

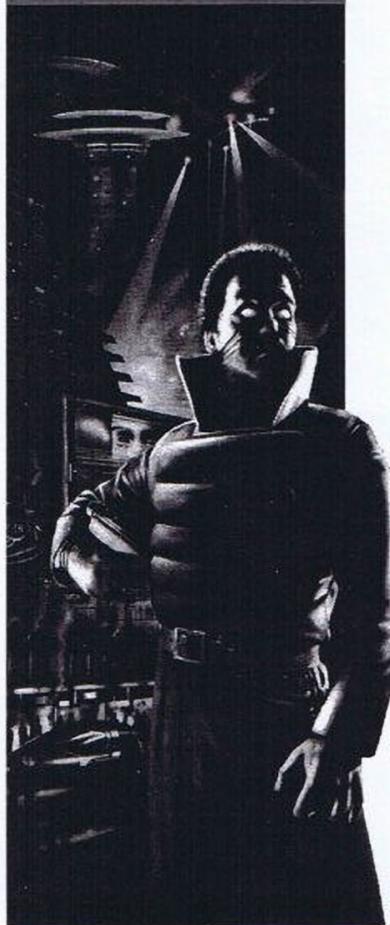
SYNDICATE

Requires
Original
Product

AMERICAN REVOLT



BULLFROG
PRODUCTIONS LTD



EXECUTIVE BRIEF

YOU FOUGHT tooth and nail, sacrificing 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 jeopardize your position as Syndicate executive, but it will 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 neutralize enemy Syndicate activity.

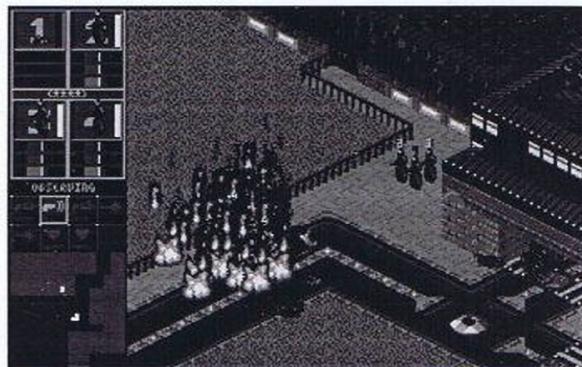
ANY SYNDICATE executives who have let success in the original missions go to their head are in for a rude awakening. Syndicate: American Revolt is a completely different proposition. Your cyborgs will soon be facing enemy agents whose reactions are twice as fast as anything encountered before. They arm, 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, and the results of failure terminal. Still think you've got what it takes for Syndicate: American Revolt?

LOADING & INSTALLATION

THE SYNDICATE: American Revolt data disk replaces the fourth disk of the original Syndicate game. If you're playing from floppy disk, insert the data disk into the drive whenever the program prompts you for disk four. Alternatively, you can re-install Syndicate on your hard drive, substituting the data disk for disk four.

PLAYING THE GAME



SINCE RE-INSTALLING Syndicate on your hard drive will reset all the countries to their initial uncontrolled status, **SELECT THE CONFIGURE COMPANY OPTION AND CHANGE THE COMPANY NAME (OR PLAYER NAME) TO MARKS TEAM.** This will give you sixteen agents with full version three modifications and research completed on all weapons. This is not a cheat. It is a necessity. The new missions are extraordinarily difficult to accomplish otherwise. Please note that all 50 territories are selectable when you start the game, but only the North and South American territories have new mission objectives.

MEDIA REPLACEMENT

IF YOUR disk is faulty, return it to *Amiga Game Zone*, 103 West California, Urbana, IL 61801. And if you want to see more *Amiga* games from Bullfrog, don't make illegal copies of the disk.

AMIGA
GAME ZONE