

U/SNS-AFYE-USA

TM

SYNDICATE



INSTRUCTION BOOKLET



SUPER NINTENDO
ENTERTAINMENT SYSTEM

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W E L C O M E T O S Y N D I C A T E

For you, the future is now.

After the collapse of the New World Order, crime Syndicates swept in to fill the power vacuum. They became the only effective world government, unelected, undemocratic, but controlling the lives of the people through fear. Their greatest weapon was the CHIP. Inserted in the neck, the CHIP altered the user's every perception of the outside world. Better than any drug, it gave hope to millions by numbing their senses to the misery and squalor around them.

As a young Syndicate executive, you're looking to make your mark. From a control platform high above the teeming city streets, you observe as your cyborg agents, controlled by the CHIP, spread the shadow of your terror. Equipped with the latest in hi-tech weaponry, their cyborg bodies are souped up with extra powerful limbs. Your finger rests on the pulse of their every reaction.

The CHIP controls API (Adrenaline, Perception and Intelligence) levels. With these, you set the degree of an agent's operational independence during missions.

There are over 50 named missions for you to complete. 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, but sleep soundly at night.

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

Y O U R M I S S I O N

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

The world map is divided into 50 territories. From your home base in Europe, you invade adjacent territories and, through the violent subterfuge of your agents, wrestle them from rival Syndicates. But while you're busy expanding your Syndicate's empire abroad, rival agents are working in your own backyard to destabilize your Syndicate. Ensure agents are briefed to weed out traitors whose actions might bring about your downfall.

Only by meeting all the challenges, destroying all the targets and gaining control of all the territories can your Syndicate triumph.

S T A R T I N G T H E G A M E

1. Turn OFF the power switch on your Super Nintendo Entertainment System.
WARNING: Never try to insert or remove a cartridge when the power is ON.
2. Make sure a Control Pad is plugged into Controller Port 1 on the Super NES®. If you're playing against a friend, plug the other Control Pad into Controller Port 2.
3. Insert the game pak into the slot on the Super NES. Press firmly to lock the game pak in place.
4. Turn ON the power switch. The Nintendo screen appears, followed by the Bullfrog logo and *Syndicate* Title screen. If they don't appear, begin again at step 1.
5. Press START after each screen to proceed to the Main Menu.





M A I N M E N U O P T I O N S

At the Title screen, press START to access the Main Menu. To select a Main Menu option, press the Control Pad Up/Down, and then press A.

Start Game

Get straight into the mayhem by selecting this option. The Map screen will appear and it will be time to pick a territory (see At the World Map on page 6).

Practice Mode

Try to control your agents without sacrificing money or lives. The Practice level has an additional mission that has no bearing on the rest of your battles. Once you've entered Practice Mode, however, you have no choice but to complete the mission. Afterwards, win or lose, you return to the Main Menu.

Enter Passcode



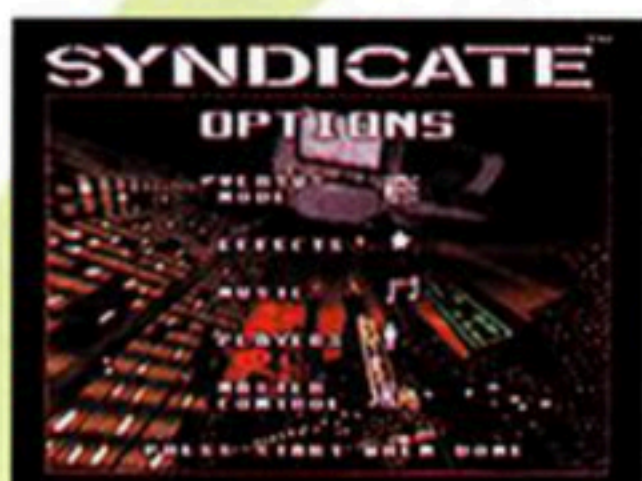
Utilize this option when resuming the battle for global domination. At the Enter Passcode screen, press the Control Pad Up/Down/Left/Right to move around the grid and press A to select characters (remember to include all the hyphens). The backspace arrow lets you delete any incorrect characters. When you've entered the entire passcode, highlight the Check icon and press A to return to the Main Menu. To return to the Main Menu without completing a passcode, select Exit and press A.

If you make an error entering the passcode, a message "Password Invalid" will appear. Look up the saved code and try again. Passcodes are collected after each mission at the Mission Debriefing screen (see Mission Debriefing on page 27).

Saved Games

When you restart a saved game, you will notice that your agents do not possess all the weapons and modifications you left them with. Don't panic! The cash value of all your equipment was transferred to your funds when you saved the game. This will therefore enable you to purchase the modifications and equipment again before you start your next mission.

Options



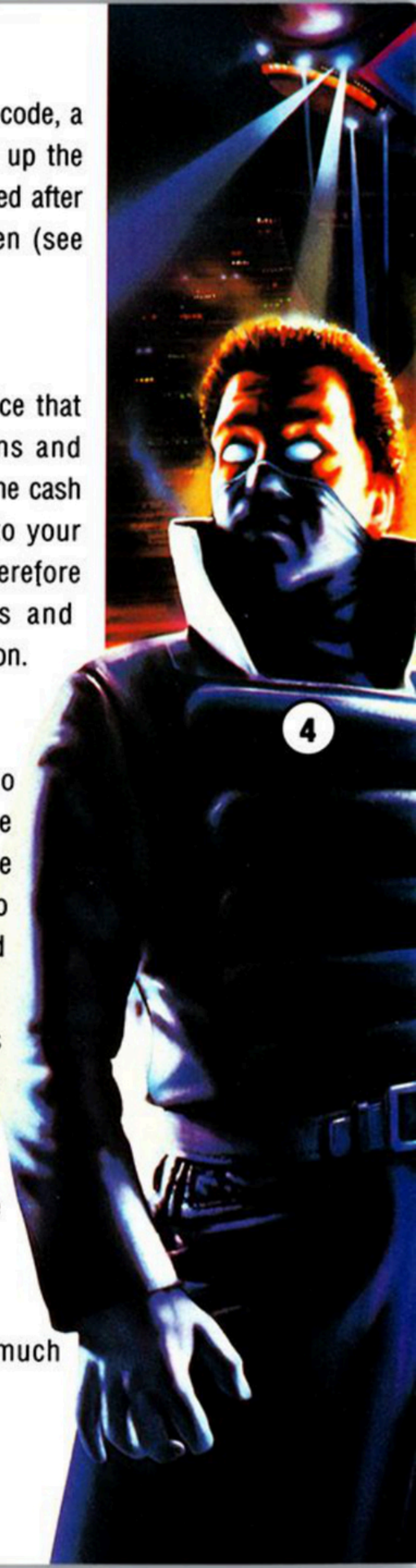
Customize the game to suit yourself at the Options screen. Press the Control Pad Up/Down to cycle through the list, and

then press A to select an option. Choose from:

Versus Mode - Multiplayer Syndicate. Use this option and the agents selected for the mission no longer work together, but can kill each other. Naturally, you need at least two controllers plugged into your Super NES in order to take advantage of Versus Mode.

Effects - Turn sound effects On or Off.

Music - With music Off, enemy agents are much harder to spot (see Enemy Agents on page 24).



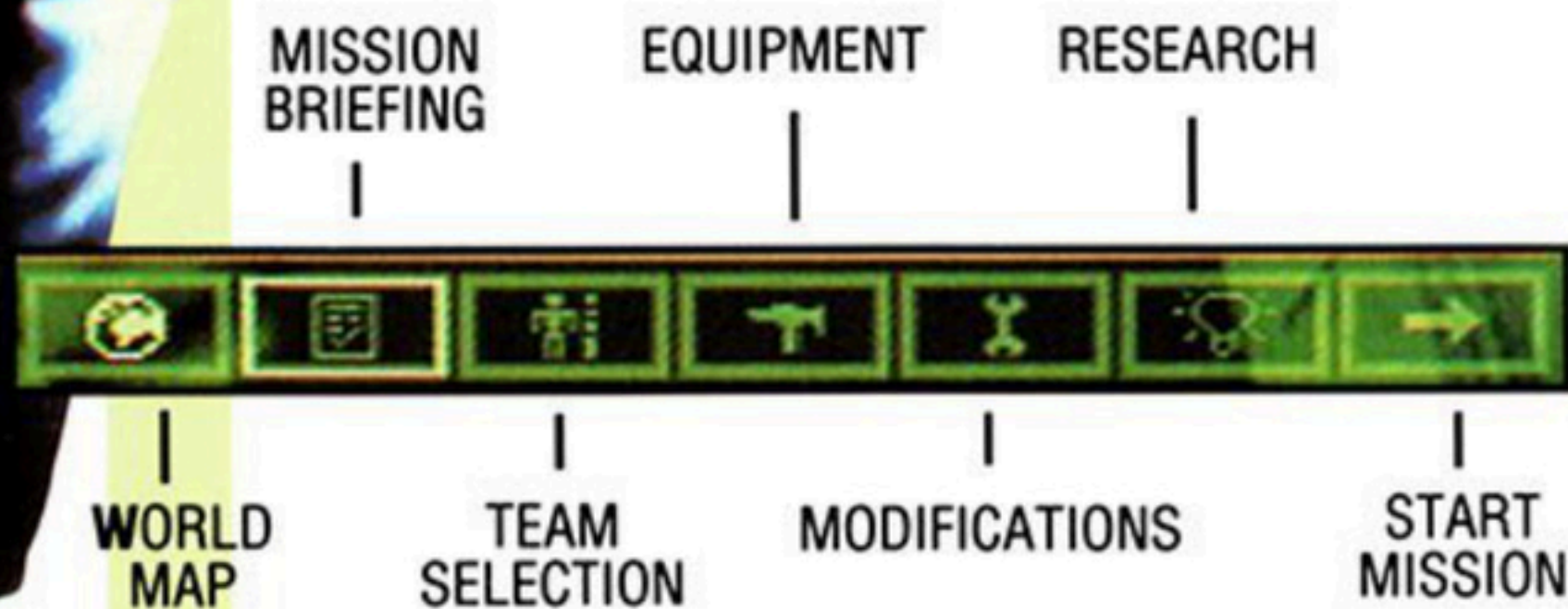


Players - The number of Control Pads is detected automatically, to a maximum of four. You need to attach the Super Multitap® adapter to Control Port 1 for three to four player games. Press A to select the actual number of players involved. Not surprisingly, you can't select more players than there are Control Pads connected. In multiplayer games, you complete the mission as a team, unless you've selected Versus Mode.

Master Control Pad - When more than one of you is playing, someone has to designate their Control Pad as the master. Do so by pressing A. Naturally enough, this isn't an option when you have only one Control Pad plugged in. When you've made your choices, press START to return to the Main Menu.

M E N U B A R I C O N S

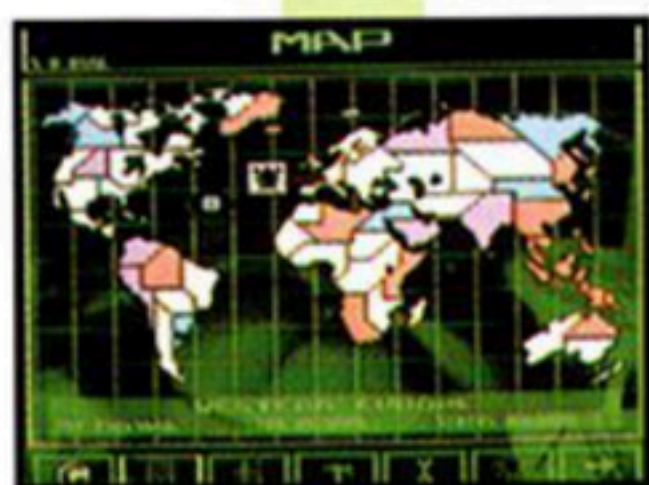
To switch between Menu Bar icons, press the L or R Buttons to move the highlight to the next icon. Now press Y and the required screen will open.



C H O O S I N G A M I S S I O N

At the Main Menu, highlight Start Game and press A to enter the Syndicate global arena. The Map screen is revealed.

At The World Map



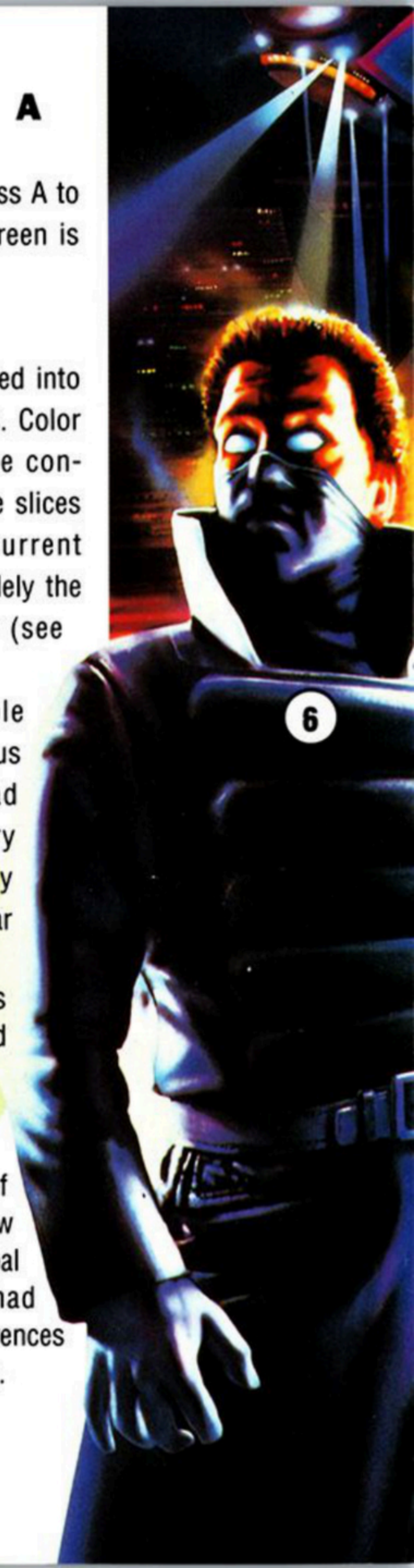
The World Map is divided into 50 different sized slices. Color coded according to the controlling Syndicate, these slices bear no relation to current conceptions of national boundaries, but are solely the result of decades of inter-Syndicate rivalry (see Equipment & Territories on page 32).

Press X to go to the next available mission. You can also move among the various territories by pressing the Control Pad Up/Down/Left/Right. A highlighted territory flashes, and if there is a mission currently available, the Start Mission icon in the Menu Bar becomes active.

When you highlight a territory, its details appear in the Information box below the World Map.

New Calendar

The day, date and year display in the top left of the screen is reckoned according to the New Calendar (N.C.). This was introduced as the global standard when the information revolution had progressed to such a degree that calendar differences threw up unnecessary barriers to communication.





Territory Information

Territory Information is displayed in a box above the Menu Bar. Territory Information includes:

Territory Name - Based on the most dominant nation in the territory.

Population - The higher the population, the more difficult the mission is and the greater the reward. (You have more people to tax!)

Current Tax Rate - As you start the game, the Tax Rate for each territory 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 on page 29. Raise the taxes too high and the populace become annoyed—just check the Status. That's when they can become rebellious and need some discipline, Syndicate style!

Status - Either Very Happy, Happy, Content, Discontent, Unhappy or Rebellious, depending on the Tax Rate.

Mission Brief



Only when there's an arrow in the Start Mission icon in the Menu Bar is there a mission available to capture a territory. With the Mission Brief icon highlighted, press Y for the Mission Brief screen. On the Briefing screen, there's a written mission outline with details of the target and tactics required.

Map

If you don't fancy your agent's chances at a given Brief, press the L or R Buttons on the Controller to highlight the Map icon from the Menu Bar and press Y to return to the World Map screen. Use the Control Pad to move among the territories until you find a brief more to your liking. Remember that without an arrow in the Start Mission icon, the mission cannot begin.

Accepting A Mission

Having assessed your chances of completing the mission, press Y with the Team Selection icon highlighted in the Menu Bar and the Team Selection screen will appear.

PREPARING FOR A MISSION



Team Selection

Select Team Member 1-4:

Control Pad Left/Right

Highlight Agent In Cryo Chamber:

Control Pad

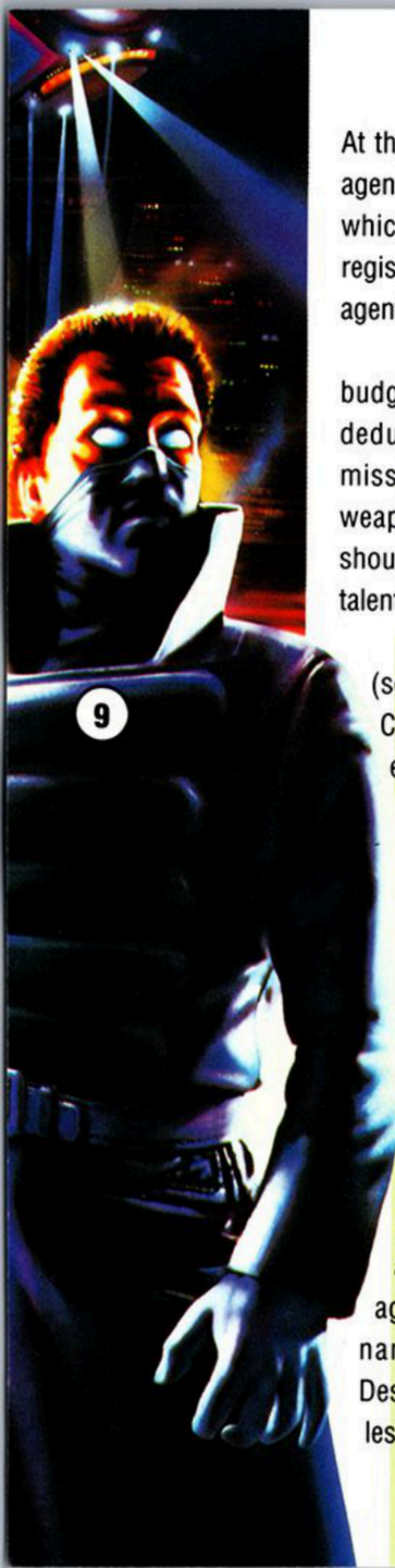
Up/Down

Select Agent From Cryo Chamber: Press A

Deselect Agent When Using Less Than Four For A Mission: Press B

You can prepare up to four agents for a mission. Remember that it's often easier to control only a couple of agents when the bullets, bombs and laser bolts are flying (dead agents are just so much wasted Syndicate moolah).





You 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. The remaining Cryo Chambers register as empty, but can be filled with captured enemy agents as the game goes on.

At the top of the Cryo Chamber is your remaining budget. Equipment purchases and Modifications are deducted from this, but give agents 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 (see Equipment - Persuadertron) are added to the Cryo Chamber. They bring any weapons and experience with them, and can also be modified.

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

Press the Control Pad Left/Right to look at the weapons inventory and modifications for each of the currently operational agents. The agent's face appears and the agent number is highlighted in the Cryo Chamber. To move an agent to a different slot or activate an inoperative agent, use the Control Pad to choose a different name in the Cryo Chamber, and then press A. Deselect an agent and enter the Mission Zone with less than four cyborgs by pressing B.

Replacing Dead Agents

When an agent is killed, an inoperative agent automatically fills the vacant slot in the Cryo Chamber. You can change this to a more appropriately equipped agent if you wish. Follow the instructions in Choosing Team Members.

Budget

This is used to buy all the weapons, peripherals and modifications your agents need to succeed, so spend it wisely!

Throughout the game, the cost of equipment and research is debited from this figure, while profits from taxation and weapon sales are added. This money can be used for tooling up your troop of cyborgs or funding Research in order to perfect more lethal weapons and more powerful modifications (for more info see Research on page 14).

When you've thrown all the cash away on unsuccessful missions, the game doesn't end—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 on page 26). But remember, when all your agents are dead, the game is really over.





Equipping Your Agents



Select Team Member 1-4:

Control Pad Left/Right

Select Weapon:

Control Pad Up/Down

Toggle Between Purchase And

Sell Weapon Options: Press X

Purchase Or Sell Weapon: Press A

With the Equip icon highlighted in the Menu Bar, press Y to open the Equip screen. At the beginning of the game, you have only four equipment options: Persuadertron, Pistol, Shotgun and MediKit. Research money is needed to perfect more options (see Research on page 14).

Press the Control Pad Up/Down to highlight an item from the equipment list and then press A. The equipment window opens, and the Purchase and Cancel options will appear. The equipment window details the cost, ammo and range of a particular weapon.

As Purchase is already highlighted, simply pressing A again adds this equipment to an agent's inventory. If you decide not to buy, press the Control Pad Down to cancel, and then press A—the icon evaporates and you can select another item from the list.

Only by playing *Syndicate*, do you learn the ideal mission environment for each weapon. But for tactical hints and details of specific equipment uses, see Equipment on page 32.

Modifying Your Agents

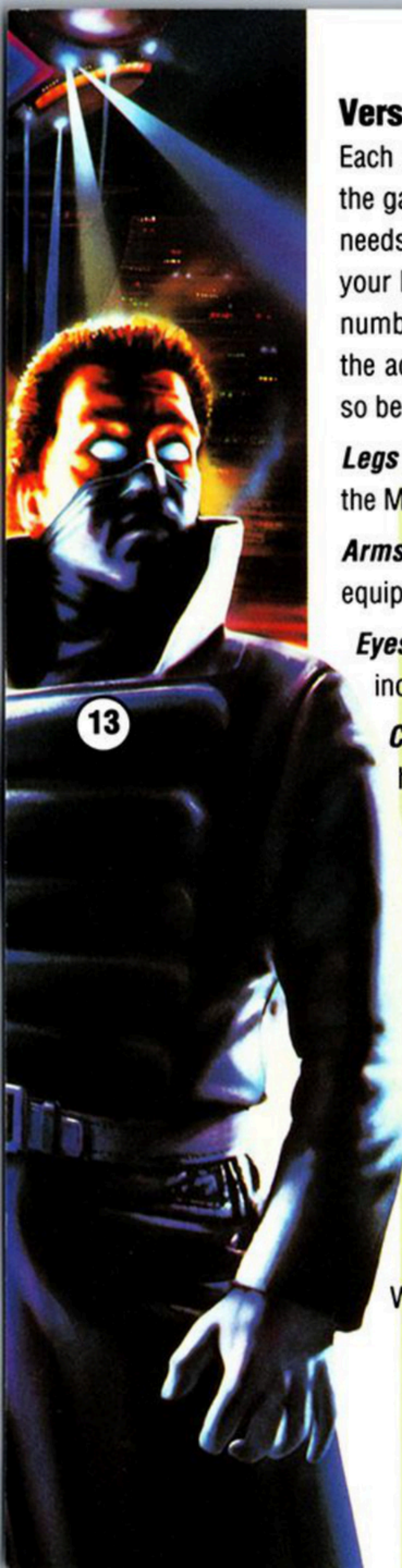


Once your agents have the gear, they need the brain, muscle and sinew to help them use it. To tune your cyborgs' physiques to perfection, press Y with the Modifications icon highlighted in the Menu Bar. The Mods screen appears with a list of currently available modifications. Choose between designer limbs, eyes, heart, chest and brain to produce the ultimate killing machine.

Press the Control Pad Up/Down to highlight the desired modification from the Mods list. It appears in the appropriate box beside the Agent icon and the Mods window opens with a description of its attributes. This gives the version, the cost and a written description of its advantages. As Purchase is already highlighted, simply pressing A again adds this modification to your cyborg's body. The modification name and version number appear beneath the Agent icon and the Mods list re-opens.

If you decide not to buy, press the Control Pad Down to cancel, and then press A. The Mods window will then close and you can select another item from the list.





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, the greater the advantages. But they also carry a greater price tag, so be prepared to pay through the nose.

Legs - Moves your agent at much greater speed around the Mission Zone than conventional legs.

Arms - Allows an agent to carry a larger amount of equipment unhindered.

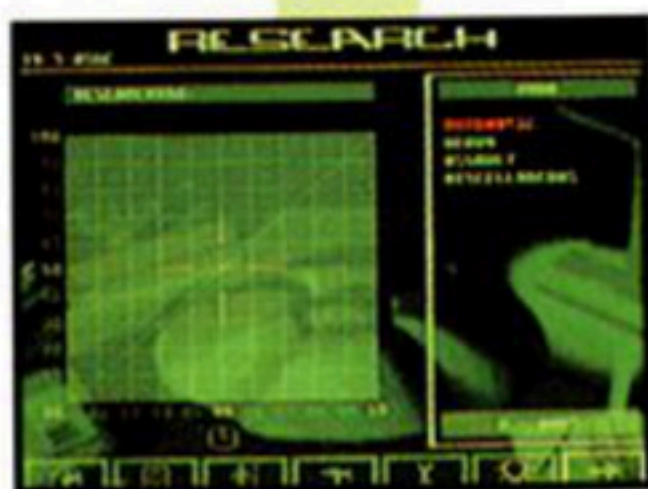
Eyes - Improves awareness of oncoming hazards and increases an agent's accuracy when firing.

Chest - Modifies a cyborg with a metallic chest to help it survive direct hits during opposition attacks. Versions 2 and 3 also contain a massive explosive charge that is triggered in Self-Destruct mode (see Self-Destruct on page 26).

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 on page 32).

Research



It's a foolish Syndicate executive who thinks that they can prevail with Version 1 modifications and the meager weapons initially available. It's

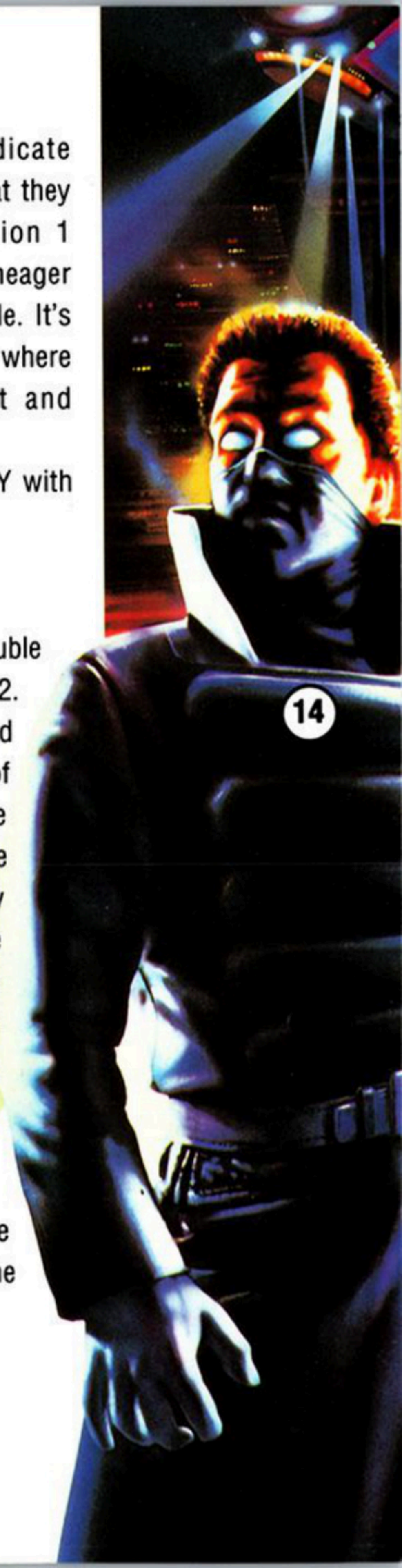
up to you to channel funds into Research from where new designs are added to the Equipment and Modification lists.

To access the Research screen, press Y with the Research icon highlighted in the Menu Bar.

Modification Development

If Version 1 legs don't get your agents out of trouble fast enough, it might be time to invest in Version 2. Use the Control Pad to highlight an option, and then press A to confirm the selection. The name of the modification being developed appears above the Research Graph. The funding controls are revealed. You can now invest in research by pressing the Control Pad Left. The line on the Research Graph will then become steeper. Press the Control Pad Right to decrease the amount spent on Research, and the line on the Research Graph will become correspondingly shallower. Press X to toggle between Modifications and Equipment Development.

NOTE: Version 2 modifications need to be fully developed before Version 3 updates become available.





Equipment Development

When the Research screen is opened, your Equipment Development options are detailed in the Research Options window. Equipment is grouped in categories according to its function. Think about the demands of forthcoming missions and the equipment your agents are lacking before deciding on the equipment to be developed.

Use the Control Pad to highlight an option, and then press A to confirm the selection. The name of the equipment category under development is listed above the Research Graph.

The funding controls appear. Speed up development by pressing the Control Pad Left—the line on the Research Graph will become steeper as well.

Budget looking a little thin? Reduce the speed of development and save some money by pressing the Control Pad Right. The line on the Research Graph will become correspondingly smaller.

Now press X to reveal the Modifications Development options.

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 is Days to Completion. The line shows this completion/time ratio and becomes shaded along its length, making the time to completion even more graphic.

The Mission Debriefing screen tells you the time remaining to development completion.

Confirming Development

When all budgetary limitations have been taken into account and the desired cost/time threshold reached, press Y with the Start Mission icon highlighted in the Menu Bar.

Alternatively, press START and you will be propelled into the Mission Zone where chaos reigns and every shadow conceals an enemy.

I N T H E M I S S I O N Z O N E



Once you've adequately equipped your cyborg servants, you're ready for a mission. The Mission Zone screen displays all the information you need to lead your Syndicate agents to their target.

Status Boxes



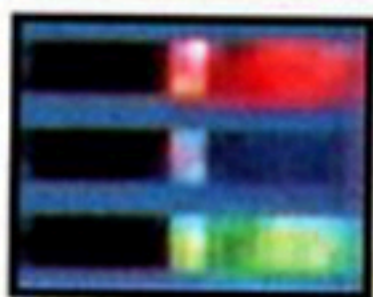
Your agents' operational status is displayed in the Status Boxes at the bottom of the screen.

From here, you're able to adjust API Levels, check on an agent's health, and keep track of how much ammo is left in the selected weapon.





API Levels



- Adrenaline
- Perception
- Intelligence

With the three bars, you control injections of drugs which alter your agents' Adrenaline (A), Perception (P) and Intelligence (I) levels in real time. Accurate control of API Levels is essential if you're to progress to the higher echelons of your Syndicate.

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

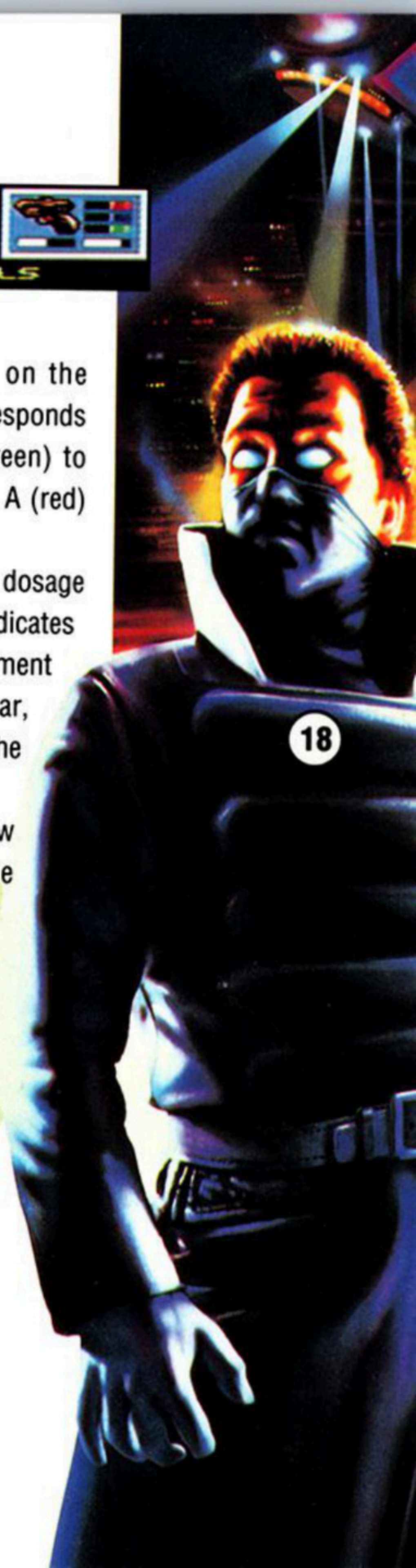
Adjusting API Levels



To increase API Levels, hold the R Button on the Controller, and then press the button that corresponds to the color of the API Level Bar. Press Y (green) to increase Adrenaline, X (blue) for Perception and A (red) for Intelligence.

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

The center line moves to the right to show drug dependency. Future injections need to be greater to have the same effect.

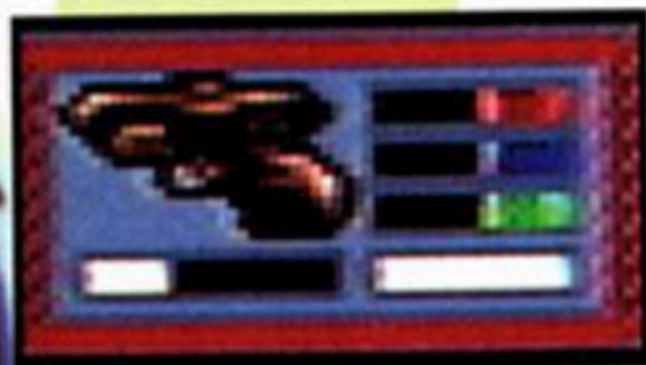




Retarding API Levels to the left of the center bar reduces dependency—do this when an agent is under no real threat. To decrease API Levels, hold the L Button, and then press the button that corresponds to the color of the API Level bar. Press Y (green) to decrease Adrenaline, X (blue) for Perception and A (red) for Intelligence. The longer an agent's API Levels are rested, the greater the improved performance when injected later.

NOTE: In Group Mode, any API Level adjustments to a single agent affect them all. In Panic Mode, API Levels are maximized across the board.

Health Bar



HEALTH BAR

This isn't where cyborgs go for a little R'n'R! The Health Bar indicates the amount of life remaining. 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 on page 32).

Changing Active Agent

The active agent's Status Box is highlighted. To change active agent, hold down Y and press the Control Pad Left/Right—the highlight moves accordingly.



Scanner

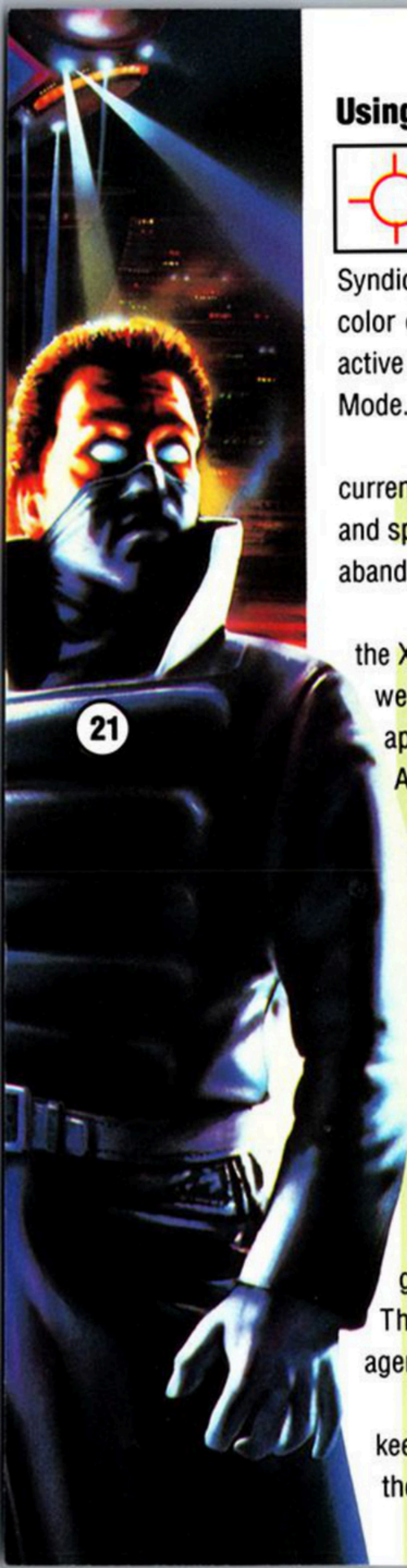


From your vantage point, high above the city you observe proceedings and monitor the actions of your agents. To help you plot agent moves, uncover advancing enemy cyborgs, and locate the target, the control airship is equipped with a Scanner that reproduces an aerial view of the Mission Zone.

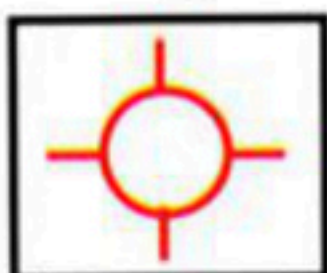
Objects in the Mission Zone are color coded by the Scanner as follows:

Civilians:	Purple
Persuaded Civilians:	Grey
Your Agents:	Large White Dots
Enemy Agents:	Red Dots
Guards:	Yellow
Police Enforcer Droids:	Orange
Cars:	White
Dropped Weapons:	Green
Walls:	Light Blue
Fences:	Beige
Roads:	Grey
Water/Pits:	Blue/Grey





Using Weapons



Your agents are each equipped with an auto-targeting device which informs you when a target is in range. But as their Syndicate master, it's up to you to pull the trigger. The color of the Targeting icon depends on the color of the active agent's highlight, or the lead agent when in Group Mode.

Press A and the active agent will pull the currently selected weapon from under his/her overcoat and spray bullets around the Mission Zone with reckless abandon.

To change the currently selected weapon, hold the X button and use the Control Pad to go through the weapons inventory until the desired weapon icon appears in the Status Box. Then release X and press A to fire the new weapon.

It's a good idea to select a new weapon before you reach your target, should unnecessary violence be called for.

Grabbing Weapons

The weapons of agents killed in action, whether enemies or your own, can be retrieved. Move an active agent over to the smoking remains of an enemy agent or police droid, hold down the X Button and then press the Control Pad Up. Your man-machine will bend down and quickly conceal grabbed weapons in the folds of his/her overcoat. The Grabbed Weapons icon flashes red in your agent's inventory.

If the dead dude had multiple firepower, you can keep retrieving weapons until either all are claimed or the agent can't hold anymore.

Discarding Weapons

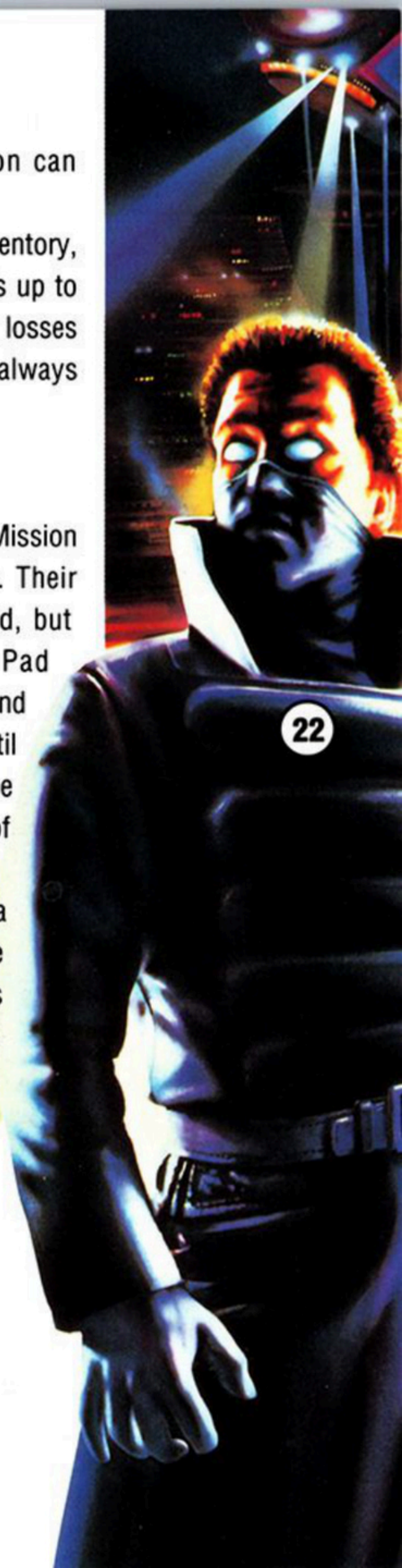
When all the ammo has been used, a weapon can become a burden.

To discard a weapon from the agent's inventory, hold X and then press the Control Pad Down. It's up to you to judge whether your funds can cover such losses (see Selling Equipment on page 30), but you always have the option of picking it up again later.

Moving Your Agents

You can differentiate between your agents in the Mission Zone by their color: red, green, blue or white. Their movements are controlled with the Control Pad, but only the active agent responds to Control Pad movements. To change the active agent, press and hold Y, then press the Control Pad Left/Right until the Status Box of your choice is highlighted. The view of the Mission Zone zooms to the location of the new active agent.

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





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. Naturally some weapons weigh more than others. For example, carrying a Chiller slows down an agent much more than a Pistol or an Uzi does.

Group Mode



Combine all your agents in real time during the mission using Group Mode. Press SELECT to activate Group Mode. All your agents' Status Boxes are high-lighted and they respond to Control Pad movements in unison. In this way, you can have a gruesome twosome, threatening threesome or frightening foursome on patrol.

To de-activate Group Mode, press SELECT again. The agent who was the last active before Group Mode activation becomes the only one under direct Control Pad command.

Urban Update

Here are some of the obstacles you can expect to come across on the teeming city streets during a Syndicate mission:

Enemy Agents

Cyborgs controlled by rival Syndicates appear similar to your own, except their hair is orange and overcoats are black. Unlike police droids which wait for arms to be revealed, enemy agents don't stand on ceremony when it comes to gunning down your operatives.

If you're not careful, they will begin firing before you can arm a cyborg—so move quickly.

Keep your ears open for approaching danger. When an enemy agent appears on screen, the music changes to something more threatening.

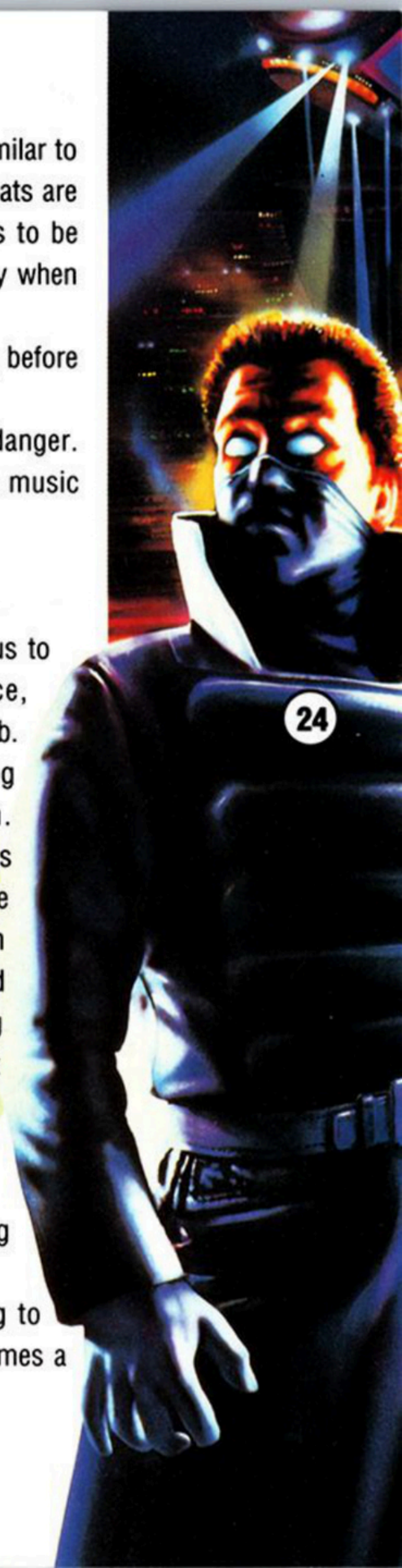
Police Enforcer Droids

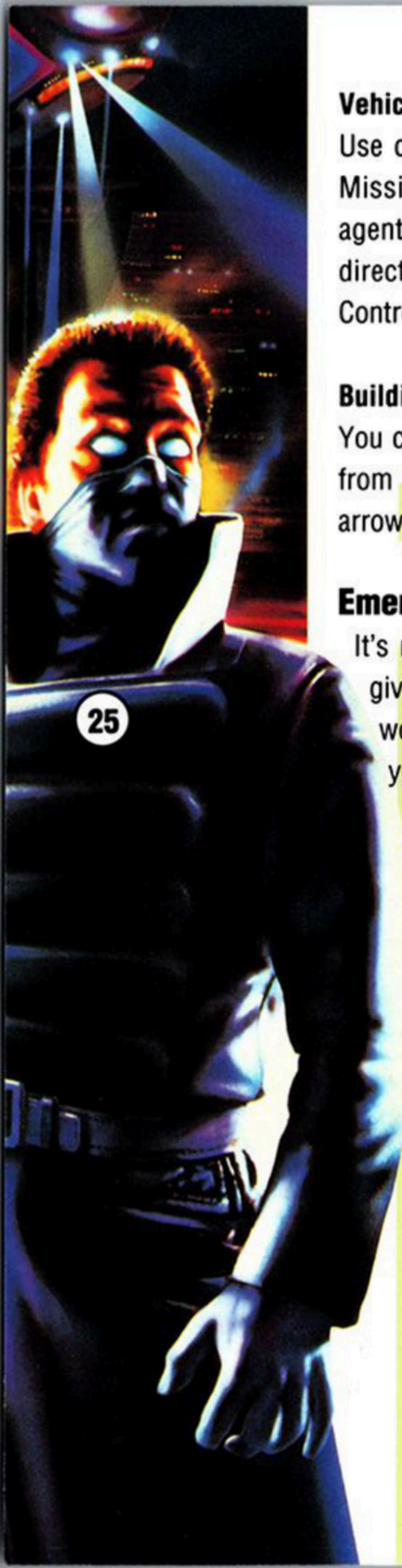
As the streets of tomorrow are far too dangerous to be policed by a flesh and blood police force, enforcer droids have been developed to do the job. These droids are silver in color and have a flashing red light, whereas guard droids are green. Hampered by archaic laws, police enforcer droids cannot fire on Syndicate agents until weapons are already drawn and the streets awash with innocent blood. Although well constructed and well armed, this helps make the droids sitting ducks for Syndicate agents in need of target practice.

The Target

Your Target can be tracked to his location using the direction arrow above the Menu Bar.

NOTE: If you have to enter a building to pursue a target, remember that the cursor becomes a Targeting icon when over your prey.





Vehicles

Use cars and trucks to move your agents around the Mission Zone more quickly. Press B and the active agent(s) will enter the nearest vehicle. You can then direct the vehicle's movements at junctions with the Control Pad. To leave a vehicle, press B again.

Buildings

You can trace the movements of an agent when hidden from view inside a building by following his/her agent arrow on the Mission Zone display.

Emergency Measures

It's not all plain sailing in the world of Syndicate. To give you a fighting chance when things are at their worst, here are a couple of tactics which could save your cyborg agents' Flexiflesh™ skins.

Panic Mode

If things are looking bad and enemy agents are closing in, press the L and R Buttons simultaneously to enter Panic Mode. Selected agents automatically choose a weapon to fire, while API Levels shoot up to maximum.

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 are available.

The Debriefing screen also reveals the passcode. **WRITE THIS DOWN AND DON'T LOSE IT.** You can type it in at the Passcode screen at a later date and continue your conquest without missing a heartbeat (see Main Menu Options on page 3).

After a mission, you're taken to the Mission Debriefing screen.

If the mission has been successful, use the L or R Buttons on the Controller to highlight the Map icon from the Menu Bar and then press Y. At the World Map, choose another territory and another mission, but first, raise taxes on the citizens to boost your remaining budget.

If the mission was unsuccessful, any agents killed and money spent are gone for good. Following this first mission, you have no choice but to try again, or give up the game altogether and take up a safer hobby.





NOTE: You have 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.

Escaping With Your Life

When all hope of victory is lost, you can escape the Mission Zone by pressing START and then buttons A + B + X + Y simultaneously. Okay it's chicken, but he who fights and runs away doesn't get roasted by his Syndicate overlords.

Operating In The Field

Move Agent(s): Control Pad Up/Down/Left/Right

Fire Selected Weapon: Press A

Change Weapon: Hold X + Control Pad Left/Right

Change Agent: Hold Y + Control Pad Left/Right

Toggle Group Mode On/Off: Press SELECT

Enter Panic Mode: L and R Buttons

Increase API Levels: Hold R Button and press X, Y, or A

Decrease API Levels: Hold L Button and press X, Y, or A

Enter/Exit Vehicles: Press B

Pick Up/Drop Weapons: Hold X + Control Pad Up/Down

Hide Weapons: Hold Y + Control Pad Up

Pause Mission: Press START

Quit Mission: Pause mission by pressing START, and then press A + B + X + Y

Self-Destruct: Press A + B + X + Y

A F T E R T H E M I S S I O N

After the mission, press Y with the Map icon highlighted in the Menu Bar to call up the World Map. Following successful missions, one of the territories adjacent to that in which you have triumphed is flashing to indicate that a Brief is available (see Mission Brief on page 7).

Following unsuccessful missions, no new territories are flashing (see Failure on page 30).

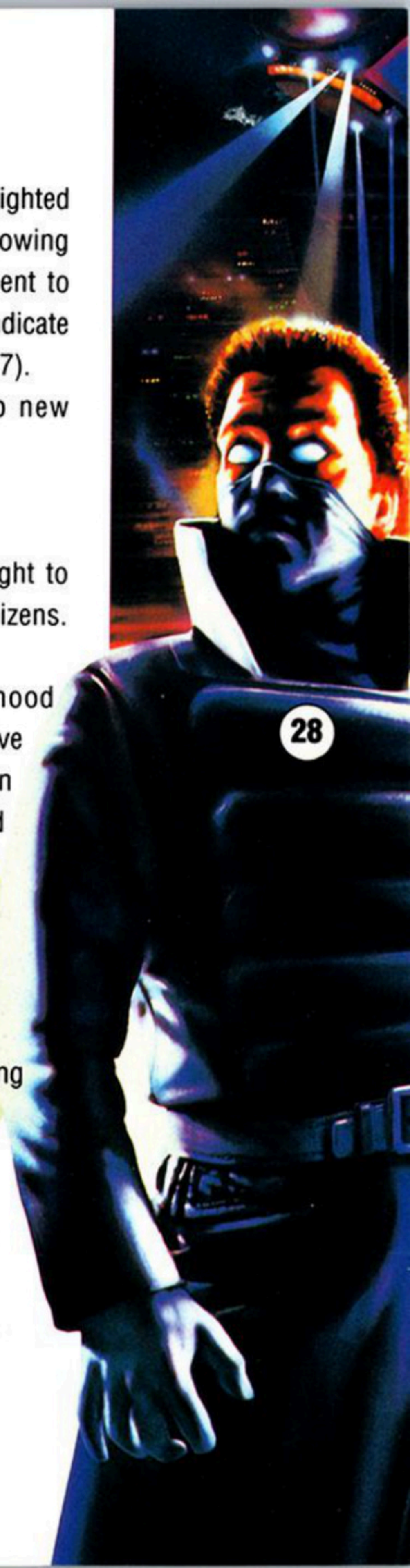
Raising Taxes

After winning a mission, you have earned the right to levy outrageous rates of tax on the helpless citizens. Raising taxes increases 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. Lower taxes if necessary to improve the mood and prevent rival Syndicate insurgents from taking advantage.

Press the B Button to raise taxes an agonizing single percentage point at a time. The money raised is displayed next to the tax figure. Press the A Button to lower the tax rate.

All the cash raised is added to your overall budget.





Choosing A New Mission

One of the adjoining territories controlled by rival Syndicates has been de-stabilized by your success. This flashes to indicate that it's ripe for a take-over. You can only expand your Syndicate into these areas, otherwise there is no arrow on the Start Mission icon in the Menu Bar. Use the Control Pad to highlight a territory, and then check out the Mission Brief (see Mission Brief on page 7).

Selling Equipment

Trade in unnecessary weaponry and boost your budget using the Sell option.

At the Equip screen, press X to activate Sell Mode. The agent's equipment inventory will appear. Press the Control Pad Up/Down to cycle through the list and press A for the Weapon Details. The Sell option is already highlighted—press A and the weapon will disappear from the inventory. Your budget increases accordingly.

Alternatively, press the Control Pad Down to cancel and press A. The Weapon Details will be replaced by the inventory list.

To leave Sell Mode, press X. The agent's inventory is replaced by the equipment list.

Failure

If your agents fail to respond to your commands, or your commands do not come quickly enough, the mission fails. Pressing START takes you to the Mission Debriefing screen. From here, access the World Map and choose a different territory (with a mission you can handle).

NOTE: If this is the first mission, you have no choice but to try again.

E Q U I P M E N T & T E R R I T O R I E S

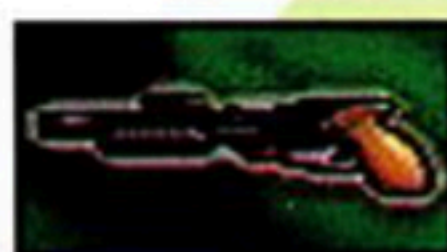
Equipment

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

Firearms



Pistol - Large caliber hand gun. Medium range projectile weapon. Very cheap gun that is easily outclassed, but useful as a backup weapon.

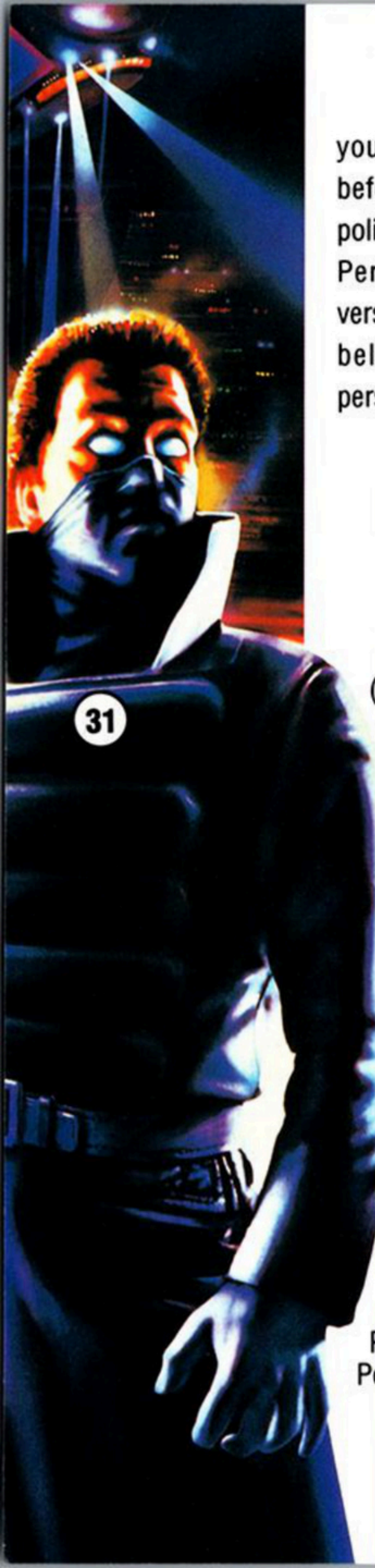


Shotgun - Pump-action shotgun with a large spread of shells. Does more damage than the hand gun, but lets down by its lack of effective range. At close range, however, this can inflict real pain.



Persuadertron - A short range weapon that fires a small dose of chemicals which renders the target totally open to suggestion. When hit, victims momentarily turn blue, lose all free will and follow your agent around the Mission Zone like sheep. Persuaded people can pick up weapons which they fire whenever instructed. You can also sell these weapons after the mission (see Selling Equipment on page 30) to boost your budget.





Civilians are always open to persuasion, and you need to persuade varying numbers of civilians before the Persuadertron has any effect on guards, police droids 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	Civilians	Guards	Police	Agents
0	A	3	4	-
1	A	2	3	5
2	A	1	2	4
3	A	A	1	2

(A = Always persuaded)

(- = Never persuaded)

Each category has attached Persuasion Points.

These work in combination with higher version brain modifications and are as follows:

Civilian	1
Guard	3
Police Droids	4
Enemy Agent	5

Example 1: With brain 0, you need 3 civilians to control a single guard. However, because a guard is worth 3 Persuasion Points, you only need 1 additional civilian to persuade a police droid, i.e.:

Brain 0	1 x Civilian	1 x Guard	= 1 Police Droid
Persuasion Points	1 x 1	1 x 3	= 4

Example 2: Thanks to Persuasion Points, with a version 3 brain you don't need to persuade 5 civilians for an enemy agent. The following combination has the same effect:

Brain 3 2 x Civilian 1 x Guard Agent = 1 Enemy

Persuasion Points 2 x 1 1 x 3 = 5

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.

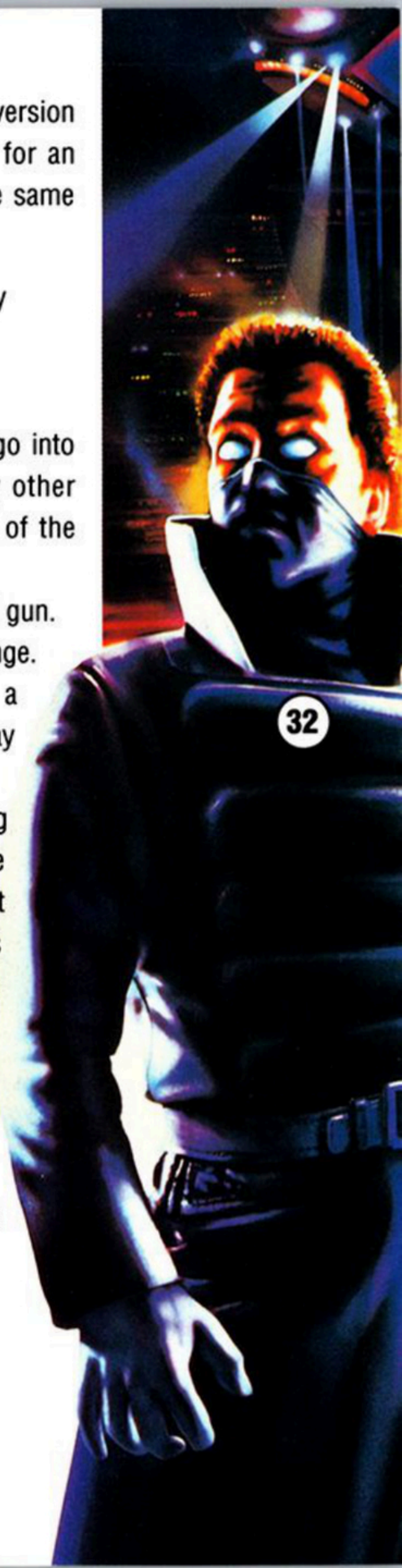


Long Range Rifle - Very long range and extremely accurate high velocity rifle. A single shot weapon designed for picking off individual targets at a distance. Useful for assassination attempts and long range support fire.

Support Weapons

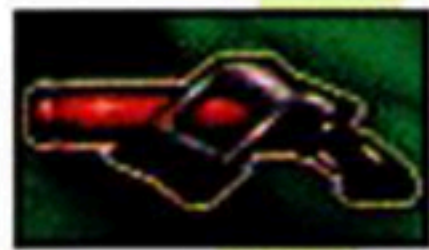


Chiller - Produces a stream of liquid helium that freezes anyone or anything in its path. Very short range, but devastating.





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



Time Bomb - High powered explosive that comes complete with timer and detonator. Explodes after a set time period devastating the surrounding area. The time bomb can also be triggered by firing at it. The explosive is not quite powerful enough to damage structures but readily destroys people and vehicles. Choose the weapon icon from the weapons inventory, drop the time bomb and then get out of there!



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, but does slowly recharge after use.





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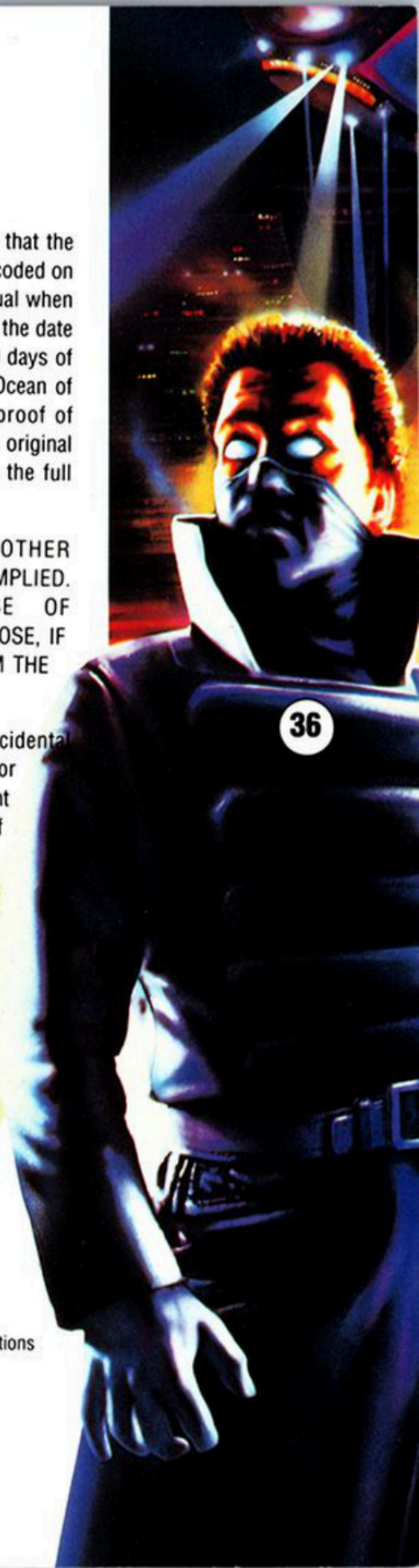
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