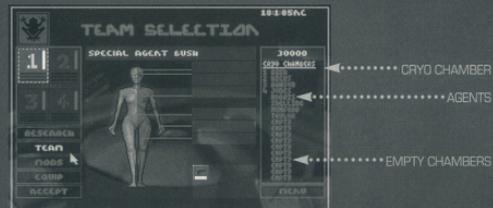
Left-click Team to select your agents from the Cryo Chamber. At the beginning of a Syndicate session you have eight agents available with identical attributes, the first four of which are numbered according to their Agent Box. The remaining chambers register as Empty, but can be filled with captured agents as the game goes on.

Equipment purchases and Modifications to your agents give them 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 are added to the Cryo Chamber. They bring any weapons and experience with them, and can also be modified (see Equipment – Persuadertron). But this isn't easy, so don't throw away the eight lives at your disposal.

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

Left-click Team to open the Cryo Chamber, highlight an agent with the cursor, and then **left-click** for Equipment and Modification details. To make the highlighted agent operational now **left-click** one of the four Agent Boxes.

De-select an agent with a **right-click** to the numbered Agent Box.

REPLACING DEAD AGENTS

When an agent is killed, its Cryo Chamber registers as Empty and the Agent Box is de-selected. To make one of the remaining agents operational, first **left-click** Team to open the Cryo Chamber.

Left-click the dead agent's box for the green broken line highlight. Now **right-click** the chosen agent from the Cryo Chamber, and the Agent Box number appears beside it. (Change to another stored agent with a **left** or **right-click**.) This cyborg can now be Equipped and Modified ready for service with the Syndicate.

When your boys and girls are ready to go out and play, **left-click** Accept. The Loading Game message appears and the mission begins.

CHAPTER 4: PLAYING A MISSION

Once you've adequately kitted out your cyborg servants, you're ready for a mission.

STATUS BOX
GROUP
HEALTH BAR
IPA LEVELS
WEAPON DISPLAY
SCANNER

NUMBERED AGENTS
ENEMY AGENTS

The Mission Status screen displays all the information you need to lead your Syndicate agents to their target.

STATUS BOXES

The operational status of your agents is displayed in the Status Boxes numbered 1 – 4. Each has an agent icon that responds to movements and hits in the Mission Zone.

HEALTH BAR

This ain't where cyborgs go for a little R'n'R! The Health Bar to the immediate right of the Status Box 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).

CHANGING ACTIVE AGENT

The active agent's Status Box is highlighted in orange. To change active agent simply **left-click** another Status Box.

To switch active agent you can also **left-click** a numbered agent directly in the Mission Zone.

IPA LEVELS

With the three bars you control injections of drugs which alter intelligence (I), perception (P) and adrenaline (A) levels in real time. These drugs modify the behaviour of an agent when left to its own cybernetic devices. Accurate control of IPA Levels is essential if you are to progress to the higher echelons of your Syndicate.

ADRENALINE

PERCEPTION

INTELLIGENCE

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 IPA Levels if leaving agents on lookout within the Mission Zone. They fire to defend themselves while awaiting the next command.

ADJUSTING IPA LEVELS

ALL LEVELS TO MAXIMUM — AGENT REACTS QUICKLY AND WITH A HIGH DEGREE OF OPERATIONAL INDEPENDENCE.

ADRENALINE TO MAXIMUM ONLY — AGENT MOVES QUICKLY BUT YOU MAY NEED TO TAKE CONTROL OF FIRING AND OTHER RESPONSES.

INTELLIGENCE & PERCEPTION HIGH, ADRENALINE LOW — RESPONSE TIME SLOW, BUT FIRING ACCURACY ASSURED.

DARK SEGMENT SHOWS AMOUNT OF DRUG USED.

**Left-click** to the right of the centre line to increase IPA Levels.

The red, blue and brown 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 colour bar, the effect of the drug begins to diminish. The length of the level indicator falls off accordingly.

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

Retarding IPA Levels to the left of the centre bar with a **left-click** reduces dependency; do this when an agent is under no real threat. The longer an agent's IPA Levels are rested, the greater the improved performance when injected later.

Note: In Group Mode any IPA Level adjustments to a single agent affect them all.

SCANNER

BUILDINGS

ROADS

ENEMY AGENTS

YOUR AGENT

TARGET LOCATOR

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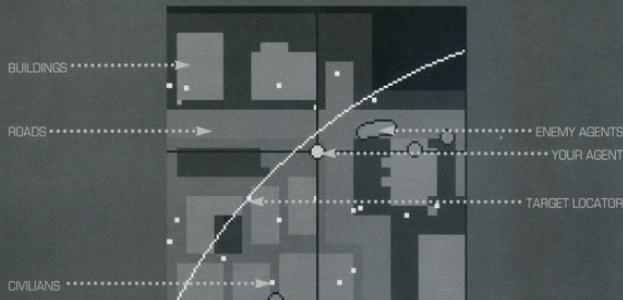
From your vantage point high above the city you observe proceedings and monitor the actions of your agents. To help you plot agent moves, warn you of advancing enemy cyborgs and locate the target, the control airship is equipped with a Scanner which reproduces an aerial view of the Mission Zone.

As with the Mission Map (see Mission Briefing), the city's structures are displayed as blue blocks, while roads and access routes are grey.

Your agents now appear as throbbing yellow circles, as do any people, police or enemy agents caught in the grip of the Persuadertron (see Weapons – Persuadertron). Mission target(s) flash white/yellow on the Scanner when under the influence. Remember that to complete the mission these too must make it to the evacuation zone.

Enemy agents throb red, so keep an eye on the Scanner to spot them, while unfriendly soldiers, guards etc. who may pose a threat are displayed as white flashing circles.

The civilian population is just so many white specks, as are dead agents from whatever Syndicate. The police are displayed as flashing blue circles.

Vehicles are shown on the scanner as white squares.

The target can be located by the radar locator line given off, and corresponding audible signal (see Target). If the mission requires you to reach an evacuation zone after the target has been dealt with, this emits the same radar locator as the target. When the locator line turns red on the Scanner, your agents should be in range on the main screen.

MOVING THE SCANNER DISPLAY

Move the cursor to the edge of the Scanner and the Mission Zone display moves correspondingly; **right-click** a specific place on the Scanner and the Mission Zone display zooms to it.

You can move agents around the Mission Zone using the Scanner alone; **left-click** with the cursor ahead of your agent(s) in the desired direction of movement and the yellow circle(s) move.

MOVING YOUR AGENTS

Your agents appear in the Mission Zone numbered 1 – 4. To plot a course position the cursor ahead of the active agent and **left-click**. This can also be done from the Scanner (see Scanner).

If an agent is no longer on view in the Mission Zone (you may have scrolled ahead with the cursor for a look around) a **right-click** to its Status Box zooms you back to the present position, with the active agent placed in the centre of the Mission Zone display.

If your agent has entered a building, a vehicle or disappeared into a tunnel, follow the agent's dot to trace the route. This also allows you to manoeuvre the cyborg even when out of sight.

To display more of the Mission Zone, take the cursor arrow to the edge of the screen.

Note: Direct agents using the Scanner while you look ahead for enemy agents, etc. in the Mission Zone. Practice manoeuvering using the Scanner and the cursor – you need excellent close control if your Syndicate is to triumph.

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 judge the amount of equipment taken on the mission carefully — 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 Flamer slows down an agent much more than does a Pistol or an Uzi.
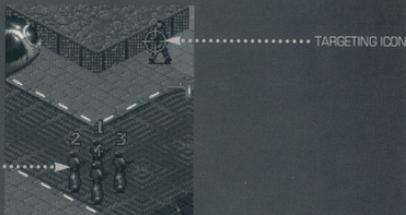
TARGETING ICON

AGENTS IN GROUP MODE

GROUP MODE

Combine all your agents in real time during the mission using Group Mode. **Left-click** the group icon in the middle of the Status Box display to team them; plot one course and all the agents follow it. In this way you can have a gruesome twosome, threatening threesome or frightening foursome on patrol.

To split your agents again, **left-click** a single agent Status Box.

IN THE MISSION ZONE

Here are some of the things you can expect to come across while playing a Syndicate mission.

ENEMY AGENTS (RED CIRCLES)

Cyborgs employed by rival Syndicates appear in the Mission Zone dressed similarly to your own, wearing large overcoats. The many folds of an agent's overcoat bulge with concealed weapons and, unlike the police who must wait for arms to be revealed (after all, the cities of tomorrow aren't safe places to walk without some form of protection), enemy agents don't stand on ceremony when it comes to gunning down your operatives. If you're not careful they fire before you can even arm a cyborg, so move quickly.

POLICE (BLUE CIRCLES)

The police of tomorrow have a thankless task. Hampered by the need to be seen to have at least some respect for the law, they cannot fire on Syndicate agents until weapons are drawn and the streets already awash with innocent (and not so innocent) blood. Although well trained, well armed and well protected by chest armour and helmets, this helps make the police sitting ducks for Syndicate agents in need of target practice. And unlike their cyborg foe, police are only flesh and blood. Still, when you hear the warning, "Police! Put down your weapons!", it's a good idea to take note and get that uzi back in your overcoat — that is unless hot lead is already spitting from enemy cyborg weaponry.

THE TARGET (WHITE DOT WITH RADAR SIGNAL)

The unfortunate soul who is the mission Target emits a beep, and can be located on the Scanner by the corresponding radar signal.

Note: If you have to enter a building to pursue the target, remember that the cursor becomes a targeting icon when over your prey, and turns red when a target is in range of a chosen weapon.

VEHICLES (WHITE SQUARES)

Get in cars and trucks or onto trains by **left-clicking** the desired vehicle. The active agent walks toward and enters it. Cursor clicks in the direction of movement control the vehicle. **Left-click** the vehicle itself to stop and get your agent out.

On trains your agent has to travel to the next platform before disembarking. Wait for the train to stop and **left-click**. Your agent gets off the train.

BUILDINGS (BLUE BLOCKS)

To open doors and enter buildings, simply **left-click** with the cursor icon on the selected door. The door should open and your agent walk straight through.

You can trace the movements of your agent when hidden from view inside a building by following his/her agent dot on the Mission Zone display. When you want the agent to leave a building, **left-click** a location outside and the agent finds the shortest route to it.

SOUNDS

If your neighbours are complaining that they think there's a massacre going on, press **F1** to turn off all sound effects. If you want to keep the noises, sound effects and explosions but turn off the music, press **F2**.

USING WEAPONS

WEAPON DISPLAY

HIGHLIGHTED WEAPON

GRAB ICON

SHOTGUN
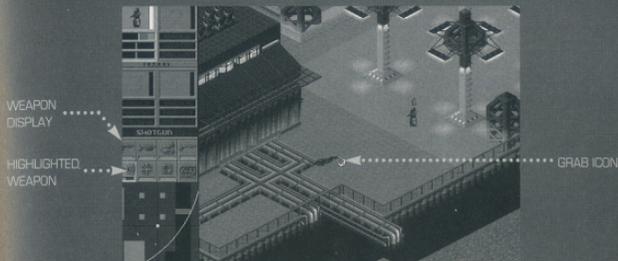
Only the active agent's weaponry is displayed beneath the Status Boxes. You must **left-click** a weapon before firing. This highlights it in orange – the active agent pulls the weapon from under his/her overcoat, ready to kill. It's a good idea to select a weapon well before you reach your target, where things might be hectic with swift, unnecessary violence called for. But take care – police recognise your cyborgs as Syndicate lackeys as soon as a weapon is drawn, and they come straight for you.

Note: When all agents are active in Group Mode, the last activated agent has his/her weaponry displayed.

Aim with the cursor and the targeting icon appears. When this is red the target is within range of your chosen weapon. **Right-click** to fire the agent's weapon once. Hold down the **right** button to spray bullets around the Mission Zone with insane abandon.

De-select a weapon from the display with a **left-click** after use to avoid detection by law enforcement officers. The agent slips the weapon back inside the overcoat.

GRABBING WEAPONS
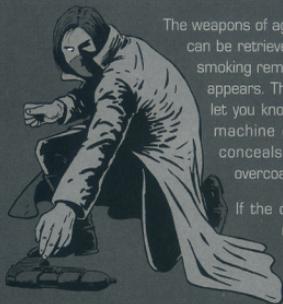
The weapons of agents killed in action, whether enemies or your own, can be retrieved by an active agent. Move the cursor over to the smoking remains of an agent or police officer and the Grab icon appears. The weapon flashes red in your agent's inventory to let you know if it's worth retrieving. **Left-click** and your man-machine goes to the remains, bends down and quickly conceals the grabbed weapons in the folds of his/her overcoat.

If the dead dude had multiple firepower, the Grab icon reappears after the first weapon has been claimed. Single **left-clicks** keep your agent retrieving weapons until either all are claimed or his/her inventory can hold no more.

DISCARDING WEAPONS

When all the ammo has been used up a weapon can become a burden. Drop a selected weapon from the weapon display with a **right-click** to its icon. 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.

PANIC MODE

If things are looking bad and enemy agents mounting up around you, press **left** and **right** mouse buttons together to enter Panic Mode. Your agent automatically selects a weapon and fires a salvo of hot lead. IPA Levels also shoot up to maximum without having to manually set them.

It ain't pretty, but it is effective.

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 a Chest Modification Versions 2 or 3, press **Control D** on the keyboard and the active agent blows himself to Hell in a huge conflagration, taking out everyone and everything in the surrounding area. Your remaining agents (who you've positioned well out of range, of course) can then grab loose weapons and continue the fight.

Similarly, Self-Destruct comes in handy when your mission budget has been swallowed up on unsuccessful outings. Even an unarmed agent can be a lethal weapon if it successfully evades detection and reaches the target. Press **Control D** again and the mission is completed. Self-destruct earlier to relieve enemy agents of the weaponry your cyborgs desperately need.

DEAD AGENTS

If an agent is killed, he or she falls in a messy heap within the Status Box. 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 Persuadertron).

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

SYNDICATE

SYNDICATE

MISSION DEBRIEFING

After each mission 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 shows the current state of any ongoing Research, and tells you when new equipment and modifications become available.

After successful missions **left-click** Accept and the World Map display appears. One or two of the territories adjacent to that in which you have triumphed flash to indicate a Brief is available. Following unsuccessful missions, no new territories are flashing (see Mission Failure).

CHAPTER 5: AFTER THE MISSION

Having successfully eradicated the first target, you are taken to the Mission Debriefing screen. **Left-click** Accept for the World Map display and see the impact this victory has had for your Syndicate.

LOWERS TAX RATE .... RAISES TAX RATE

RAISING TAXES

After winning a mission you have earned the right to levy outrageous rates of tax on the helpless citizens. The Territory Box might indicate a happy population paying 14%, but that won't keep your agents in uzis and bionic implants! Raise taxes and increase Syndicate profits.

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. Check on the current mood by **left-clicking** your controlled territories at the World Map screen. Lower taxes if necessary to improve the mood and prevent rival Syndicate insurgents taking advantage.

Right-click the up arrow to the right of the current tax figure to raise taxes in 10% increments, or **left-click** to increase them an agonizing single percentage point at a time. The money raised is displayed next to the tax figure; your head spins as you watch it rise! Click the down arrow on the left of the tax figure should you wish to lower the tax rate for some insane reason.

All the cash raised is added to your overall Budget.

CHOOSE A NEW MISSION

Some of the adjoining territories controlled by rival Syndicates have been de-stabilised by your success. A couple of these flash to indicate they are ripe for a takeover. You are only able to expand your Syndicate into these areas, otherwise there is no Brief available in the Brief window.

Choose a territory with a **left-click**. Click Brief to reveal the new mission and budget. As before, **left-click** Accept for Team Selection.

RELOADING WEAPONS

RELOAD

Whether your agents have won or lost a territory, those that survived may have fired. Save on the expense of all-new weaponry by purchasing a reload at a much reduced cost.

Left-click the Agent Box to see the cyborg's remaining firepower beneath the agent display. Weapons low on ammo have incomplete white bars. A **left-click** to one of these opens up the Weapon Description window. Now **left-click** Reload to return a weapon to full strength.

SELLING EQUIPMENT

Trade in weaponry unnecessary to the next mission and boost your budget for new gear using the Sell option.

Simply highlight the item to be discarded with a **left-click**, and then click Sell. The weapon disappears from the agent's equipment display on the Team Selection screen. Cash generated is added to your overall mission Budget. This can be done with all Equipment, but not with Modifications.

Grabbed weapons are listed along with those you purchased beforehand. You can Sell these to increase your budget, or Reload for use in the next mission.

TRANSFERRING EQUIPMENT

You don't have to leave a cyborg lumbered with a truckload of excess weaponry. Transfer equipment to agent's lacking strategically essential gear at the Team Selection screen.

To move weapons and mission peripherals among your agents, first select an agent with a **left-click** to its box. The equipment inventory is revealed beneath the agent display. Select the item of equipment for transfer with a **right-click** and, holding down the right mouse button, drag the weapon icon across to another Agent Box and release. **Left-click** the new agent's box for a look at the updated equipment inventory.

MISSION FAILURE

If your tactics are inadequate, the mission fails. The on-screen instruction to press **Space Bar** takes you to the Mission Debriefing screen. From here, **left-click** Accept for the World Map display and choose another territory (and a mission you can handle).

Left-click Brief and you're back at the Mission Brief screen. From here buy Info and Enhance if necessary, then **left-click** Accept and it's Team Selection time again (see Preparing The Team). Agents killed during the previous attempt are no longer available for missions. You have also lost their weapons and any money spent on modifications.

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. As an embarrassment and a liability to your Syndicate, an explosive device hidden on board the command airship is detonated by the Syndicate Executive and you crash in flames into the city. It's a quick death, and for that you should be thankful, but you ain't exactly going down in a blaze of glory.

Don't say we didn't warn you.

CHAPTER 6: LOADING AND SAVING GAMES

Left-click Load And Save Game on the Main Menu immediately after a mission to preserve territories, money and mission status, or beforehand to load an unfinished Syndicate session. You can Save up to 10 games.

SAVING A GAME

To save a game of Syndicate, highlight Load And Save Game from the Main Menu and **left-click**. The Load And Save screen appears.

Highlight a free number and use backspace or delete to remove the word 'Empty'. Type in a name and **left-click** Save.

LOADING A GAME

To load a saved game of Syndicate, highlight Load And Save Game on the Main Menu and **left-click**. The Load And Save screen appears. Highlight the appropriate game number and **left-click** Load.

SYNDICATE

SYNDICATE

CHAPTER 7: EQUIPMENT & TERRITORIES

EQUIPMENT

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

Firearms:

Pistol: Large calibre 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 the agent who fired around the mission zone like sheep. Civilians are always open to persuasion, and you need to persuade varying numbers of civilians before the Persuadertron has any effect on guards, police or enemy agents. Also, the effects of the Persuadertron are multiplied depending upon the version brain installed in the cyborg using it.
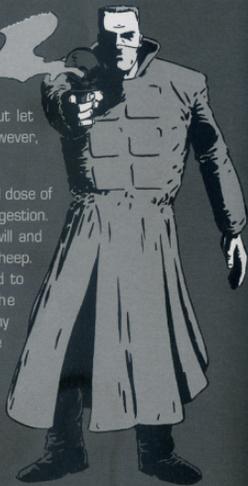
The chart below shows the number of civilians needed to persuade guards, police and enemy agents.

Version brain	Civilian	Guard	Policeman	Agent
Brain ø	A	4	8	32
Brain 1	A	2	4	16
Brain 2	A	1	3	11
Brain 3	A	1	2	8

(A = always 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

Policeman = 4

Enemy Agent = 32

Example 1: With brain ø you need 4 civilians to control a single guard. However, because a guard is worth 3 Persuasion Points, you only need 1 additional civilian to persuade a policeman, i.e.:

Brain ø	5 x civilians	1 x guard	= 1 policeman
Persuasion Points	5 x 1	1 x 3	= 8

Example 2: Thanks to Persuasion Points, with a version 3 brain you don't need to persuade 8 civilians for an enemy agent. The following combination has the same effect:

Brain 3	1 x civilian	1 x guard	1 x police	= 1 enemy agent
Persuasion Points	1 x 1	1 x 3	1 x 4	= 8

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:

Flame Thrower: 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:

Access Card: Plastic card that allows some security doors to be opened that would otherwise prevent access to restricted areas of the city. Also identifies the agent as a Police officer which diverts Police units.

Scanner: Energy scanner for detecting possible threats. When carried, this item displays all the people and vehicles in the surrounding area. Mission objectives are pinpointed by an identifier beam and emit a coded signal detectable by the scanner.

Time Bomb: High powered explosive that comes complete with timer and detonator. Explodes after a set time period devastating the surrounding area. The explosive is not quite powerful enough to damage structures but readily destroys people and vehicles. Just right-click the weapon icon on the active agent display, as if discarding a weapon, to drop the time bomb. 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.

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 challenge.

Ecological upheaval, wars and population movements mean that the ethnic make-up of these territories has changed drastically since the Twentieth 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	Columbia	Peru
Venezuela	Brazil	Paraguay
Argentina	Uruguay	

SYNDICATE

SYNDICATE

CHAPTER 8: RIVAL SYNDICATES

The Tao: Orient-based Syndicate formed from the unification of competing Chinese Triads and Japanese Yakuza factions. Having infiltrated the monolithic Sonbushi corporation, Tao executives found they had their hands on the levers of power from the South China Sea to the Russian Steppes. Not since the days of Genghis Khan has an empire of the East spread so far West.

Tao agents are well-disciplined and equipped with the latest hi-tech weaponry, the result of millions invested in research. Assassinations are generally immaculate with very little civilian wastage. Agents of the Tao are not a vicious or sadistic adversary, but a frighteningly efficient one.

I.I.A.: Starved of state funding for decades, the C.I.A. decided to enter the marketplace and contract out its services to the highest bidder. Using the espionage and counter-terrorism skills the organisation had gained keeping the free world secure, the I.I.A (Independent Intelligence Agency) soon became the favourite third-party agency of international crime associations.

Assassination, blackmail and the overthrow of governments to order was a very lucrative business and, following a hugely successful and over-subscribed flotation, the I.I.A. entered the corporate arena. Everything was in place for their ascendancy to the top of North America's corporate tree and it was a natural progression into full-time Syndicate operations.

I.I.A. operatives are chosen for their massive muscularity. Heavy armaments are the order of the day, the logic being that a few civilian casualties helps keep the rest of the citizens in line. Expect no mercy.

The Castrilos: Unparalleled viciousness is the major attribute of Castrilo agents. Originating in Cuba just prior to the fall of Communism, this Syndicate began as a political party dedicated to the memory of the late President Castro. When they couldn't get what they wanted through the ballot box, they turned to bombs and bullets – a far more effective way of keeping the masses in line.

Spreading through the Caribbean like a 'flu epidemic, this Syndicate soon established itself as a primal force throughout most of South America. A fortune was made by the Castrilos blackmailing world governments with threats to destroy what remained of the Amazon rain forest; whenever they're short of a bob or two, Castrilo executives still like to pull this old trick. A war of attrition exists between Castrilo agents and the I.I.A. as they attempt to establish a foothold in the lucrative N. American zone.

Sphinx Inc.: Sphinx Inc. executives try to expand their Syndicate into rival territories with an almost religious zeal. They aim to re-capture the lost majesty of the ancient Egyptians and establish an empire throughout Africa, the Middle East and the Mediterranean. Rivals claim this is just an excuse to commit acts of violence on a Biblical scale.

Although not the best equipped, Sphinx Inc. agents are injected with an unnatural dedication to duty. Even alone and injured they fight to the last and are far from easy to kill.

Executive Jihad: Caught between a rock and a hard place by the expansionist policies of both Tao and Sphinx Inc., and near bankrupted by World Government fines levied for exporting oil and thereby increasing world pollution, the Jihad is a Syndicate fighting for its home. But adversity is a great motivation and the Jihad executive has seen to it that its cyborgs are kill-hungry maniacs. They may be few in number and poorly armed, but you overlook the Jihad at your peril.

Tasmanian Liberation Consortium: When they exported criminals to Australia in the 18th Century, the Brits couldn't know what they'd started. Crime was a genetic certainty, and Australian youths were taught the finer points of maiming and slaughter at their mother's breasts. Unfortunately, a lifetime spent intoxicated meant that Australian criminals didn't succeed as well as their international rivals. The Tao easily established a foothold in Australasia and a lifetime of saki and sushi looked imminent.

Then, in the Great Lager Rebellion of 2140, there was an uprising led by the Tasmanian Liberation Consortium. From their hydro-electric power-generating island base they cut off the electricity to the mainland, stunning Tao executives who could no longer operate their game consoles. They surged across the Bass Strait like beer from a barrel and drove the Tao from Australia to re-established the Barby as the Australian national pastime.

With a fortune made from exporting weak, fizzy lager worldwide to spend on Research, the TLC gained influence and were soon second only to the Tao itself as a world power. Their agents tend to be wayward in their aim, mainly because their executive controllers are always drunk, so civilian casualties are high. But TLC agents have no real sadistic streak, and only turn nasty when denied access to Vegemite.

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EuroCorp.: By 2100 the European Community was suffering internal breakdown. The novel idea of compartmentalising European affairs — with Belgium responsible for entertainment, Italy for defense, and Britain the continent's cuisine — was a nightmare scenario and trouble inevitable. Centuries-old national rivalries could not be put aside and the Germans were (to use the diplomatic language of the time) 'putting down their beach towels' on every sun lounger in Europe.

In this atmosphere of mutual distrust and aggression the CHIP was perfected. It kept the populace occupied while, in the background, competing governments fell to corporate interests and the Syndicates moved in. When the dust had settled only EuroCorp remained. But EuroCorp's monopoly of world CHIP production couldn't last forever, and soon the executive was defending itself from rival Syndicate interests on all fronts.

This is the situation into which you are plunged. Defend your Syndicate and, at the same time, use your agents to re-establish EuroCorp's pre-eminence.

CREDITS

FOR BULLFROG

Producer: Peter Molyneux

Management: Les Edgar

Assistant Prodcuer/Programmer: Sean Cooper

Programmer: Phil Jones

Amiga Programming: Michael Diskett, Mark Webley, Guy Simmons

Graphics: Chris Hill, Paul McLaughlin

Level Design: Alex Trowers, Mark Lamport, James Robertson, Glenn Corpes

Sound & Music: Russell Shaw

Intro Sequence by: Paul Walker, Rich Underhill, Paul McLaughlin, Chris Hill, Russell Shaw, Kevin Donkin

Technical Support: Kevin Donkin

Additional Support: Kathy McEntee, Sue Mumford, Paul Clarke, Fin McGechie, Andy Sandham

Playtesters: Tyrone Bernal-Soria, Paul Cotterill, James Duffy, Gary Dunne, Michael Dyer, Keith Ferris, Sam Godber, Lorraine Godfrey, Kelly Harding, Demis Hassabis, James Herbert, Paul Hill-Gibbins, Mark Lamport, Philip Lever, Paul Lockley, Andrew MacKenzie, Chris Michaux, Chris Munro, Benedict O'Reilly, Tristen Paramour, Andrew Peach, Daniel Peacock, David Rhead, James Robertson, Andy Robins, Michael Stenhouse, Gordon Walton, Christian Wilson, Dan Wilson

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FOR ELECTRONIC ARTS

Producer: Kevin Buckner

Executive Producer: Joss Ellis

Assistant Producer: Matt Webster

Product Manager: Ann Williams

Translations Manager: Carol Aggett

Translations by: French: Art of Words

               Italian: C.T.O.

Documentation: Neil Cook

Documentation Design and Layout: Colin Dodson

Product Testing: Nick Goldsworthy, David Bowry, Graham Harbour

Quality Assurance: Pete Murphy, Alex Camilleri, Joerg Rohrer (Alliance)

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