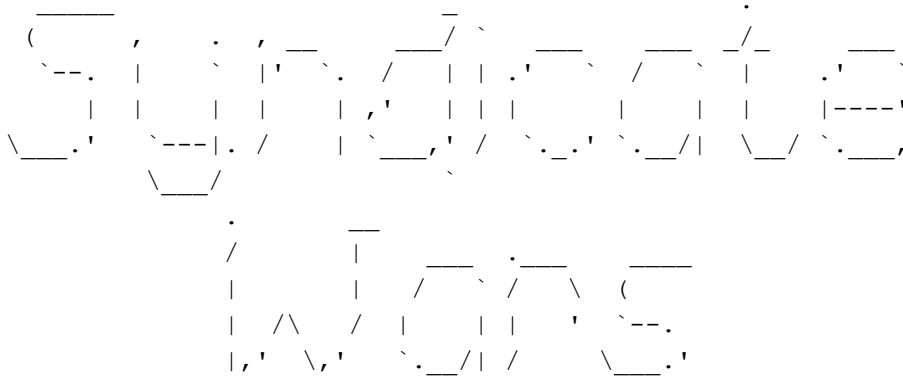


Syndicate Wars Walkthrough

by Necrin

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*****DISCALAIMER*****

This guide was written for Neoseeker only and should not be distributed in any shape or form to any other site.

[VERSION HISTORY]

14/03/02 First Version

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[1.OVERVIEW]

Syndicate Wars is a mixture of strategy and action. You can chose to follow 2 different syndicate's The Eurocorp Syndicate the supposed good guys or The Church of New Epoch the rebellious Syndicate that wishes to eliminate Eurocorp. The game is mission based. You control a team of up to four agents Church or Eurocorp agents by using a multitap you and your friends can engage in

four-player action. Your mission will fail if all four of your agents are killed and you will have to replay the mission again

[2.HANDY HINTS BEFORE BEGGINING]

Don't let any of your agents get killed and then complete the mission because you will have lost a valuable asset i.e. they could have been upgraded.

Survey the map by using the triangle command before beginning the mission on some missions you have to get the hell outha dodge from the start but find a quiet area and look around to locate your targets marked by a circular varying color light and also look at what enemies you are up against.

Pick up any equipment the enemy drops by using R2 and left not only will it save you money but you will research most items you pick up so you can purchase them for your other agents the other option is to sell the items to pay for upgrades.

Spend your money wisely. You don't have a lot of cash to begin with so I advise you to complete the first few missions of either Syndicate with your initial equipment and steal the advanced stuff from the enemy and only splash out when you have to.

If there is a bank in your current mission always rob it by demolishing it with an explosive but make sure you have destroyed any enemies in the vicinity first otherwise they will steal the money signified by silver case items that you can pick up.

Upgrade your agents as soon as the technology becomes available it will prove invaluable in combat.

Don't be ashamed to run from a fight if there is a big bunch of enemies in an area. Kill a few until you sustain enough damage and then run to another area to heal then you can destroy groups of enemies gradually and effectively.

Use a car for some initial protection drive by a bunch of enemies and pick them off make sure to bail out before it explodes.

Use the persuadertron or Indoctrinator to make civilians join you once in your command they will pick up any dropped weapons enemies may have left after being killed which they will use to fight alongside you although weak an army of them can prove most effective.

If you pick up new weapons or explosives in a mission then hold down the four shoulder buttons and start and select you will get to keep the items you picked up when you restart the mission.

[3.WALKTHROUGH EUROCORP SYNDICATE]

Start in the preparation screen by selecting Briefing although you have some money at your disposal. Don't bother buying Miniguns just yet.

Mission 1 Synopsis

Location London

Mission

Quell disorder malfunction's of the utopia chips has caused some civilians to become unguided, you must eliminate them

After viewing any briefing exit the screen and select begin mission.

Once your agents come into view press the select button to activate them all you will know they are activated when their numbers are dark blue, use the triangle button to scroll around the map and locate your targets signified by a flashing orange dot on the miniature map screen, hold square and press down to select the Uzi, with all your agents selected press right to equip the Uzi on all your agents. Use the D-pad to move your agents and proceed to the orange flashing lights or your targets, and kill them by holding X to shoot. Your enemies are automatically targeted for you, the battles shouldn't be too hard. Once you have killed all targets, return to base signified by another flashing orange light.

First debriefing screen. Well how did you do. You will notice that you received no income, that is because you are not paid for missions, the only way to accumulate money is to rob a bank literally if you look further down it will show what items you have researched. After this mission you should have researched the explosive which should help with your bank heists.

Mission 2 Synopsis

Location Detroit

Mission

The Church of New Epoch has released a virus into the utopia system called harbinger, they are also undermining Eurocorp on hacked Eurocorp channels. You must prevent them from causing further damage, locate church members in the vicinity and eliminate all of them.

Once again I recommend not purchasing anything it will save money and this mission does not require much force.

At the beginning of the Mission some unguided or Zealots will approach your position, kill them and then hone in on the orange targets around the city. Don't attack the church members in the Eurocorp building just yet, kill all the Zealots. A word of warning, the purple dots on the map are Militia or Police, if they see you killing civilians or engaging in fire fights they will attack you. Your only alternative is to kill them. One bunch of Zealots will be attacked by Militia in a parking lot near the waterfront with the Manga Screen. If you wait a while one of the Zealots will plant a bomb in front of a nearby building signified by a red flashing light, quickly run to it and pick it up using R2 and left, it will prove useful later on once all the Zealots have been killed hijack a car in one of the parking lots by moving your agents into it and press R2 and up to board it, then press triangle and move the cursor to the Eurocorp building, the one with the remaining orange lights, and press triangle again in an open space and the car will drive to the location you picked. Once inside the compound press R2 and down to exit the car another explosive will be planted to the left of the opening gate, quickly run and pick it up then walk to and kill the church members dressed in white robes. After a few skirmishes a group of church members may escape in a vehicle to another part of the city if so follow and eliminate them after all targets have been executed return to hq.

Debriefing

Income will still be zilch you may have researched Legs L1, if so you may want to sell one of the explosives you obtained and upgrade some of your agents.

Mission 3 Synopsis

Location Hong Kong

Mission

Unauthorized orders are being dispatched across the Utopia network. Eurocorp divisions are becoming isolated they must be brought back under control one such division Yamaguchi Holodata is attempting to start an independent syndicate, you must persuade his technicians who are in the Hong Kong fusion plant to our side, once completed the core should overload which should hinder Yamaguchi's plans.

Ok, you should now upgrade you agents to the level available by selecting cryovat then click all agents which will make the upgrades applicable to the first four agents in the list on the left, i.e. the four you used for the first 2 missions, then select the body modification on the right. You need to upgrade the torso before you can make any other modification, then click accept you can also upgrade agents individually by selecting their number in the top left, you should be able to upgrade both your body and legs to level 1.

Info on selling items

If you need to sell equipment to pay for upgrades etc click on equipment, select you agents individually to see their items each agent can only carry 5, select whichever item you want to sell by clicking it in the left column then click sell on the right

Info on upgrades

Body increases health and defense against all weapons.

Legs increase health max speed and stamina while running.

Arms increase health and accuracy and destructibility with weapons.

Brain increases the intelligence of your non player controlled agents. They will act more independently and also have trauma management software to increase you agents defense against critical attacks. I wish I had trauma management software.

Once again don't buy the Mini gun you should be able to pick several up on the field, and make sure you have not sold the Pursuadetrone's of your agents, you will need them for this mission.

At the beginning of the mission some Eurocorp personnel will be fighting some zealots to your left let the fight end and go to the area, then the remaining forces should attack you kill them, they should leave behind two Miniguns pick these up their should also be a silver briefcase item laying around somewhere pick this up also it signifies money they vary in worth, now enter the armored car and proceed to the Fusion plant on the bottom left of the map. Once there stay in the car and kill the Eurocorp personnel now you have to persuade the technicians.

Using the persuadertron

Simply select and equip it on all your agents and walk in front of any civilian [a flashing sound will signify their persuasion] and they will be persuaded and they will turn into a yellow dot on the map, if you wish to recruit more agents you must persuade a multitude of civilians then walk in front of an enemy, only Eurocorp personnel can be persuaded you can only persuade Church of New Epoch members if you use the persuadetrone 2 researched later in the game it is a hard thing to do though.

Once the technicians have been persuaded proceed back to hq their is a Church of New Epoch compound in this area, also you may wish to fight them to gain experience of battle against them they should have some nice items too like psycho gas and razor wire.

Debriefing

You should have gained some money since you picked up the briefcase and should have researched the LR rifle a handy weapon and possible arms Level 1.

Mission 4 Synopsis

Location Matosckin Shar

Mission

You must persuade scientists who work in the Bluesky Tendencies laboratory, so they can become a new R+D department within the Eurocorp Syndicate.

Since all of your agents should have Mini Guns you can sell the Uzi's they had they are of no use to you now, you should also upgrade I recommend upgrading as soon as the technology becomes available so I will leave it to your discretion.

Once the mission begins you will get new orders you must eliminate the unguided in the area go into look around mode and locate the ramp leading to the upper section of the city, their you will find the unguided go to their location and kill them if you need protection run into one of the cars and shoot them from there once they are vanquished you will receive another mission update, now you have to persuade the Bluesky scientists board one of the cars nearby and take it to their location a Eurocorp hover vehicle may pursue you, if so wait for its passengers to bail out then kill them and take the vehicle their are two Bluesky locations I recommend visiting each and killing the Eurocorp personnel before persuading the scientists, otherwise their is a good chance one might be killed and that would be mission over your task will be easier if your stay in a vehicle and shoot your assailants once the Eurocorp personnel are dead take your vehicle and go to the area where the church of new epoch reside and eradicate them. Pick up their disrupters one will drop a money briefcase their is another in one of the pyramid shaped building's with that done go persuade the scientists and go back to hq.

Debriefing

You should have a huge income form that mission and have researched the flamer.

Mission 5 Synopsis

Location Singapore

Mission

Hijack Bullion car and redirect to evac Zone.

I don't recommend using the flamer at this point its range is far too short but it is deadly.

This Mission is HARD, you have to go immediately to the bank ahead signified by dollar signs on a red flag on the building kill the two Eurocorp agents with the LR rifles that shoot you when you leave hq and take their weapons. Walk to the bank cautiously then run to the bullion car which is the Bullfrog vehicle board

it and get the hell outta there shoot the Eurocorp personnel on the way out to make sure the car is not destroyed then proceed to the evac zone.

Debriefing

You should have researched brain Level 1 and your next main weapon the pulse laser, you should have quite a tasty income too.

Mission 6 Synopsis's

Location Phoenix

Mission

The Church of New Epoch have established a major base in phoenix where they have overthrown Eurocorp's authority, enter their main temple and steal their technology so Eurocorp can broaden it's knowledge of them.

Sell you Mini guns and buy four Pulse Laser weapons for your agents they are more effective than Miniguns and deadly in close quarters, simply hold the fire button to charge and release at your discretion also the bodies of your agents should be all at level 1.

There is a bank below your position go to the left of it and kill any Eurocorp personnel that attack you, then wait for the unguided to plant explosives outside the bank their should be three in all pick them up then kill all the militia, unguided and Eurocorp personnel in the area then rob the bank heh heh.

Robbing Banks

To rob a bank you have to blow it up in the syndicate wars world putting a gun to the persons face behind the counter is not enough go inside through the doors select the explosive from your inventory and place one inside quickly run out and watch the fireworks go off, then a few silver briefcases should be scattered around the area signified by green dots on the map pick them up to accumulate money it is important that no enemies are in the vicinity because they will take the money then their is no way to get it back.

Robbing the bank should trigger a multitude of enemies to attack you stay in your position and kill them as they approach the pulse laser should make short work of them all then go to the entrance of the Church of New Epoch compound and kill the Church members as they approach. Pick up their weapons the Electron Mace then go further into the compound a hover vehicle will attack you run out of the area and run along the outer wall if you need to recharge you weapons then let the vehicle catch you then destroy it go back to the compound and finish off the remaining Church members, the item you need is one the ground below the staircase its hard to spot so be patient once collected proceed to the evac point.

Debriefing

You should have some income enough to cover your expenditure anyway and researched the electron mace, although it's a useless weapon and Body Level 2.

Mission 7 Synopsis's

Location Rome

You must prevent the emergence of an independent syndicate and eradicate all category U citizens, in other words unguided and when in Rome do as the Romans.

The pulse laser should be enough for this mission, don't bother with the electron mace instead sell any you have and any other unwanted items.

The mission will begin with a cop hover car being shot down just another day in Rome then go to the left you should be attacked by some Church of New Epoch members kill them then some unguided after you kill a few all hell will break loose as a chain reaction of explosives will destroy the area, make sure your not in it at the time. Once the unguided have been dealt with a mission update will tell you that you must crush more rebels, on your way to their location two spider droids will attack you keep shooting and run if you have to recharge your energy once they are destroyed go kill the rebels, then gasp another mission update will say you must eliminate some rioters god don't the police do anything here go to their location cautiously approach the opening as a sleeping gas cloud will appear and the unguided will kill you run away and wait until it disperses, then eliminate the rioters now that the zealots have been dealt with its time to destroy the independent garrison go to their location using a vehicle obtained near the police station on your way there you will be attacked by two green armored vehicles deal with them then head to the police station kill the guards then a bunch of Eurocorp agents will approach you, use the Pulse laser at long range to kill them because some of them have flamers which can kill you with one shot once their dead pick up the flamers and board the cop car then head to the Garrisons base kill the first few Eurocorp agents from the protection of the cop car, then get out and board one of the green armored vehicles in the base use this to drive to where the other agents are and kill them, then yes another mission update will say Eliminate agent their are four Cerberus iff's guarding him kill the two at the entrance first wait until you have healed then kill the remaining two and last but not least kill the agent now that the city is under Eurocorps control again feel free to rob the bank nearby then go grab a pizza take in some sights and proceed to hq for chow time.

Debriefing

You should have received some income since you robbed the bank and researched the launcher an effective but cumbersome weapon.

Mission 8 synopsis's

Location Phoenix

Mission

Eliminate rogue agent nuff said.

I don't recommend buying the launcher just yet its use wont be required until later.

The mission will begin by the bank being destroyed unfortunately no money can be found there kill the church members that approach you now take a look around doesn't this place look familiar. You must obtain a car to gain entrance to where the rogue agent is located the only one available is being guarded by a whole load of Zealots so go there and deal with them, flee if things get too tough and return to finish them off take the yellow car and go to where the agent is located kill a few Eurocorp agents then two hover cars containing a few church members will arrive kill them and the remaining Eurocorp agents then finally eliminate the Spy, take one of the hover cars and fly to hq now wasn't that easy.

Debriefing

Ironically you should have received some income from that mission maybe Eurocorp thought you are doing such a good job they finally decided to pay you, research will include the clone shield very useful and legs level 2.

Mission 9 Synopsis's

Location New York New York

Mission

Media Chief Jennifer Taks is spreading Anti-Eurocorp Propaganda on the global news network. She must be persuaded notice how the greetings are getting better last mission it was felicitations now its fortuitous greetings.

Upgrade and get rid of any unwanted items then it's straight to the mission.

The mission will start by showing a Naa employee going home from a hard days work at the office. Leave hq and kill some Eurocorp Agents around the buildings where you start an armored hover car should also attack finish them then go to the Naa employee's area, but kill the Eurocorp personnel guarding him before attempting to persuade him and be careful they are packed with explosives now you have to persuade Jennifer Taks, look around the map until you see the elevated highway's their is a bullfrog vehicle underneath one of them go to it but and drive to where Jennifer is, before I continue I would like to point out that it would be far easier if you eliminated all enemies in the area before persuading the Naa employee because if he or Jennifer die it's mission over make sure you destroy the green hover car in one of the elevated areas and also Rob the bank but by doing so you will have to contend with a major cop assault, now to continue eliminate the militia an armored Eurocorp vehicle should attack if not wait for it destroy it then persuade miss Taks then report back to hq.

Debriefing

Well done that was an extremely hard mission. You should have some income from the bank heist and research on the grenade and arms level 2 should be complete.

Mission 10 synopsis's

Location Cape Town

Mission

Persuade scientist

[Profound greetings] Former Eurocorp researcher Ko Paull Vissick has been making subversive broadcasts claiming that the Church of New Epoch will cause world destruction, he's last mission was classified but he was working with scientists from the hexagon corporation one of these is in Cape Town persuade him so we can learn more about Vissick.

Stick with the pulse lasers but I guess now would be a good time to experiment with other weapons. Sell anything you don't need.

Once again the mission will begin showing the target you must persuade then you will be dropped off by a hover car wait for the Zealots on your right to approach then kill them all but be careful they will drop explosives, pick them up if you can you should kill all the targets in the area before attempting to persuade the scientist you wouldn't want him getting killed now would you after you have killed the first few Zealots continue going right until you see a dilapidated skyscraper a fight should be occurring between Zealots and Militia

let the Militia kill most of the Zealots then join in on the action, be cautious the Militia will attack in some hover vehicles also. With them destroyed head down to where some church members are standing outside a vehicle attack them to initiate an attack by a bunch of church members and a hover vehicle kill them and enter the vehicle the church members were standing outside and use it to enter the Church of New Epoch compound on the far left of the map. When you arrive you will be attacked by a whole load of church members and hover vehicles stand you ground and destroy them then go down be careful some of the church members have launchers which you should pick up be careful when using these they are as lethal to you as to your enemies. I recommend only equipping two at a time kill all the church members on the bottom of the compound first it's safer that way, then proceed to the top portion attack the two church members at the entrance to trigger the rest to attack you kill them all then persuade the scientist then escort him to hq.

Debriefing

Unfortunately no income as there was no bank in Cape Town but you should have researched the Automedikit nice.

Mission 11 synopsis

Location Adelaide

Mission

[Hail executive] info from the scientist your team persuaded in Cape Town might mean a connection between the Scientist Ko Paull Vissick and the Church of New Epoch. You must persuade another researcher who works in a Gel Data facility in Adelaide so we can fully understand Vissicks situation.

Keep the Launchers you collected from the Church members they will prove useful against aircraft.

Once you leave hq you will be immediately attacked by some Zealots kill them another bunch of Zealots will blow up their base to the left and run to your direction destroy them also and take their explosives further Zealots will attack form the right deal with them stay near hq and wait until some militia attack. This is a hard battle as their numbers are many and they also have ko gas so make sure you don't get caught in it, now that you can take a breather scope out the City you will see your target is being protected by a huge quantity of church members another compound also contains Eurocorp personnel this is you next target but first take one of the vacant cop cars and go to where there is a lone green armored vehicle, this will trigger an attack from Eurocorp agents now go to the Eurocorp main base and kill the few Eurocorp agents don't worry about the ones in the inner part now head to the church area slowly approach and wait for a few to attack kill them, then some hover vehicles should also fire at you destroy these with the launchers now proceed to the temples eradicate the last church members and persuade the scientist then take him to hq.

Debriefing

Once again no money but you should have enough stockpiled you should have researched Brain level 2 that trauma software is going to come in handy for the next few missions and trigger wire I cant stress the usefulness of this item.

Mission 12 synopsis

Location Nuuk

Mission

Since harbinger begun effecting our systems the city of Nuk has been cut off from the world it is believed that their is cult activity in the area. Conduct a full sweep of the city and eliminate any hostiles you find.

Ok your agents should have all level 2 bodies by now and you should also buy some trigger wire planted at strategic locations it can prove fatal to pursuing enemies, also it's an infinite weapon so you don't have to keep buying it simply press the fire button and drag it to the location of your choice I recommend using it in small corridors since you enemy wont be able to avoid it.

You have the luxury to look around the map before you begin looks daunting doesn't it but you will manage begin by killing the two at the entrance then move down to the temple below this will initiate a huge battle with the church members, kill a few and run away to recharge let them catch you then try and finish them all off recharge your weapons a good strategy to use is try and shoot them from a long distance with the pulse laser fully charged they should die sooner if you wait a while at the temple another bunch of them will attack, this will be a harder fight because most of them have launchers now go to the little temple on the left kill the two outside this should make more church members below attack as well. I recommend planting trigger wire across all the pathways of this city then make the church members follow you into it, it should make most of the battles much easier now head to the temple bellow the small building and kill the church members stationed there, then head to the small building on the right side of the map and kill the Church members there then as before go to the temple below and destroy the enemy there also. If you survived so far your doing good finally head to the center temple on the bottom of the map I recommend fighting then running away to recharge because you wont last standing their are two spider droids to contend with also use the trigger wire tactic when all the Church members have been eradicated take the money on the bottom of the map and proceed to the evac point.

Debriefing

Well done that was the hardest mission so far you could stand to loose one agent. You should have the money to upgrade another agent to the highest level you should have income and researched satellite rain very destructive and body level 3.

Mission 13 synopsis

Location were going japaneesa Tokyo

Mission

Professor Kurt Drennan our head of R+D has been kidnapped by the Church of new epoch we need him back.

Upon leaving hq you will be attacked by a hover vehicle destroy it and look around the map you will notice a huge Zealot movement on the main road and guess what your going to have to kill every last one of them. Go to their location even with body level 3 this fight will be tough kill as many as you can then escape to recover then return and kill the rest search their bodies one should have the most destructive explosive in the game the cataclysm, now look around the map you will see an uninhabited building is your target but this is not where the professor is located you must take him there follow the while wave on the map to a church compound to find him, but rob the bank first kill the police that accost you next go to the temple on the bottom left of the map and kill the

church members you meet there, then go to where the professor is located approach the facility and lure all the church members onto the streets then blast them with the launchers run to reload let them catch you and repeat the process, now evade the two gatling guns outside the police station walk to the professor and he will follow you walk carefully outside the compound and walk slowly to hq avoid any remaining militia on the way.

Debriefing

The missions are getting way harder now you should have amassed a huge income from the Tokyo bank enough to upgrade a new agent if one got killed during the last mission, and you should have researched the stasis field.

Mission 14 synopsis

Location Bangkok

Mission

Escort professor Drennan to the Bangkok Eurocorp R&D facility ensure the professor is unharmed as the cultist's are bound to intercept.

Since no upgrades are available and no new weapons can be purchased head straight to the mission.

This mission is tough immediately you will be attacked by some church members, make sure the professor is not killed or it's all over. I recommend not using launchers against your enemies as they could result in explosions which could destroy the professor. The professor will set his own course to the research facility you must stay with him and protect him the only advice I can give is to persuade some civilians they will take up arms and you will kill your assailants quicker, once the mission is over I am sure your agents will partake of some Bangkok R&R.

Debriefing

That mission should have been very frustrating but Legs level 3 should have been researched your perfect agents are almost complete.

Mission 15 synopsis

Location Hawaii

Mission

Protect Eurocorp personnel

Honolulu has managed to avoid infection from the harbinger virus and are ready to re-establish their link with us. Our people and theirs will meet you must handle security during the proceedings.

This is without a doubt the hardest mission in the game. Make sure you buy some satellite Rains and trigger wire the trigger wire technique will definitely have to be employed several times during this mission.

The opening scene will show you escorting Eurocorp techs to meet some others what a nice place to meet by a big mass of water looks like the scene for a mafia massacre, then oh oh the Church of New Epoch will arrive to give some bible readings only use three agents for this mission selecting four will result in the techs following you which will certainly mean their doom. Wait a minute

in the start location for some church members to attack and kill them it shouldn't be too hard your next objective is to destroy the green armored vehicle patrolling the main corridor. You must destroy this before you proceed further wait until it ventures down to the bottom of the map before attacking. It would take far too long to destroy this with weapons I recommend taking a lone agent and draw it's fire plant a satellite rain and avoid the missiles until it explodes this should destroy it no bother, now plant trigger wire along different sections of the main corridor take a lone agent and walk to the center of the map this will result in church members following you lure them into the trigger wire by the time they get to you they will be almost all eradicated repeat the process go to the intersection of the main corridor, take the right and go to the entrance where the skyscrapers are lure the church members out and walk them into the same trap now go to the last place you lured, continue right and go up near where your target destination is lure the Zealots that are here out into your trigger wire trap now its time to evacuate simply select all your agents and run like mad to the evac zone.

Debriefing

Well done if you managed to survive that you are a great player you could stand to have lost one agent you should have researched arms level 3.

Mission 16 synopsis

Location Johannesburg

Mission

Persuade Cultist agent Mirabella Lucy De Saxo she was responsible for the abduction of Professor Brennan her skill would be better utilized by Eurocorp.

If you played the original Syndicate you should be familiar with Agent Wu who will conduct this mission. Upgrade your agents although they will be taking a break for this mission.

All you have is an LR rifle to you name kill the church member that approaches you and take his minigun now scope out the map. You will notice that Church activity is high in this area there is a bank you could rob it by taking an explosive from a dead Zealot but you wont live too long after. I recommend heading straight to the target use the lifts by just walking on the red tile when you arrive De Saxo will be escorted to another location deal with the church members here now proceed to the next target point you will notice that the only way to get to her is by going through an elevated area with a lot of church members, walk near the entrance and use the Lr rifle to kill the guards and the rest beware one has a launcher and another a flame thrower use the rifle run turn back and shoot again until they are all dead, now go to the other area in the corner and kill the church members at the end take the lift and De Saxo will escape again you next target is the temple in the corner of the map just walk near it and a mission update will say De Saxo has fled now just evacuate.

Debriefing

Another hard mission considering you had just one agent at your disposal but you should have researched the Plasma lance the best weapon in the game.

Mission 17 Synopsis

Location Cairo

Mission

Eliminate Mirabelle Lucy De Saxo since agent Wu's Pusuadetron could not establish a lock on Miss Saxo we are changing your orders you must now kill her don't let her return to the ranks of The Church of New Epoch.

Now ditch your pulse lasers and buy the better product the Plasma Lance its destructive capabilities are incredible especially against vehicles.

Equip your new plasma lances and wait for some church members to attack dispose of them and scope out the map. You will see that your target is a hover vehicle with blue electrodes extruding out of it proceed along the right side of the map and eliminate the church members you meet on the first two blocks proceed to your target and she will move to another location, avoid the green missile tanks although you could destroy them effortlessly hence the power of the Plasma Lance and go to where she scarpered then she will gasp move again take the top road and go to where she is. She should approach then finish her off at last then you will be told to evacuate although you might want to stick around and destroy the rest of the Church members just for the hell of it.

Debriefing

The Church of New Epoch have been severely hindered by your actions on this campaign it's now time to put an end to them you should have researched Brain level 3 your agents are now bloodthirsty killing machines utilizing the best technology money can buy.

Mission 18 synopsis

Location Bahrain

Mission

The enemy are going to attack Bahrain Ai if this is compromised restoring Eutopia worldwide would take years. You must not let them achieve their objective kill all the Zealots and regain control of the city.

Since you have the best weapon its time to get the perfect body, upgrade and prepare for the mission.

Head first to the right and kill the Zealots there then proceed to the target and wait for the Ai building to be attacked by a bunch of Zealots, kill these be careful they have Tanks. Then some armored hover vehicles should arrive destroy these then evacuate now wasn't that easy.

Debriefing

Say a prayer for the dearly departed Agents who have died under you command and proceed to the last mission.

Mission 19 20 synopsis

Location Colombo

Mission

Retake control of the orbital elevator facility the remaining members of the Church of new epoch intend to take over the moon to use the experimental Ionospheric Lensing equipment as a weapon. You must prevent this and finally put an end to the Church of New Epoch.

Its time to put and end to the Church and it's founders prepare for the onslaught that will follow.

What can I say about this mission but Kill Crush Destroy. You have an army at your disposal but they will be killed soon the only danger is from the Moving Missile platforms, once everyone is dead go to the elevator but make sure all your agents survive this first phase.

Mission 20 synopsis

Location the moon

Mission

Eliminate the Nine

Simply wait to be attacked by some Church members and spider druids. The only way to your target is left once you reach the spherical buildings you will be attacked again kill them all before proceeding, go down and kill eight of the nine the last is where the energy bolts are rebounding off the temples I recommend going to the fence near his location and planting a Plasma Rain then kill off the remaining church members protecting the last of the nine, watch out he has a Graviton gun which is lethal but I guess you don't have to worry about losing agents once your last target is dead evacuate.

Debriefing

Well done agent you have destroyed the Nine so we may now control the world once more. Ironically you should have researched the Chromotap and the Graviton gun.

[4.WALKTHROUGH THE CHURCH OF NEW EPOCH]

Mission 1 synopsis

Location Detroit

Mission

Start in the preparation screen by selecting Briefing although you have some money at your disposal don't bother buying Miniguns just yet.

Take control of a Eurocorp Sub station in Detroit. Once you have secured it release the Automorphic computer Virus Harbinger into their systems to prepare the way to the Cataclysm.

Once your agents come into view press the select button to activate them all you will know they are activated when their numbers are dark blue, use the triangle button to scroll around the map and locate your targets signified by a flashing orange dot on the miniature map screen, hold square and press down to select the Uzi with all your agents selected, press right to equip the Uzi on all your agents use the D-pad to move your agents and proceed to the orange flashing lights or your targets. Now you have to get inside the Eurocorp compound to do this you need a car hijack a car in one of the parking lots by moving your agents into it and press R2 and up to board it then press triangle and move the cursor to the Eurocorp building the one with the remaining orange lights and press triangle again in an open space and the car will drive to the location you picked. Once inside the compound press R2 and down to exit now kill all the Eurocorp agents in the facility with that done locate the bunker marked by the flashing light on the map and go inside then depart to the escape point

signified by the flashing light by using the green armored vehicle nearby.

Debriefing

Well done first mission completed successfully. You will notice that you received no income that is because you are not paid for missions, the only way to accumulate money is to rob a bank literally if you look further down it will show what items you have researched after this mission you should have researched the explosive which should help with your bank heists.

Mission 2 synopsis

Mission

The unguided have taken some civilians hostage we care not for their fate but for trying to use our fate against us they must be eliminated.

Once again don't buy Miniguns or modifications they will not be needed for this mission.

Go to where your nearest targets are, one Zealot will plant a bomb signified by an orange flashing light quickly run over to it and pick it up using R2 and left, they will then turn and attack you kill them now locate the bank signified by dollar signs on a red flag outside the building above the Church compound kill the guards there your now going to rob it.

Robbing Banks

To rob a bank you have to blow it up in the syndicate wars world putting a gun to the persons face behind the counter is not enough. Go inside through the doors select the explosive from your inventory and place one inside quickly run out and watch the fireworks go off then a few silver briefcases should be scattered around the area signified by green dots on the map pick them up to accumulate money. It is important that no enemies are in the vicinity because they will take the money then their is no way to get it back.

Quickly pick up the briefcases and deal with the enemy onslaught two zealots should plant two explosives above the bank go and pick these up the Zealot activity is high in this area. I recommend fighting then escaping to heal and then return and repeat the process. Some of the zealots should drop Miniguns pick these up one should also drop Razor wire with all the Zealots killed return to base.

Debriefing

If there is a bank in the area I recommend always robbing it income is scarce and if one of your acolytes dies you would have to upgrade a new one which would take it's toil on your finances. You should have researched flamer the ion mine and legs level 1.

Mission 3 synopsis

Location Santiago

Mission

Locate and convert a Eurocorp agent who has been sent to Santiago to undermine our work there.

Ok sell the Uzi's and equip the Minigus you captured in your mission also

upgrade your agents to the level available. I recommend upgrading as soon as the technology becomes available for it is imperative if you wish to survive the later missions, and make sure you have not sold the indoctrinator you will need it for this mission.

Info on selling items

If you need to sell equipment to pay for upgrades etc click on equipment select you agents individually to see their items each agent can only carry 5, select whichever item you want to sell by clicking it in the left column then click sell on the right.

Info on upgrades

Body increases health and defense against all weapons.

Legs increase health max speed and stamina while running.

Arms increase health and accuracy and destructibility with weapons.

Brain increases the intelligence of your non player controlled agents, they will act more independently and also have trauma management software to increase your agents defense against critical attacks. I wish I had trauma management software.

The mission will begin by you being dropped off in a hover vehicle. Locate your target but before going there you have to secure the city first, go to the right of the map and kill all the cops and zealots that you encounter now go to the top right of the map and wait until some Eurocorp personnel are dropped off in a vehicle kill them and take their disruptors, take the vehicle and go to the church compound a hover vehicle should have arrived use it to go to the Eurocorp compound kill the guards at the gate from the safety of the vehicle exit the vehicle and kill all the Eurocorp personnel posted around the site do not kill your target take the LR rifles they drop use these to make your life easier by killing the agents from afar take care with the vehicle flee if things get too tough. Avoid the explosions their destruction entails now its time to persuade the agent.

Using the Indoctrinator

Simply select and equip it on all your agents and walk in front of any civilian [a flashing sound will signify their persuasion] and they will be persuaded and they will turn into a yellow dot on the map. If you wish to recruit more agents you must persuade a multitude of civilians then walk in front of an enemy only Eurocorp personnel can be persuaded. To persuade Eurocorp agent's persuade a huge amount of civilians beforehand then their combined power should overcome the Eutopia chip and they will be persuaded.

Use this technique to persuade the agent [wow how did they all fit in the hover vehicle] but when you approach him he will flee to another part of the compound so make sure he does not escape once he is converted go to the base on the right of the map.

Debriefing

That was a tricky mission you should have no income but you will have a new acolyte at your disposal and researched the disruptor the LR rifle and Arms level 1.

Mission 4 synopsis

Location Johannesburg

Mission

We are tracking bullion cars in Johannesburg our foundations are strong but expensive you must take these vehicles your cause is righteous.

Now you should upgrade and sell any unwanted equipment also stick to the Minigun it is the most effective weapon so far.

The mission will begin showing a Eurocorp agent delivering money to a bank this is your target as soon as you approach the bank wait until the bullion shipment is over then the armored vehicle will go to another location. Take one agent there and plant an explosive outside the vehicle this should drain most of its health then destroy it with Minigun fire then kill the lone agent outside the nearby bunker then take the money and depart.

Debriefing

You should have gotten some money and researched the disruptor.

Mission 5 synopsis

Location Hong Kong

Mission

Protect our temple in Hong Kong from the unguided threat.

Miniguns will be adequate and since you can't upgrade proceed straight to the mission.

Upon starting the mission a bunch of Zealots will emerge from a nearby temple deal with them first then head to the temple's location deal with the zealots as they arrive there is also an armored vehicle to be dealt with. One tactic to use is take out the two bridges to the temple with explosives this should eliminate all the zealots traversing them when all adversary's have been dealt with proceed to headquarters.

Debriefing

Unfortunately no income but you should have researched the electron mace and brain level one.

Mission 6 synopsis

Location Rome

Mission

We wish to see an end to the unguided blight on the city of Rome their presence before has been useful as they sapped Eurocorp's resources but they are no longer needed eliminate them in sight.

Buy four electron mace and purchase an explosive if stocks are low also upgrade you acolytes should all have level one bodies by now.

As soon as you begin the mission you will be attacked by a bunch of Zealots from above kill them and look around the map and proceed to the first target you will

be attacked on the way kill all who oppose you. One drops an explosive pick it up then destroy your target in the upper industrial area they will also drop explosives so be careful also watch out for the knockout gas two Zealots throw it could prove fatal in conjunction with their fire now walk across the road to your next set of targets kill them all and the two rogue Zealots around the city. Now you must go to the Zealot installation on the far left of the map simply shoot at one on the upper section to draw them all out then kill them now walk down a bit and proceed to kill your next targets but watch out one will detonate an explosion which will devastate the area with the zealots vanquished it's time for Eurocorp to get it. Take a vehicle to their compound one of the armored police vehicles nearby will do once there eliminate as many of the Eurocorp personnel as possible from the safety of the vehicle, use your judgment to flee from it when you deem necessary once all Eurocorp personnel have been dealt with you must kill the Eurocorp agents approach their location cautiously destroy one of the Cerberus Iff's guarding them then lure the agents out if need be enter one of the nearby armored vehicles for protection. Once Eurocorp is eliminated from this region feel free to rob the bank then proceed to headquarters.

Debriefing

Well done that was a hard mission you should have researched the pulse laser not very useful for church members, you should also have researched Knockout gas the Cerberus Iff and Body level two and you should have a nice sum of money too.

Mission 7 synopsis

Location Buenos Aires

Mission

Eurocorp is attempting to regain control of one of their key Cities Buenos Aires there actions have spilt the blood of our brothers and sisters for their transgression they must be punished. Eliminate all Eurocorp agents in the vicinity.

Ok you should upgrade and get rid of any unwanted equipment.

At the beginning of the mission the bank in the area will be destroyed and no money can be found there proceed to your first set of targets. You will be attacked by a lot of Eurocorp personnel and some hover vehicles flee if things get too tough to recuperate once they are killed a classic mission update will tell you Eurocorp must choose between our faith and death needless to say they choose death, proceed to the target destination and destroy them all including the sniveling rat who cowers in the building then proceed to Hq or should I say seek sanctuary.

Debriefing

That was an easy mission compared to the last no money since no money could be found at the bank. You should have no income but you should have researched the launcher, which will help alleviate your money hungry tendencies.

Mission 8 synopsis

Location Santiago

Mission

A thousand hymns disciple kind of reminds me of the marines get down and give me

a thousand hymns disciple. You must kill the remaining Eurocorp personnel who fled from Buenos Aires make sure not a single Eurocorp soul stirs when you are through.

Although powerful don't buy the Launchers just yet. Just sell any scavenged equipment and begin the mission.

When the mission starts leave Hq and walk along the road to the temples where your targets are kill any Zealots who hinder you along the way. Once there draw the Eurocorp personnel out of each temple by firing at the sentry drones be careful they have Ko gas and drop explosives when you have killed them all leave the place..

Debriefing

Another mission successfully completed for your efforts you should have researched the clone shield and legs level two.

Mission 9 synopsis

Location Cairo

Mission

An extremely important Syndicate official called Kotosek is visiting Cairo he is well protected but he must die. Make sure he is dead before you report back ok we shall poke him with a stick to check.

Upgrade and buy four Launchers you will need these to take care of vehicles in future missions.

You will have to strategically think about this mission your mission is to kill Kotosek but you don't want to alert the battalion guarding him my advice is to sneak up to his location by staying left wait by the fence, the enemy should not attack you at this position and use the launcher to kill Kotosek as he approaches then get the hell outta dodge as the enemy pursues you to your base.

Debriefing

Well done that was quite a tricky mission for your cunning you should have researched the grenade and arms level two.

Mission 10 synopsis

Location Bahrain

Mission

Eurocorp is preparing an assault on our way of enlightenment you must eliminate their presence from this region also for your use is a battle tank use it wisely.

Just above your starting position is the battle tank board it and have some fun now pilot it to the front of the dual bridge get out and proceed to the end of the bridge. Pick up the explosives dropped by the Eurocorp agents now go back and board the tank and cross the bridge with it now proceed to belittle all the Eurocorp agents you come across with the awesome power of the tank. It's a pity you don't get to pilot these baby's in every mission after you have had enough of the tank proceed to the evac point.

Debriefing

Well that was the most fun mission so far no income since there was no bank in the area pity it would have been fun seeing the cops trying to take on that tank oh and you should have researched the Automedekit.

Mission 11 synopsis

Location New York

Mission

Steal plans for a new syndicate weapon from the Eurocorp installation in New York.

Since no new weapons or upgrades are available head straight to the mission.

Follow the rogue church member he will instigate some riots when he has completed his mission he will stop then some Eurocorp vehicles will go to the scene of the riot quickly depart to the church compound and wait until the commotion dies down, then two blocks above the church compound their should be two vehicles take one and go to where the weapon is being held. Shoot the Eurocorp agents with launchers form the car and take the weapon leave the base when you do you will be attacked by a bunch of zealots, you don't have to kill them but do anyway now before returning to base rob the bank nearby, shoot the guards outside the bank to provoke an attack from the militia take care their numbers are many then destroy the bank with the launcher you no longer need explosives, now bring the weapon to the church compound to be uploaded then leave the temple and watch all hell break loose flee to hq.

Debriefing

An interesting mission indeed you should have some money from the bank heist and researched the stasis field and brain level two.

Mission 12 synopsis

Location Cape Town

Mission

One of most important acolytes Mirabelle Lucy De Saxo has crash landed in unguided territory bring her back alive to us.

Now all you have to do is upgrade and head to the mission.

Once you are dropped off by the hover car be careful how you tread this place is teeming with Zealots. It's best to pick them off in small groups before they all gang up on you when all the Zealots in the first block have been eradicated head to De Saxo's location, draw the zealots out with launcher fire and make sure you kill them all before approaching De Saxo, bring De Saxo to the nearby hover vehicle and pilot it to the iml link.

Debriefing

No bank means no money but you should have researched the chromotap.

Mission 13 synopsis

Location Bangkok ohh who's a naughty acolyte then.

Mission

Bring us the secret Eurocorp is protecting in Bangkok.

It's mission time.

After leaving hq the place will be quickly destroyed by multiple explosions make sure your not in the area when it happens the only way to get to the Eurocorp facility is by a lift on the far right of the map, unfortunately to get there you have to go to Zealot territory so you must deal with any Zealots who oppose you first and don't let the lifts be destroyed by the explosives they drop. There is a bank on the bottom right of the map approach it careful it is booby trapped run away from the explosions then return and blow it up then quickly grab the money and run before more explosions go off, now take one of the lifts to the Eurocorp base walk across the bridge and draw the Eurocorp personnel out. Use the launcher to destroy them in large groups now go further into the compound and destroy the four sentry druids, now go upwards to the buildings and kill the few remaining Eurocorp agents and persuade all the civilians now go to where your target is and persuade him carefully return him to hq.

Debriefing

Well that was extremely hard. If you managed to rob the bank you should have a nice bit of money enough to buy the displacertron and body level three you just researched.

Mission 14 synopsis

Location Cape Town

Mission

Eliminate Mirabelle Lucy De Saxo immediately for she has trespassed against us and is now working with the syndicate.

Ok upgrade all your acolytes and proceed to the mission.

This mission should be easy compared to the last simply head along the outskirts of the City where the hills are to avoid the Zealots when you approach De Saxo's location you will be attacked by loads of church members and some spider druids, kill a bunch with launcher fire and run to reload then repeat the process. You should also be attacked by a hover vehicle then close in on De Saxo be careful she has a very powerful weapon the Plasma Lance, once she is dead return to base.

Debriefing

Well no money since their was no bank but you should have enough to buy the Plasma Lance and Legs level three you just researched.

Mission 15 synopsis

Location Johannesburg

Mission

Our great church in Johannesburg has been lain to ruin by the unguided in the area their leader Rene Galact must be obliterated in the name of all that is holy.

You can finally say good-bye to the electron mace and buy yourself some Plasma Lance's upgrade your acolytes also.

You will notice there is a bank in the area go and rob it and test out the power of the plasma lance now proceed to your target. You will have to kill loads of Zealots and vehicles on the way there retreat to heal if you have to, when you get to the target take out the two sentry droids from the ground and draw out some of the Zealots, be careful they will throw grenades which are lethal when the area has been secured eliminate your target then quickly run to base before the mob catches you.

Debriefing

That should have been easy enough considering the power of the plasma Lance you should have some money from the bank and researched Arms Level three. Your perfect Acolytes are almost complete..

Mission 16 synopsis

Location Adelaide

Mission

An emergency has arisen one of the nine has been captured and is being held in a detention center in Adelaide. You must release him and return him to safety.

Ok just upgrade and head to the mission.

Leave Hq and begin destroying all the armored tanks you find on the streets. If you are quick you should destroy them before they can fire one rocket. Now take the only vehicle in the area to the enclosed area where there is an armored tank deal with the guards and destroy the tank don't worry it is unmanned if you tried to pilot it, it would explode now go to the detention center park outside and plant four explosives outside the entrance run to safety and return lure the Eurocorp agents out and slowly kill there groups then go inside and deal with the four sentry droids. With the base secure take the green hover vehicle and grab Ix and take him to the rendezvous' point. Now you have to make sure he doesn't get killed. My advice is when the mission update occurs fly to another place and wait for it to be safe then escort Ix into the waiting hover vehicle a group will fly off now take the green hover vehicle and follow then and it's mission over.

Debriefing

A tricky mission may the cataclysm soon begin. You should have researched Brain level three. You are now the strongest acolytes in the Syndicate wars world.

Mission 17,18 synopsis

Location Colombo

Mission

Unfortunately it seems your no longer needed. The nine are heading to the moon so they can activate the Ion gate and wipe out humanity. Since they shafted you it's payback time.

Make your last upgrades and buy some explosives they should come in handy.

Ok you can stand there and obey the Nine-forever trust me nothing happens or you can start a major ruckus. Go left where Eurocorp agents lay dead deal with any church members who follow you. Pick up the trigger wire and a satellite rain. Lay some strands of trigger wire along that path and proceed to lure the church members into it and repeat the process. Don't worry about the missile launching platforms you should be able to easily destroy them with the plasma lance. When you think you have killed enough of you brothers make you way to the moon gate.

Mission 18

Location the big cheese

Mission eliminate the Nine

Wait in the start position and deal with the first onslaught, now make you way left over the sand dunes and deal with the attack that follows. Go below and kill the members of the Nine pick up the satellite rain one drops. Go down to where the last member of the Nine is kill the two spider droids and plant the two satellite rains by the wall, which should be the end of Ix. Run to the evac point before time runs out.

Debriefing

Well done. You should have researched the Graviton gun if you picked it up but in what mission do you use it?

[5.ITEM WEAPON LIST]

Uzi

Your initial standard issue useful for the first few mission using it later would be suicide.

Minigun

A powerful gatling gun and improvement on the Uzi but its ammo consumption is sometimes intolerable.

Pulse Laser

You will use this weapon for the most part of the game excellent in close quarters can lay heaps of enemies to waste.

Electron Mace

A Church of New Epoch design it's very powerful but if you charge it for to long it will take ages to reload.

LR rifle

Useful in certain situations can pick off targets from long range however once fired it will take a long time to reload leaving you prone to attack.

Flamer

A very sadistic weapon used to burn your enemies to ashes however the weapon must be used in close quarters for it to have any effect.

Launcher

Excellent at destroying vehicles and great for killing a bunch of enemies in one shot but its detrimental that you don't use it in close quarters as it can also damage your agents.

Plasma Lance

The best weapon in the game you will rarely run out of ammo because it is so powerful it can even destroy the most armored of vehicles effortlessly.

Cerberus IFF

A stationary weapon of little value in combat opt for trigger wire instead.

Explosive

The first type of explosive used for robbing banks most enemies drop them they are deadly to you agents and should be quickly picked up or avoided.

Grenade

An upgrade of the explosive has good range and effect.

Ion Mine

Has the effect of the disruptor but with more range.

Satellite Rain

It cost's a lot but its worth every penny deploy this and watch the sparks fly as multiple explosions tear through the city.

Trigger Wire

An excellent item with infinite supply simply run this across tight spaces and watch the enemy thread to their doom ha hah ha.

Razor wire

Simply used for slowing pursuing enemies down can be useful when you want to escape from a battle to heal.

Knockout Gas

Incapacitates any enemy who ventures into its trail they can be then killed with ease.

Psycho Gas

Makes anyone who walks into it go postal watch the civilians go mad.

Disrupter

Can make anyone persuaded unpersuaded I have yet to find a use for this item.

Stasis field

Can trap anyone in suspended animation leaving them at you mercy.

Clone shield

Use to disguise yourself as a civilian useful to roam around a city undetected however the effect does not last long.

Chromotap

Use to recharge your energy and some weapons quickly by sapping the energy from dead enemies.

Displacertron

Can send you enemies to another location of the map but you will have to kill them eventually.

Automedikit

Heals your agents when their health drops below tolerable levels but must be equipped to work.

Persuadertron

The Eurocorp Syndicate Persuading device can persuade Eurocorp agents if multiple civilians are persuaded beforehand.

Persuadetron 2

Only used in one mission can persuade even Church Members.

Indoctrinator

The persuading item used by the Church of New Epoch is an upgrade of the persuadertron since it was developed by the same person has better range and effect.

[6.ENEMY LIST]

Eurocorp personnel

The enemy of the Church of new Epoch. They have black Armour in the early missions they use miniguns but employ pulse lasers later on, because of the Harbinger virus most Eurocorp personnel will attack Eurocorp agent's too.

The Church of New Epoch

They want to destroy Eurocorp because of their oppressive Utopia network, they are white robed soldiers and use the Electron mace to fry their enemies.

Zealot's category U citizens

The lawbreakers who cause chaos in most cities usually rob banks with explosives, they have an arsenal of weapons at their disposal and travel in huge packs, they are identified by the purple hoods they wear.

Militia or Police

The only good guys in the game usually show up when you try to rob a bank or attack civilians, they wear purple Armour and use miniguns they also have various vehicles at their disposal.

Hover Vehicles

Militia Eurocorp and the Church of new epoch all have various vehicles at their disposal, can be very hard to destroy especially in groups and their weapons are more lethal than foot soldiers.

Spider droids

Only seen rarely these fast paced droids use pulse lasers for great effect as they can fire multiple bursts quickly, but they can be taken down with a few pulse laser blasts.

Tanks

These missile launching battle tanks are the most deadly vehicle in the game, only the Plasma Lance can stand up to their thick Armour you should avoid fighting them, as they can wipe out your agents with just a few blasts.

Missile platforms

Another rare enemy very hard to kill because they are hard to target best avoided.

[7.QUOTES FROM THE BOOK OF CATACLYSM]

When Tact is required use brute force when force is required use greater force when the greatest force is required use your head surprise is everything.

Mark thine enemy for all that separates the dammed from the chosen is a dot of monochrome light projected onto the back of a neck .

Remember the meek shall inherit nothing.

He who shouts the loudest can only hear his own voice those with true knowledge listen to those with true faith, and those with closed ears never hear the swing of the reapers blade.

Poor workers blame their tools good workers build better tools the best workers get their tools to do the work for them.

There is pleasure in stealing the souls of machines.

A hundred elephants can wreck the outer walls of a fortress, one diseased rat can kill all inside.

Not only will all eyes be on the leaders of men but all combat sights as well.

The courageous enter dark caves alone, the clever send in the courageous first the cleverest wait behind the clever.

Bravery will take you into the most dangerous of places, overwhelming firepower will see you safely through them.

A war refugee sought the master he said you are wise and serene teach me to escape the horrors of this world, and the master blinded him with fire irons.

Even the salamander sometimes burns.

To take one life is sin to take a thousand is religion.

In the darkest of times the true believer hones his combat skills.

The world shall turn and the human race shall pass everything begins anew. The faith has run its course and it is over.

The book of Cataclysm.

[8.MY 2 CENTS]

And for a limited time only my review of Syndicate Wars guaranteed to be accurate [this is not a guarantee]

Syndicate Wars is one of these games you love or hate. It has a strategic element to it as well as being action orientated. Playability is alright it can take some time getting used to all the controls. The graphics are great and the layered textures to the maps makes the environment seem real the levels are extremely well designed and the learning curve is also quite good but it can get a bit tedious at times especially when there can be a few mission updates in one level. The music is alright it suits the game but I would have liked a few more tracks. Overall I quite enjoy playing Syndicate Wars the action is intense and the explosions are really fun to watch especially when a few civisies get caught in them heh heh. I wish they would make another although they would have some trouble trying to better this fine game.

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