AMERICAN REVOLT™
SYNDICATE™ DATA DISK

REFERENCE CARD

ENGLISH

BULLFROG
PRODUCTIONS LTD
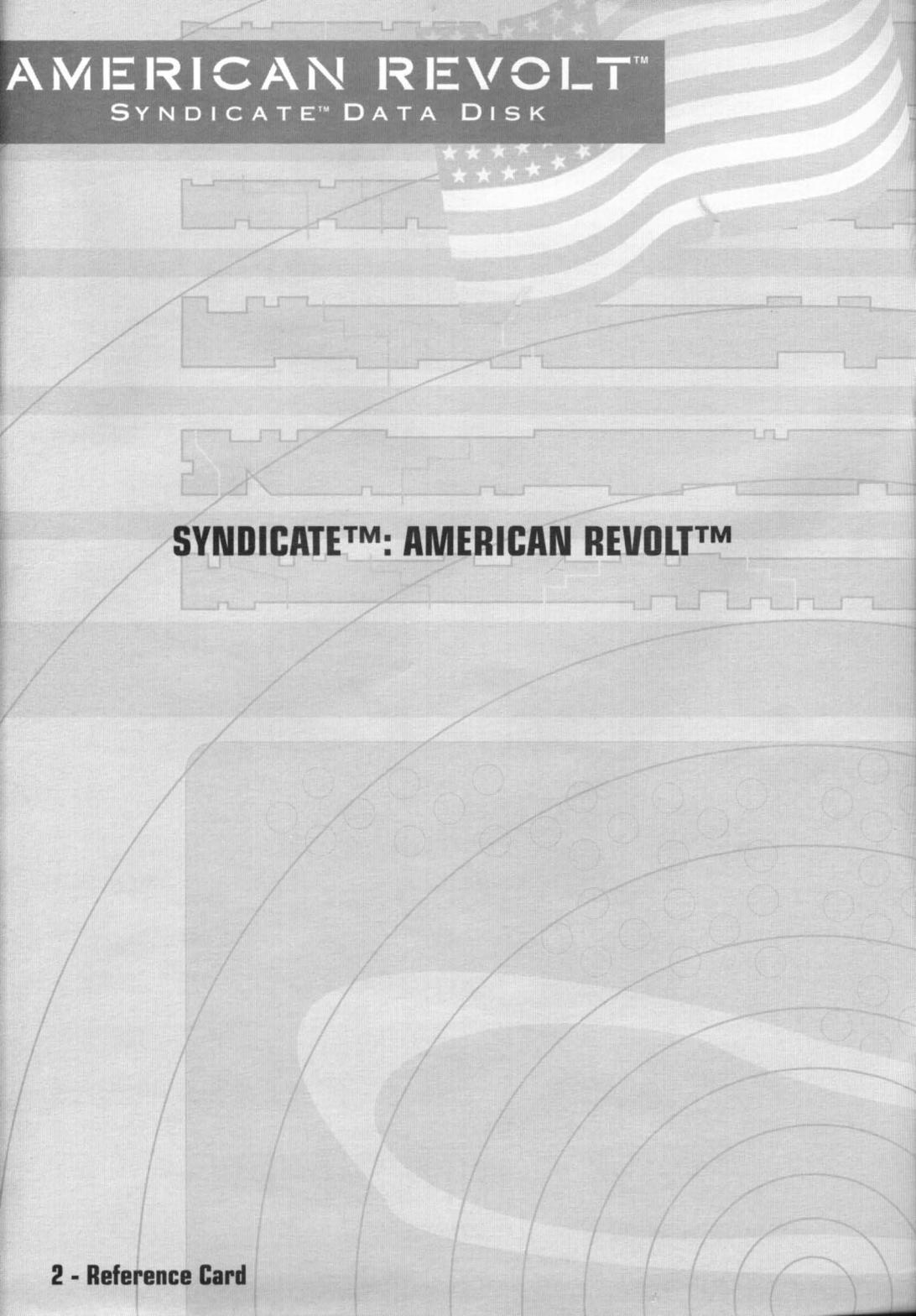
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SYNDICATE™: AMERICAN REVOLT™

EXECUTIVE BRIEF

You fought tooth and nail, and sacrificed countless cyborg agents, to gain control of the American territories. But now the natives want them back! The citizens of North and South America, tired of punitive tax rates and streets that aren't safe to walk, are taking up arms against the Syndicate and looking to gain autonomy. If you let this happen, not only will it jeopardise your position as Syndicate executive, but also bring your stay on planet Earth to a premature close. Be warned, rival Syndicates look upon the American Revolt as the ideal opportunity to gain the upper hand in the ongoing struggle for supremacy. In 21 new missions you must protect Syndicate interests in the American territories, regain control from the unruly masses, and at the same time neutralise enemy Syndicate activity.

Any Syndicate executives who have let success in the original missions go to their head are in for a rude awakening. Syndicate: American Revolt is a completely different proposition. Your cyborgs will soon be facing enemy agents whose reactions are at least twice as fast as anything encountered before. They arm, aim and fire without hesitation, without mercy. If you cannot withstand the initial assault, failure comes quickly. Your weapon purchases and team selection have to be far more astute – you'll need more than a few mini guns to get through. Entire assault teams and agents whose experience allows for operational independence are also called for, as is mastery of API levels. Try to bulldoze through in group mode or go in under-manned and suffer the consequences.

Crushing the American Revolt will take all your Syndicate experience and considerable skill. The line between success and failure is thin, the results of failure terminal. Still think you've got what it takes for Syndicate: American Revolt?

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LOADING & INSTALLATION GUIDE

1. Insert the American Revolt data disk into the 3.5" floppy drive of your PC.
2. At the Dos prompt type the drive letter and colon (**A:** or **B:**) followed by <ENTER> to switch to your floppy drive.
3. Type **Install** <ENTER> and the 'Loading Data' message reassures you that the install program is loading.
4. The American Revolt language selection screen appears. **Left-click** on the appropriate flag to install. This also selects the language in which the install procedure and game run.
5. The 'Please Enter Install Path' message reads C:\SYND. The flashing cursor allows you to amend this if your original Syndicate files are installed to a directory other than C:\SYND. When the correct Install Path is indicated, press <ENTER>.

NOTE: *If the wrong name is entered here, the 'Wish To Install Again?' message appears. Press **Y** for Yes and **N** for No.*

6. The 'Checking For Original Files' message appears. Syndicate: American Revolt installs.
7. When the data disk has been installed successfully, press **Esc** to quit back to Dos. Type **SYND** <ENTER> from your Syndicate directory to play the game.

IMPORTANT: *The American Revolt data disk makes a back up version of the original Syndicate files before it overwrites the game during the installation procedure. This takes up 2 Mb of hard disk space. To return to the original version of Syndicate, use the RESTSYN.BAT batch file by typing RESTSYN <Enter> from the Syndicate directory to restore the original game files.*

RECONFIGURING SYNDICATE

There is a new utility with the American Revolt data disk that allows you to change the setup without having to re-install the software.

To change your setup:

1. Type **RECONFIG** in the Syndicate directory and press <ENTER>.

2. Current options are listed for Language, Soundcard and Sound Hardware Settings on the Options Menu. To change any of these, use the cursor keys to highlight a particular option and press <ENTER>; alternative options are listed.

Language options consist of English, French and Italian. Choose Soundblaster or No Sound from the Soundcard option. For information on alternative Sound Hardware Settings, consult your original Syndicate documentation.

Use the cursor keys to highlight a particular option, and then press <ENTER> to select and return to the Options Menu.

3. When you're satisfied with the setup, highlight Continue and press <ENTER>. Syndicate: American Revolt reconfigures without the necessity of re-installation.

4. Alternatively, exit the Options Menu without saving setup changes. Highlight Exit Without Saving, and then press <ENTER>. Syndicate: American Revolt retains the original settings.

AT THE MAIN MENU

You choose options at the Main Menu exactly as in Syndicate. Consult your Syndicate documentation for details. The only differences are found at the World Map and in the addition of F4. Multiplayer Game.

WORLD MAP

Left-click Begin Mission or press **F2** for the World Map screen. Here only the American territories are available for missions. The dark stain of your Syndicate's colour has already spread to the rest of the world. However, you can click on these territories for tax rate information, and increase the tax rate in any territory controlled by your Syndicate to boost your funds. Don't screw these territories too hard as the American Revolt can only be effectively dealt with when no other territories are rebelling.

Left-click among the American territories to find out their details in the Territory Box (see your Syndicate documentation). You can start to crush the American Revolt in Alaska, California, Colombia or the Atlantic Accelerator – these are the only territories with a Brief available when you start the game.

Having chosen a territory, **left-click** Accept and it's Team Selection time (for details of this see your original Syndicate documentation).

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MULTIPLAYER SYNDICATE

With the Syndicate American Revolt add-on disk up to 8 rival Syndicate players can now compete across a computer network. This makes for a whole new dimension of gameplay – instead of the faceless computer, you now have the chance to test your agents and your own tactical skill against human opposition. There are 10 Multiplayer missions in all, and in each the sole objective is to be the last alive.

To play a Multiplayer game you need a Network that supports NETBIOS©. This needs to have been loaded before you run Syndicate: American Revolt. As well as satisfying all of Syndicate's original system requirements, each player needs all the required network drivers loaded and 510K of available base memory to play a Multiplayer game.

To load, type NETBIOS in the appropriate directory, depending on where the utility is located (hard drive, network, etc.) For more information on configuring your system for network play, consult your NETBIOS© documentation or network manager.

SETTING UP A MULTIPLAYER GAME

Highlight the Multiplayer Game option on the Main Menu. **Left-click** the mouse button and you arrive at the Team Selection screen. Choose Team Selection options as documented in the Syndicate manual. **Left-click** Accept now for the Multiplayer screen.

To choose Multiplayer level 1-10, **left-click** the desired level to highlight it. To choose the Number of Players 2-8, **left-click** the arrows left/right.

When you're happy with the Multiplayer options, **left-click** Accept. The game checks for other players who have NETBIOS© running and synchronises them all before loading with your highlighted Multiplayer options. The Loading Multiplayer/Please Wait messages confirm a Multiplayer game is being loaded.

Once begun, you cannot pause a Multiplayer game, and a new mission can only begin when all the players have exited the previous mission.

Note: *Each player must have an original copy of Syndicate and Syndicate: American Revolt installed on their system. Also, you must all play Multiplayer Syndicate with the same language selected.*

EQUIPMENT UPDATE

Crushing the American Revolt is quite a task. To this end the Syndicate Research team have perfected new means of destruction and more sophisticated equipment to give your agents the edge over rival Syndicate operatives.

Clone shield

A cloaking device which, when activated, makes a cyborg killing machine indistinguishable from a harmless civilian. Manoeuvre your agent around the Mission Zone without fear of attack, get in among the opposition, and then waste 'em. The problem for enemy agents then becomes, do they go on the defensive or shoot everything that moves? The Clone Shield has been designed for use in Multiplayer missions. Computer-controlled enemy agents can detect the presence of disguised agents, so don't throw away hard-earned Syndicate funds when playing against the machine.

You need to invest in Research before you can purchase a Clone Shield at the Team Selection screen (see Equip in your original Syndicate documentation for details). To utilise the Clone Shield during a mission, **left-click** the icon in the active agent's weapons inventory (see Utilising Weapons in your original Syndicate documentation for details). After use, the Clone Shield slowly regenerates power before it can be used again.

Air Strike
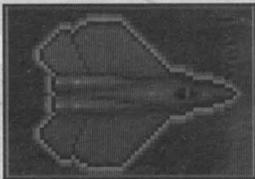
When the heavies are swarming, or the target has found an impenetrable bolt hole that's going to take some blasting, don't press Self-Destruct and waste a valuable agent. The Syndicate's success against military targets has been such that you've a whole air corps at your disposal. Leave a target marker and withdraw before the jets lay waste to the Mission Zone. The results are impressive, to say the least.

You need to invest in Research before you can purchase an Air Strike at the Team Selection screen (see Equip in your original Syndicate documentation for details). Purchase Air Strike at the Team Selection screen (see Equip in your original Syndicate documentation for details). After the initial cost, an additional 50,000 credits is deducted from your budget every time you call an Air Strike.

Be warned, agents in Panic Mode can throw away all your budget on Air Strikes if this is the currently selected weapon.

To call an Air Strike during a mission, **left-click** the icon in the active agent's weapons inventory (see Utilising Weapons in your original Syndicate documentation for details). Now **right-click** the area of the Mission Map to which you want to lay waste. The '10 seconds to Air Strike' indicator on the message bar ticks away to zero, while you clear your agents prior to total destruction.

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- Any additional system information (e.g. make and model of printer, hard disk, video card/display etc.)

- Type of operating system or DOS version number

- Full description of the problem

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SYNDICATE™ DATA DISK

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