

SYNDICATE™ PLUS

REFERENCE CARD

ENGLISH



SYNDICATE™ PLUS

EPILEPSY WARNING

PLEASE READ BEFORE USING THIS GAME OR ALLOWING YOUR CHILDREN TO USE IT.

Some people are susceptible to epileptic seizures or loss of consciousness when exposed to certain flashing lights or light patterns in everyday life. Such people may have a seizure while watching television images or playing certain games. This may happen even if the person has no medical history of epilepsy or has never had any epileptic seizures.

If you or anyone in your family has ever had symptoms related to epilepsy (seizures or loss of consciousness) when exposed to flashing lights, consult your doctor prior to playing.

We advise that parents should monitor the use of games by their children. If you or your child experience any of the following symptoms: dizziness, blurred vision, eye or muscle twitches, loss of consciousness, disorientation, any involuntary movement or convulsion, while playing a game, IMMEDIATELY discontinue use and consult your doctor.

PRECAUTIONS TO TAKE DURING USE

- Do not stand too close to the screen. Sit a good distance away from the screen, as far away as the length of the cable allows.
- Preferably play the game on a small screen.
- Avoid playing if you are tired or have not had much sleep.
- Make sure that the room in which you are playing is well lit.
- Rest for at least 10 to 15 minutes per hour while playing a game.

SYNDICATE™ PLUS

THE SYNDICATE WELCOMES YOU

This CD holds both original Syndicate AND the 21 extra missions that make up the American Revolt. Instructions on how to play Syndicate can be found in the Executive Brief, but for details of how to load the game and choose which version to play, as well as specific instructions on the American Revolt itself, consult this Reference Card.

GETTING STARTED

The first time you run Syndicate Plus, you need to select language and sound configuration options. A SYND directory is then created on the root of your C: drive for saved games information. For this, 2Mb of space is required on your hard drive.

From then on, to play Syndicate Plus simply insert the CD, log on to your CD drive and type **SYND** <ENTER>.

THE FIRST TIME YOU PLAY

To play Syndicate Plus:

1. Insert the Syndicate Plus CD into the CD drive and log onto it.
2. At the DOS prompt, type **SYND** to run the setup. The Syndicate title screen appears. Press ENTER to continue.

Note to SoundBlaster 16 owners

To take advantage of your soundcard's enhanced capabilities:

- a) Log onto the CD drive
 - b) Type **CD SB16** <ENTER>
 - c) Type **SYND** <ENTER>
3. The Select Language screen appears. Use the cursor keys to choose between English, French, Italian or Spanish, and then press ENTER.

All mission information and on-screen text is presented in the language chosen here, but you need to choose again each time you start to play Syndicate afresh.

4. Now select Sound ON or OFF with the the cursor keys. If you select ON, you must also set your soundboard settings, again using the cursor keys.

Note: Syndicate only supports SoundBlaster and 100% compatibles.

5. Press ENTER to confirm your selections.

6. Select the version of the game you want to play with the cursor keys. SyndicatePlus lets you play either Syndicate, or the 21 extra missions that make up the American Revolt.

Consult the *Syndicate Executive Brief* for details of how to play original Syndicate. If you elect to quell the American Revolt, you will also need to refer to the *Playing American Revolt* section of this reference card.

7. Press ENTER to load the game and begin the mayhem.

IMPORTANT: NEVER remove the CD while playing, even if the disk is not being accessed at the time.

PLAYING AMERICAN REVOLT

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?

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.

SYNDICATE™ PLUS

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 **Brief** and it's Team Selection time (for details of this see your Syndicate Executive Brief documentation).

MULTIPLAYER SYNDICATE

With the Syndicate American Revolt, 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 520K of available base memory to play a Multiplayer game. Users of MS DOS 5 may not be able to free up this amount of base memory without the help of a third-party memory manager such as QEMM.

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 running 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.

SYNDICATE™ PLUS

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 now 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). After the initial cost, an additional 50,000 credits is deducted from your budget every time you call an Air Strike.

Be warned – make sure Air Strike is not the selected weapon when your agents enter Panic Mode, or all your budget could be thrown away calling multiple Air Strikes.

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.

PROBLEMS WITH THE GAME?

BEFORE YOU REACH FOR THE PHONE *READ THIS*

If you are having a problem installing or playing the game, we want to help. First, please make sure you have read the installation instructions thoroughly.

If you have followed the directions in the documentation, and are still having trouble installing or operating the software, below are some hints that might help solve the problem.

Note: Before attempting any of the following suggestions, please make sure you are familiar with the DOS commands being used. Consult your DOS manual for more information.

VIDEO CARD TROUBLESHOOTING

Some video cards have a 'Turbo' option which enables 'zero wait states'. This needs to be disabled in order for Syndicate to work.

TSRS/DEVICE DRIVERS/DOS SHELLS

TSR stands for Terminate and Stay Resident. A TSR is a program, like SideKick, that automatically starts up when you start up your computer from a hard drive. These programs are generally installed in your autoexec.bat file (found in your root directory, usually C:). Device Drivers and DOS shells are also loaded automatically. These are usually installed in your config.sys file (also found in your root directory, usually C:).

These TSRs or Device Drivers sometimes interfere with games, or take up valuable memory the game may need. We recommend that you do not run any such programs, device drivers, or shells when attempting to play a game.

CHECKING THE AMOUNT OF AVAILABLE MEMORY:

Many problems occur when your machine doesn't have enough *available* Conventional (or *Base*) Memory. Although almost all machines have 640K of Conventional Memory, TSRs, Device Drivers, and other types of Memory Resident programs reduce the amount of available base memory.

To check the amount of available base memory, type **CHKDSK** (this stands for Check Disk), and press ENTER.

The last set of numbers, "Bytes Free", is the amount of available base memory. (Note that this number is in thousands of bytes and that 1024 bytes make up one kilobyte [K]). If this number is less than 550,000 then the problems that you are experiencing are probably related to a memory conflict. You should remove any memory resident programs to free up the memory needed.

SYNDICATE™ PLUS

DOS BOOT DISK

If you are having trouble installing your program, experiencing lockups, or other problems, we suggest you try starting up your system with a DOS boot disk. Here are the steps for creating a DOS boot disk. Please follow these steps exactly.

IMPORTANT: To create a DOS boot disk you need a blank disk the same size as your A: drive.

1. Type **C:** and press ENTER
2. Insert a blank disk into drive A:.
3. Type **Format a:/s** and press ENTER

Note: If you are formatting low density disks on a high density drive, use the following commands in place of Step 3:

5.25" low density disk: Type **Format a: /s /n:9 /t:40** and press ENTER.

3.5" low density disk: Type **Format a: /s /n:9 /t:80** and press ENTER.

4. You are prompted to insert a blank disk into drive A:.. DO so if you haven't already, and press ENTER.
5. Once the disk is finished formatting, you are asked to label (name) the disk. Type in a label or press ENTER for no label.
6. You are now asked whether you wish to format another disk. Type **N** and press ENTER.
7. You must now create a config.sys file on your boot disk by typing the following at the C: prompt:

edit a:\config.sys <ENTER>

When the blue edit screen appears, type in:

device=c:\dos\himem.sys

dos=high

files=40

buffers=20

device= (INSERT THE PATH TO YOUR CD ROM DRIVER)

8. Exit and save this file by pressing:

ALT-F

X

Y

9. You will also need an AUTOEXEC.BAT file on your boot disk. To create one, type:

edit a:\autoexec.bat <ENTER>

When the new screen appears, type:

prompt \$p\$g

path=c:\dos

c:\(PATH)\mscdex.exe (all parameters from the AUTOEXEC.BAT on drive c:.)

c:\mouse\mouse.com

Note: If your mouse driver is named something else or not in a directory called MOUSE, alter this last line accordingly.

10. Exit and save this file by pressing:

ALT-F

X

Y

IMPORTANT: Remember to boot your PC from the DOS boot disk whenever you install the game, and every time you play Syndicate (see below).

TO START YOUR MACHINE USING THE DOS BOOT DISK:

1. Insert the DOS boot disk into drive A: then restart your machine. The computer boots up to the A:> prompt.
 2. Type **C:** and press ENTER to return to your hard drive.
- For more information consult your DOS users manual.

SYNDICATE™ PLUS

CREDITS

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TECHNICAL SUPPORT

If, after thoroughly reviewing ALL the documentation, you are still having a problem with this software, please read the following section.

Electronic Arts has a staff of customer service technicians ready to help you with any problems you may encounter with the game. Electronic Arts Customer Service is available Monday to Friday during normal business hours on (0753) 546465.

Today's PCs run with millions of different hardware and software combinations. Because of this, you may also have to refer to your computer dealer or hardware manufacturer in order to properly configure their product to run with our game.

When you call, if at all possible, be near your computer. If it is not possible, make sure you have the following information ready:

- The error message displayed when the problem occurred (if any).
- A listing of your machine type and hardware contents, including CPU, sound and video board details.
- The DOS version number you are currently running.
- Your mouse and driver type.
- The contents of your CONFIG.SYS and AUTOEXEC.BAT files.
- Your CD-ROM drive type and CD-ROM extensions version.
- The contents of a CHKDSK and MEM/C statement.

Or you may write to us at the following address, including the above information.

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