

Syndicate Plus CD

Reference Card

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.

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 of the game to play, as well as specific instructions on the American Revolt itself, consult this Reference Card.

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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 your hard drive for saved games information. For this 1 Mb of space is required on your C: 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 in the CD drive and log to 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 users

To take advantage of your soundcard's enhanced capabilities:

- a) Log to 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 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 **Return** to confirm your selections.
6. Select the version of the game you want to play with the cursor keys. Syndicate+ 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 **Return** 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 jeopardize 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 neutralize enemy Syndicate activity.

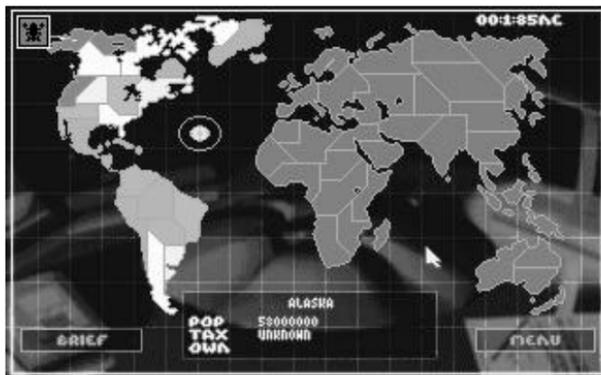
Any Syndicate executives who have let success in the original missions go to their head are in for a rude awakening. Syndicate: American Revolt is a completely different proposition. Your cyborgs will soon be facing enemy agents whose reactions are at least twice as fast as anything encountered before. 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 undermanned 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.

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 color 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, Columbia 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).

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 520K of available base memory to play a Multiplayer game. User 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 synchronizes 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

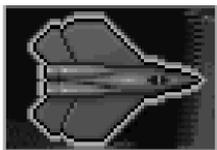


A cloaking device which, when activated, makes a cyborg killing machine indistinguishable from a harmless civilian. Maneuver your agent around the Mission Zone without fear of attack, get in among the opposition, and then waste 'em. The problem for enemy agents then becomes, do they go on the defensive 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 utilize the Clone Shield during a mission, **left-click** the icon in the active agent's weapons inventory (see Utilizing Weapons in your original Syndicate documentation for details). After use, the Clone Shield slowly regenerates power before it can be used again.

Air Raid Con



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

To call an Air Raid Con during a mission, **left-click** the icon in the active agent's weapons inventory (see Utilizing 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 Raid Con' 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.

TROUBLE SHOOTING

If you are having trouble playing your SYNDICATE game, the information in this section may help you get going again. First, make certain your system meets the requirements mentioned in the System Requirements section of this reference card.

TSRS/DEVICE DRIVERS/DOS SHELLS

TSR stands for Terminate Stay Resident. A TSR is a program (like Windows or some menu systems) that automatically starts up when you start up your computer from a hard drive. These programs are usually installed in your AUTOEXEC.BAT file (found on your root directory, usually C:). Device drivers and DOS shells can also be 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. It is not a good idea to run any of these programs, device drivers, or shells when attempting to play a game, unless the program or driver is needed to play the game (as in the case of a CD-ROM, sound card, DoubleSpace, or mouse driver).

CHECKING THE AMOUNT OF AVAILABLE MEMORY:

Many problems are caused by the machine not having 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 will take away from the amount of available base memory.

MS DOS 5.0 or higher users can check the amount of available base memory by typing MEM/C and then pressing the ENTER key. Towards the bottom of the screen, the number next to "Largest Executable Program Size:" is the amount of available base memory. If you want to see which drivers are loaded into Conventional Memory and there is too much information to view on the screen at once, type MEM/C|MORE to view your computers memory information one screen at a time. Press any key to view the next screen.

NOTE: On certain machines you may only be able to access the MEM command from within the DOS directory. On these machines, type C:\DOS\MEM /C and then press the ENTER key to access the memory configuration.

If this number is less than 565k (572,000 bytes) then you probably don't have enough available base memory to run your SYNDICATE game. You should remove any memory resident programs to free up the memory needed.

MS DOS 5.0 or higher users can check the amount of available Extended memory (XMS) also by typing MEM/C and then pressing the ENTER key. The line that states "FREE EXTENDED (XMS)" or "BYTES FREE XMS MEMORY", will display that amount of Extended memory available. If this number is less than 3072k (3,098,000 bytes), then you probably don't have enough available EXTENDED memory to run your SYNDICATE game. In order to free up additional memory, refer to the following section.

DOS BOOT DISK

If you are having trouble installing or running the 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.

1. To create a DOS boot disk you will need a blank high density disk the same size as your A: drive.
2. Type C: and press ENTER.
3. Place the blank disk into drive A:
4. Type Format A:/s and press ENTER.

You will be prompted to insert a blank disk into drive A. Do so if you haven't, then press ENTER.

5. Once the disk is finished formatting, you will be asked to label, or name the disk. Type in a label or press ENTER for no label.
6. You will now be asked whether you wish to format another disk. Type N and press ENTER.

You now have a DOS boot disk. This boot disk completely bypasses the AUTOEXEC.BAT and CONFIG.SYS on your hard drive and starts up your computer in as clean a DOS environment as possible.

NOTE: For more information on editing your CONFIG.SYS and AUTOEXEC.BAT files, or on changing your startup configuration, please consult your DOS manual.

FREEDING UP ADDITIONAL MEMORY USING THE DOS BOOT DISK:

READ THIS SECTION COMPLETELY BEFORE YOU BEGIN.

To configure the Boot Disk to free up enough available base memory and to set up Extended Memory (XMS):

1. Back up your CONFIG.SYS and AUTOEXEC.BAT files before editing them so that you can return to the originals if you have any problems. To back up the files type `COPY C:\CONFIG.SYS C:\CONFIG.BAK` and press the ENTER key, then type `COPY C:\AUTOEXEC.BAT C:\AUTOEXEC.BAK` and press the ENTER key.
2. Copy the CONFIG.SYS and AUTOEXEC.BAT files from the root directory (C:\) on your hard drive to the root directory (A:\) onto the Boot Disk that you have just created.

Example: At the C:> prompt, type `COPY C:\CONFIG.SYS A:\` and then press the ENTER key. To copy the AUTOEXEC.BAT file, type `COPY C:\AUTOEXEC.BAT A:\` and then press the ENTER key.

3. Open the copy of the AUTOEXEC.BAT file using the EDIT program from MS DOS 5.0:
 - i. Type `CD\DOS` and then press the ENTER key.
 - ii. Type `EDIT A:\AUTOEXEC.BAT` and press the ENTER key.
4. From the Boot Disk copy of the AUTOEXEC.BAT file, delete all lines, except the following:
@ECHO OFF
PROMPT SP\$G
PATH=C:\DOS
LH <path>\MSCDEX.EXE [parameters regarding individual CD-ROM hardware setup]
LH <path>\MOUSE.COM

<path> is the directory in which your drivers are located.

The MSCDEX.EXE CD-ROM driver will be located in a directory that is created when your CD-ROM hardware is installed. MS DOS 6.0 users: the MSCDEX.EXE driver is also located in the C:\DOS> directory.

[parameters regarding individual CD-ROM hardware setup] will vary depending on your particular CD-ROM player. This information should already be included after the MSCDEX.EXE driver in the AUTOEXEC.BAT file you have just copied. For additional information regarding the installation and setup of your CD-ROM player, please consult your CD-ROM documentation.

The mouse driver is normally located in one of the following directories: C:\MOUSE, C:\WINDOWS, C:\ or C:\DOS.

If you do not have a line that loads your mouse driver, you must load a mouse driver before running your SYNDICATE program.

Example: LH C:\MOUSE\MOUSE.COM

NOTE: Your mouse line may be different if you are NOT using the MOUSE.COM mouse driver. Do not change this line if it looks different. Drivers that have a .SYS extension will be loaded through the CONFIG.SYS file and you should leave that line the same when you are editing the CONFIG.SYS file. If you have other questions about loading your particular mouse driver, consult your mouse documentation or DOS manuals.

5. Save the edited AUTOEXEC.BAT file and open the Boot Disk copy of the CONFIG.SYS file from within EDIT.
 - i. To save, press Alt-F to bring down the File menu and press the "S" key.
 - ii. To open, press Alt-F, press the "O" key and then type "A:\CONFIG.SYS" and press the ENTER key.
6. While still in EDIT, delete all lines from the Boot Disk copy of the CONFIG.SYS file EXCEPT the following:

```
DEVICE=C:\DOS\HIMEM.SYS
DOS=HIGH,UMB
FILES=40
BUFFERS=20
DEVICEHIGH=C:\<CD-ROM driver>
```

<CD-ROM driver> will vary depending on your particular CD-ROM player. If your CONFIG.SYS file does not contain the last two lines of the above example, please consult your CD-ROM documentation.

- i. If the HIMEM.SYS and memory manager file are not located in the DOS

directory, replace DOS with the name of that directory in the first two lines of the above example (eg. C:\WINDOWS). If you have not moved these files, then they will be located in the DOS directory and your file should look identical to the three lines above.

<CD-ROM driver> will vary depending on your particular CD-ROM player. If your CONFIG.SYS file does not contain the last two line of the above example, please consult your CD-ROM documentation.

7. Save the edited CONFIG.SYS file and Exit the EDIT program.
 - i. To save, press Alt-F and then press the “S” key.
 - ii. To Exit the Edit program, press Alt-F and then press the “X” key.
8. You now have a boot disk which should free up enough available base memory and set up EXTENDED Memory (XMS). You can start your computer from this disk by inserting it into the A: drive and restarting your machine. Your computer will boot up to the A:> prompt. Type “C:” and then press the ENTER key to return to the hard drive. This boot disk bypasses the AUTOEXEC.BAT and CONFIG.SYS on your hard drive and starts up you computer in as clean a DOS environment as possible. Try reinstalling the software if you were having trouble doing so, or try starting the software from the directory you installed to.

For more information on editing your CONFIG.SYS and AUTOEXEC.BAT files, or on changing your startup configuration, please consult your DOS manual.

Credits

For Bullfrog:

Producer: Peter Molyneux

Management: Les Edgar

Assistant Producer/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 Lampport, 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

For Electronic Arts:

Producer: Matt Webster

Supervisory Producer: Kevin Buckner

Executive Producer: Joss Ellis

Product Manager: Ann Williams

Translations Manager: Carol Aggett

Documentation: Neil Cook

Documentation Design: Caroline Arthur

Test Supervisor: Nick 'Skippy' Goldsworthy

Product Testing: Graham 'What A Nice Boy' Harbour, Rajiv 'Prawn Curry' Awasti

Quality Assurance: Pete Murphy, Randolph Eckhardt

Technical Specialist: Hugo van der Sanden

TECHNICAL SUPPORT

If you have questions about the program, our Technical Support Department can help. If your question isn't urgent, please write to us at:

Electronic Arts Technical Support

P.O. Box 7578

San Mateo, CA 94403-7578

Please be sure to include the following information in your letter:

- Product name
- Type of computer you own
- Amount of and configuration of memory.
- Any additional system information (like type and make of monitor, video card, printer, modem etc.)
- Type of operating system or DOS version number
- Description of the problem you're having

If you need to talk to someone immediately, call us at (415) 572-ARTS Monday through Friday between 8:30 am and 4:30 pm, Pacific Time. Please have the above information ready when you call. This will help us answer your question in the shortest possible time.

If you live outside of the United States, you can contact one of our other offices.

In the United Kingdom, contact:

Electronic Arts Limited

P.O. Box 835

Slough SL3 8XU, UK.

Phone (753) 546465.

In Australia and New Zealand, contact:

Electronic Arts Pty. Limited

P.O. Box 432

Southport Qld 4215

Australia.

Within Australia call:

Phone: (075) 711 811

Within New Zealand call:

Phone: +61 75 711 811

between 9am-5pm Eastern Standard Time

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