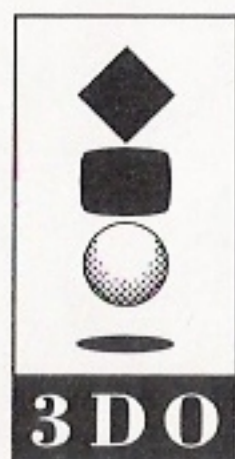
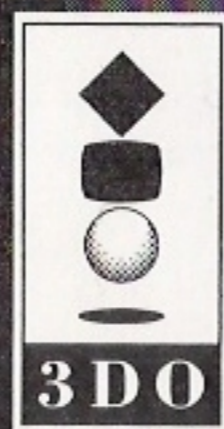


SYNDICATE



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CONTENTS

WELCOME TO THE FUTURE	3
Game Overview	3
Object Of The Game	4
Command Summary	5
Getting Started	6
MAIN MENU OPTIONS	6
CONFIGURING YOUR COMPANY	7
SELECTING A MISSION	8
World Map	8
Mission Brief	9
Mission Outline	10
Budget	10
Buying Info	10
Mission Map	10
Enhance	10
PREPARING THE TEAM	11
Agent Boxes	11
Group	11
Equip	11
Weapon Details	12
Purchase	12
Mods	13
Research Screen	14
Equipment Development	14
Modification Development	14
Adjusting Development Time	15
Funding +	15
Funding -	15
Development Graph	15
Team	16
Choosing Team Members	17
Replacing Dead Agents	17
PLAYING A MISSION	17
Status Boxes	18
Health Bar	18
Changing Active Agent	18
IPA Levels	18
Adjusting IPA Levels	18

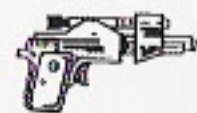
WARNING: READ BEFORE USING YOUR 3DO INTERACTIVE MULTIPLAYER.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game—dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions—IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING: TO OWNERS OF PROJECTION TELEVISIONS!

Still pictures or images may cause permanent picture-tube damage or mark the phosphor of the CRT (television screen). Avoid repeated or extended use of video games on large-screen projection televisions.

This product has been rated by the Entertainment Software Rating Board. For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at 1-800-771-3772.



Scanner.....	19
Moving The Scanner Display.....	20
Moving Your Agents.....	20
Group Mode.....	21
In The Mission Zone.....	21
Enemy Agents.....	21
Police.....	21
The Target.....	22
Vehicles.....	22
Buildings.....	22
Sounds.....	22
Using Weapons.....	22
Grabbing Weapons.....	23
Discarding Weapons.....	23
Panic Mode.....	23
Self-Destruct.....	24
Dead Agents.....	24
Mission Debriefing.....	25
AFTER THE MISSION.....	26
Raising Taxes.....	26
Choosing A New Mission.....	26
Reloading Weapons.....	27
Selling Equipment.....	27
Mission Failure.....	28
Game Over.....	28
SAVING AND LOADING A GAME.....	29
Saving A Game.....	29
Loading A Game.....	29
Deleting A Saved Game.....	29
EQUIPMENT AND TERRITORIES.....	30
Equipment.....	30
Support Weapons.....	31
Special Equipment.....	31
Territories.....	32
CREDITS.....	33



WELCOME TO THE FUTURE

As the world's multinational corporations grew, their profits began to rival those of small countries. Soon they *owned* small countries and corporate influence was felt at the highest level of world government. Smaller corporations were swallowed up like so much plankton in the wake of three behemoth mega-corporations, one U.S.-based, one Europe-based and one based in the Far East. These became the only effective world government; unelected, undemocratic, but controlling the lives of the people through commerce.

Then the European corporation perfected the CHIP. Inserted in the neck, the CHIP stimulated the brain stem to alter your every perception of the outside world. Better than any drug, the CHIP gave hope to millions by numbing their senses to the misery and squalor around them. One CHIP would convince users that the sun shone and the birds sang even as they walked through the constant acid rain drizzle. Another, that they were glamorous or handsome – they'd look in the mirror and see a different face – while the rest of the world would see them as they really were.

The CHIP was a technological revolution and sold countless units with the slogan 'Why change your world when you can change your mind'. It also left the user open to auto-suggestion and gave the corporations the perfect tool for manipulating the populace.

Like any new and potent drug, control of the CHIP meant control of the people. Soon the corporations were at war among themselves, desperate to monopolize CHIP manufacture. But the corporations' thirst for power left them open to infiltration.

With money earned through pirating CHIP technology, crime Syndicates bribed and murdered their way into corporation boardrooms. It wasn't long before the Syndicates became the controlling force all over the globe, with a finger in the pie of every transaction, criminal or otherwise, world-wide.

And in the crime Syndicates of tomorrow those in control don't need uzis for back up. Teams of custom-built cyborg agents hunt down rivals and traitors, and spread the influence of the Syndicates across the globe.

GAME OVERVIEW

For you, the future is now.

As a young executive in a small European Syndicate you're looking to make your mark. You observe from a control platform in an airship high above the teeming city streets as your agents, controlled by CHIP technology, spread the shadow of your terror. Equipped with the latest in hi-tech weaponry, their cyborg bodies souped up with extra powerful limbs – the best that Syndicate money can buy – your finger rests on the pulse of their every reaction.

The CHIPS inserted in their necks control IPA (Intelligence, Perception and Adrenaline) levels. With these, you set the degree of an agent's operational independence during missions. (For information on the strategic uses of IPA Levels, see *Playing A Mission – IPA Levels*.)



Each mission takes place among the canyons of concrete and steel, the mazes of streets and sewers, that our cities have become. The population goes about its business – moving among the traffic, commuting on trains, rushing to and from work – unaware of the violence about to explode around them. Casualties among the good citizens in most cases bring a swift response from local law enforcement agencies. Equip your cyborgs with a special pass and the police believe they're working *with* the authorities; they're free to continue the slaughter unhindered.

There are over 50 named missions for you to choose from, but before you choose one, you need to develop an overall strategy for world domination. Tactical considerations vital to the ascendancy of your Syndicate include the maintenance of an adequate mission Budget, the skills and experience built up in the Stasis Chamber of potential agents, and developing your own maneuvering skills.

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?

OBJECT OF THE GAME

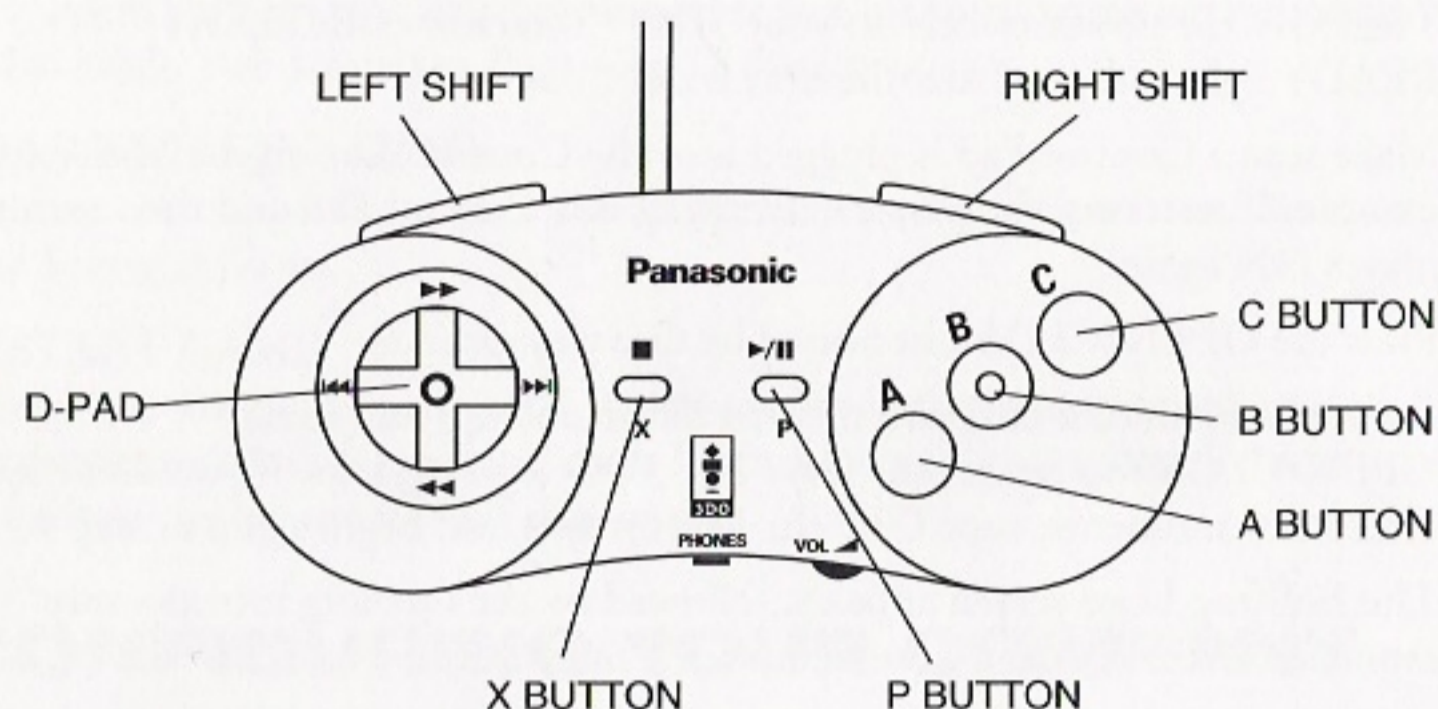
The aim of the game is to spread the dark stain of your Syndicate's color across the surface of the entire globe.

The world map is divided into various territories. From your home base in Europe you invade adjacent territories and, through the violent subterfuge of your agents, wrestle them from rival Syndicates. Having done so, raise taxes on the locals to increase your profits and punish them for serving the wrong Syndicate.

But raising taxes can make you very unpopular. And furious natives leading popular rebellions can eat into Syndicate profits. So keep an eye on foreign interests and pick off troublemakers with your teams of agents.

And while you're busy expanding your Syndicate's empire abroad, rival agents are working in your own backyard to de-stabilize your Syndicate. Ensure agents are briefed to weed out traitors whose actions might bring about your downfall.

By meeting all the challenges, destroying all targets and gaining control of all the territories, your Syndicate triumphs.



COMMAND SUMMARY

A - Walk to cursor

B - Select weapon (See Using Weapons)

C - Use weapon (See Using Weapons)

Right Shift + D-Pad - Select Agent

Right Shift + C - Alter IPA levels (See IPA Levels)

X - Group Mode on/off

P - Pauses Game and brings up Pause Menu:

A + Left/Right Shift - Increase or Decrease Sound FX Volume

B + Left/Right Shift - Increase or Decrease Music Volume

C - Mono/Stereo Sound FX

X - Withdraw from Mission

P - Resume Game

Left Shift + A + B + C - Self-destruct (if equipped with Version 2 or 3 chest)

P - Go to Mission Debriefing after mission

Left Shift + D-Pad up/down/left/right - Move mission view



GETTING STARTED

1. Turn ON the power switch on your 3DO™ Interactive Multiplayer™. The READY light indicates that the unit is on.
2. Make sure a Control Pad is plugged into the Control Port on the Multiplayer console. If not, turn the player OFF, plug in a Control Pad and then turn the player ON again.
3. Press the OPEN/CLOSE button. The disc tray extends.
4. Insert the Syndicate disc into the tray (label side up) and press OPEN/CLOSE to retract the tray. The 3DO logo appears. If you don't see it after a few moments, turn OFF the Multiplayer and begin again at step 1.
5. The Bullfrog Logo screen appears, followed by the opening introductory sequence. Press A at any time to leave the intro early.

MAIN MENU OPTIONS



Use the D-Pad to move the cursor to highlight the chosen file and press A to open.

CONFIGURE COMPANY

Customize your Syndicate by choosing logo, color and name. For more information see *Configuring Your Company*.

BEGIN MISSION

Pick a mission territory, equip your agents and pit your Syndicate against your global rivals. For details see *Preparing To Play Syndicate*.

LOAD AND SAVE GAME

Preserve current game status or reload previous games of Syndicate. See *Loading And Saving A Game*.

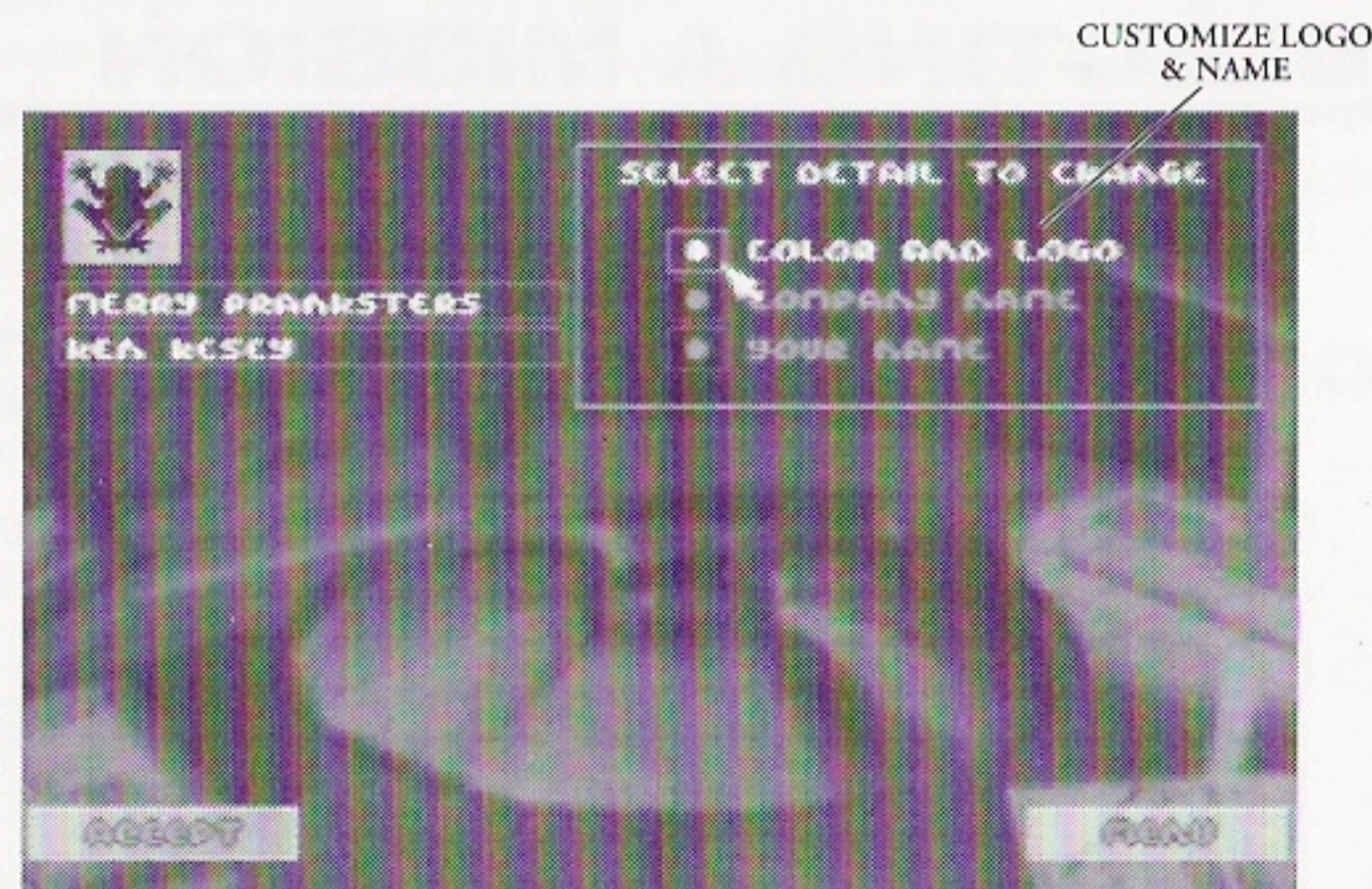
RESTART GAME

Things not progressing too well? Kinda get the feeling a particular game of Syndicate is cursed? Simply return to Main Menu and press A at Restart Game to go back to the beginning and start again.

CONFIGURING YOUR COMPANY

Press A at Configure Company to reveal the Select Detail To Change box.

Select Detail To Change



Personalize your Syndicate color and logo, Syndicate name and player name here.

CHOOSING COMPANY COLOR & LOGO

Press A at the Color And Logo option. Scroll through the color list with the D-Pad until the desired color appears. There are eight colors to choose from.

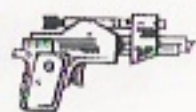
Choosing Company Logo

Press A at the Color And Logo option. Scroll through the logo list with the D-Pad until the desired logo appears. The logo list contains 40 logos.

The chosen color/logo combination appears in the top right hand corner of the screen. Press A at OK to confirm your selections.

CHOOSING COMPANY NAME

The Select Detail menu will now reappear. Press A at Company Name to bring up a keypad. Using the D-Pad, highlight a letter and press A to select it. Once you



have spelt out your company name, press **B** to access the menu bar and then press **A** at OK to confirm your name.

CHOOSING PLAYER NAME

Press **A** at Your Name and follow the same procedure you used for Company Name.

Note: If you make a mistake while typing, use the **C** button to erase the name one character at a time and then re-write it.

The chosen Company Name and Your Name should now appear beneath the logo on the left hand side of the screen. Click Accept to complete the company configuration.

RETURN TO MAIN MENU

If at any time during this process you wish to return to the Main Menu, simply press **A** at Menu.

SELECTING A MISSION

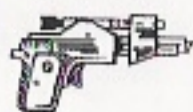
Highlight Begin Mission with the D-Pad and press **A** to enter the Syndicate global arena. The World Map screen is revealed.

WORLD MAP



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

After a successful mission, the World Map changes. The territory in which you have been successful is now your Syndicate's color, and the Territory Box reveals population Status and Tax Rate. These two factors go together like ham and eggs.



Raise the taxes too high and the populace gets annoyed – just check the Status! That's when they can become rebellious and will need some discipline, Syndicate style!

New Calendar

The day, date and year display in the top right of the screen throughout the Syndicate challenge is reckoned according to the New Calendar (N.C.). This was introduced as the globally accepted calendar, regardless of race and religion, when the information revolution had progressed to such a degree that calendar differences threw up unnecessary barriers to communication.

Territory Box

The Territory Box gives details of:

Territory Name: Based on the traditionally most dominant nation in the territory.

Population: The higher the population, the more difficult the mission to conquer it. But the greater the reward, as you've more people to tax!

Tax: As you start the game the Tax Rate for each 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*.

As you highlight different territories with the D-Pad, details of specific territories are revealed in the Territory Box.

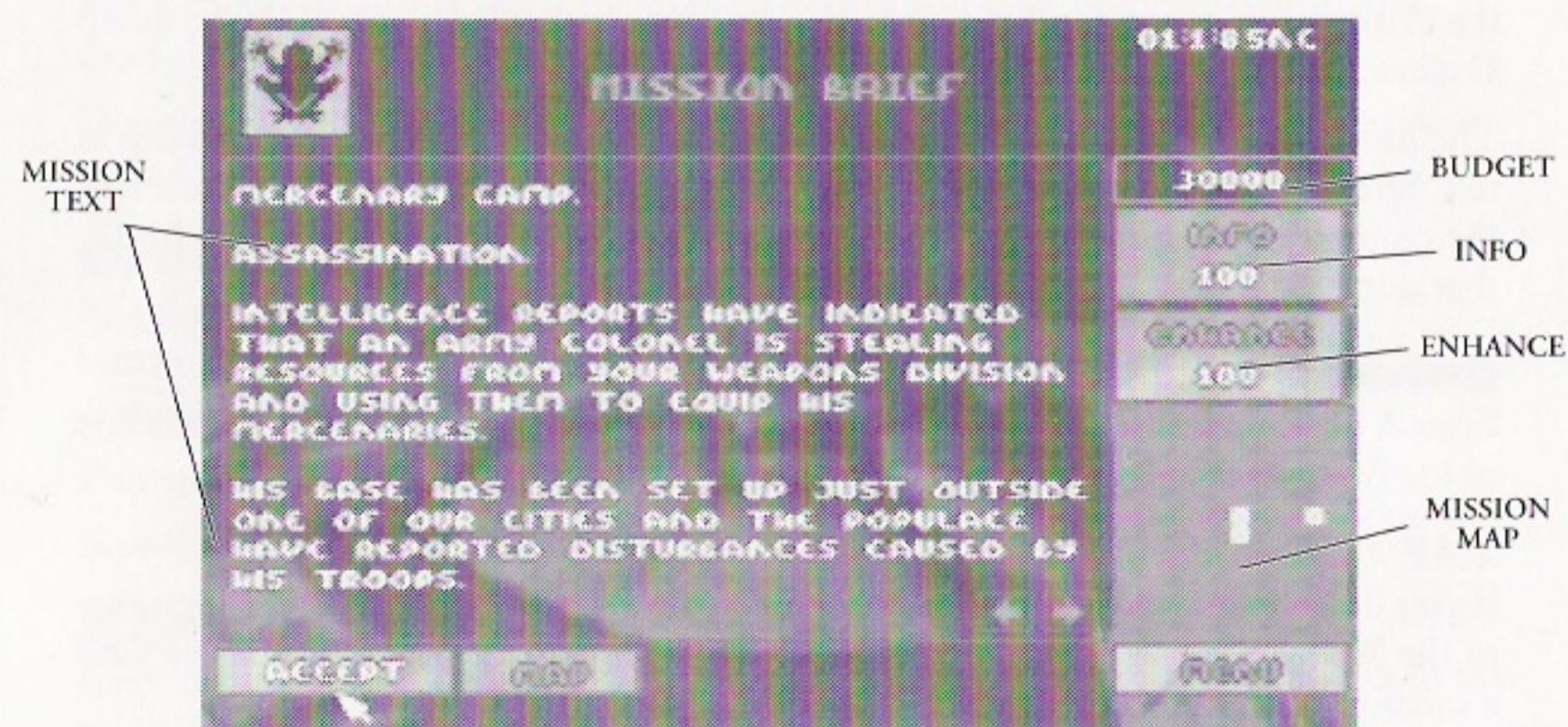
Brief

Only when the word Brief appears in the Brief window is a mission available to capture a territory. Pressing **A** here takes you to the Mission Brief screen.

RETURN TO MAIN MENU

Press **A** at Menu any time to return to the Main Menu options.

MISSION BRIEF



The Mission Brief screen displays the mission text, your mission Budget, Info and Enhance options.



Mission Outline

The text gives an outline of the mission including drop point, defensive and offensive tactics, suggestions for suitable weapons and possibly the location of the target. The Mission Outline is expanded if you choose to buy Info.

Budget

The figure at the top of the right hand column is the mission Budget. This is used to buy all the weapons, peripherals and modifications your agents need to succeed, so spend it wisely! You can also opt to invest some of it on further mission information and an enhanced Mission Map.

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

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

Buying Info

Press A at Info and vital mission information is added to the Brief – for a price. You don't *have* to buy, but unless you've a pack of Tarot cards extra info comes in very handy.

This information is displayed on additional pages of mission text. Scroll through these by pressing B to highlight the left/right arrows on the text screen and using the D-Pad to move forward or backward in the mission briefing.

Mission Map

The map shows the area in which the mission takes place. Initially very indistinct, the clarity of this map can be improved – for a price (see *Enhance*). Holding down C allows you to scroll around the map area with the D-Pad.

The drop zone flashes green and blue. Enemy agents are also displayed, flashing in red. Streets and transport routes are grey, while buildings are blue. The location of the target is not revealed as yet – you have to Begin Mission before you can find that out.

Enhance

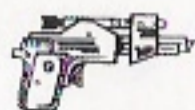
Press A on Enhance to improve the definition and simultaneously increase the cost of the Mission Map. This is deducted from your budget.

MAP

If you don't fancy your agent's chances at a given Brief, press A at Map to return to the World Map screen. Cycle through territories with the D-Pad until you find a mission and brief more to your liking.

ACCEPT

Having assessed your chances of completing the mission, press A at Accept or press P. The Team Selection screen appears.



RETURN TO MAIN MENU

Press A at Menu to return to the Main Menu options.

PREPARING THE TEAM



AGENT BOXES

Select, equip and modify agents using their Agent Boxes. All four are highlighted in green and the agent currently on display has a flashing, broken outline. Use Left/Right Shift to select another agent.

Depending on the degree of difficulty you expect to encounter, the mission budget and any other tactical considerations, you can prepare as many agents as you like for a mission to a maximum squad size of four. It's often easier to keep an eye on just a couple of agents when the bullets, bombs and laser bolts are flying. And dead agents are just so much wasted Syndicate moolah.

De-select with C and the Agent Box goes blank. To re-activate a de-selected agent, press C in the Agent Box again. (For more information see *Team*.)

Group

Highlighting the group icon in the center of the four Agent Boxes with the X button lets you Equip and Modify the cyborgs all at once. This can save you considerable time at the Team Selection stage.

Pressing X again leaves you free to customize your cyborgs individually.

Now Equip and Modify for a mission.

EQUIP

Each agent is already supplied with a single pistol, but they need far more than this to survive against enemy cyborgs and succeed in missions requiring specific equipment.



D-Pad up to Equip. Current equipment and future purchases are listed to the bottom right of the agent icon. Press A to reveal the Equipment list. D-Pad up and down through the list and press A to reveal Weapon Details.

As with the Info and Enhance options, it is up to you to balance expenditure against the requirements of a mission.

Weapon Details



At the beginning of the game you have only five equipment options: persuadertron, pistol, shotgun, scanner and medikit. Research money is needed to perfect more (see *Research*).

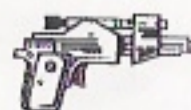
The Weapon Details window reveals Name, Cost, amount of Ammo carried, effective weapon Range and the unit cost of ammo or Shot.

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 Details*.

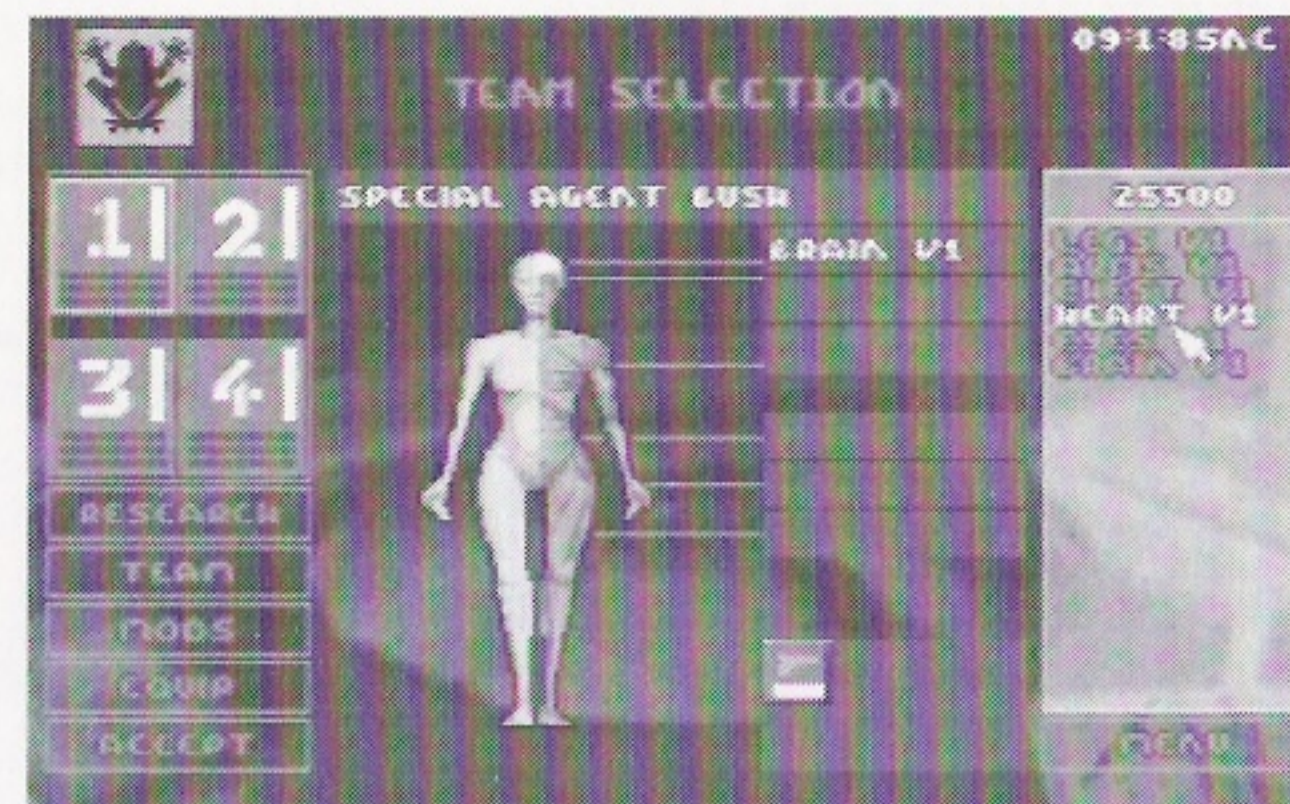
Purchase

Press A at Purchase to confirm purchase of an item. Weaponry and peripherals are listed next to the Equipment Window.

Press A at Cancel to close the Weapon Details window and reveal the Equipment List again. Alternatively, press B to return you to the Equip option, and D-Pad through the other Team Selection options. So kit out your CHIPped-out agents some more; they're soon ready for real mayhem.



MODS



Now 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 A at Mods and a list of possible modifications appears over the Equipment List. Choose between designer limbs, eyes, heart, chest and brain to produce the ultimate killing machine.

Highlight the desired modification by using the D-Pad and pressing A. It appears in the appropriate box beside the agent symbol and a description of its attributes appears over the Mods list. Once you have highlighted a modification, Left and Right on the D-Pad allows you to scroll through the remaining ones.

Confirm by pressing A at Purchase. Your budget drops accordingly.

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

Legs: Move your agent at much greater speed around the mission Zone than conventional legs.

Arms: Allow an agent to carry a larger amount of equipment unhindered.

Eyes: Improve awareness of oncoming hazards and better an agent's accuracy when firing.

Chest: Modify a cyborg with a metallic chest to help it survive direct hits during opposition attacks. Also contains a massive explosive charge that is triggered in Self-Destruct mode (see *Self-Destruct*).

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*).



RESEARCH

Press **B** to return to the Team Selection options, and then D-Pad **up** to Research. Press **A** to enter the Research screen.

RESEARCH SCREEN



Although responsibility for the victory of the Syndicate rests on your shoulders, you're not entirely without support. Syndicate scientists are working feverishly to develop more lethal weapons and modifications for your cyborgs.

But as the old saying goes, 'no bucks – no Buck Rogers'. It's up to you to channel funds into Research, from where new designs are added to the Equipment and Modification lists.

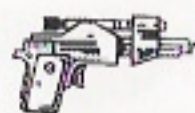
Equipment Development

When the Research screen is opened, the Equip box is highlighted and your Equipment Development options detailed in the Research Options window. These are usually in categories, but individual weapons are also sometimes listed. On the right is an inventory of your existing equipment. Consider the demands of forthcoming missions and the equipment your agents are lacking before deciding on the Research Option to be developed.

With Equip highlighted, press **B** to access the various development categories. Choose a category with deft touches of the D-Pad and then press **A**. The minimum and maximum Dev Cost is revealed in the window. Increase or decrease the funding level by pressing **Right** or **Left** respectively on the D-Pad. The new Dev Cost is deducted from the mission budget. When you're happy with the cost and time of development, press **A** at Accept.

Modification Development

Press **A** at Mods and your Modification Development options are listed in the Research Options window. If Version 1 legs don't get your agents out of trouble fast enough, it might be time to invest in Version 2. Press **B** and once again D-Pad **up** and **down** through the categories, pressing **A** to reveal max. and min. Dev

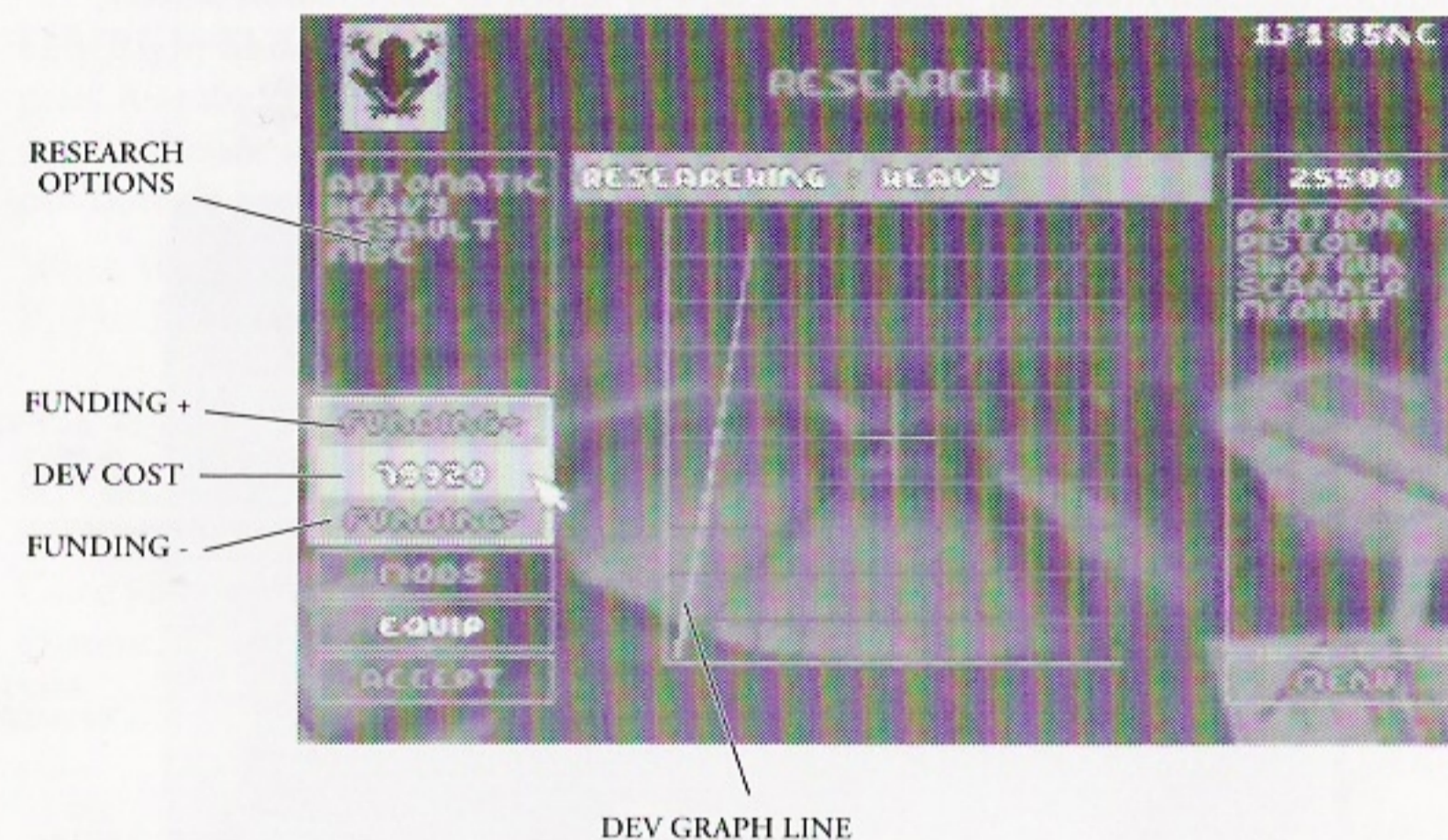


Cost, which can be adjusted with Funding + or Funding -, and is deducted from the mission budget.

Press **A** at Accept to get the ball rolling.

Note: Your technicians need to fully develop any Version 2 modification before Version 3 updates become available.

ADJUSTING DEVELOPMENT TIME



Want that laser real bad? Speed up development by increasing funding. Budget looking a little thin? Reduce the speed of development and save some readies. These adjustments can be made using the Funding + and Funding - options.

Funding +

Press **Right** on the D-Pad to inject cash into the Dev program of Equipment and Modifications. The Dev Cost figure increases with each press, but development time is reduced (see *Development Graph*)

Funding -

Press **Left** on the D-Pad to reclaim cash from the Dev program for other budgetary requirements. The Dev Cost figure goes down with each click and there is a subsequent increase in development time (see *Development Graph*).

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

The initial Dev Cost is based on 100% Completion being achieved after 10 days. If Dev Cost is increased by pressing **Right** on the D-Pad, the angle of the line on



the graph increases toward the vertical. Development time is reduced, down to a minimum of 1 day.

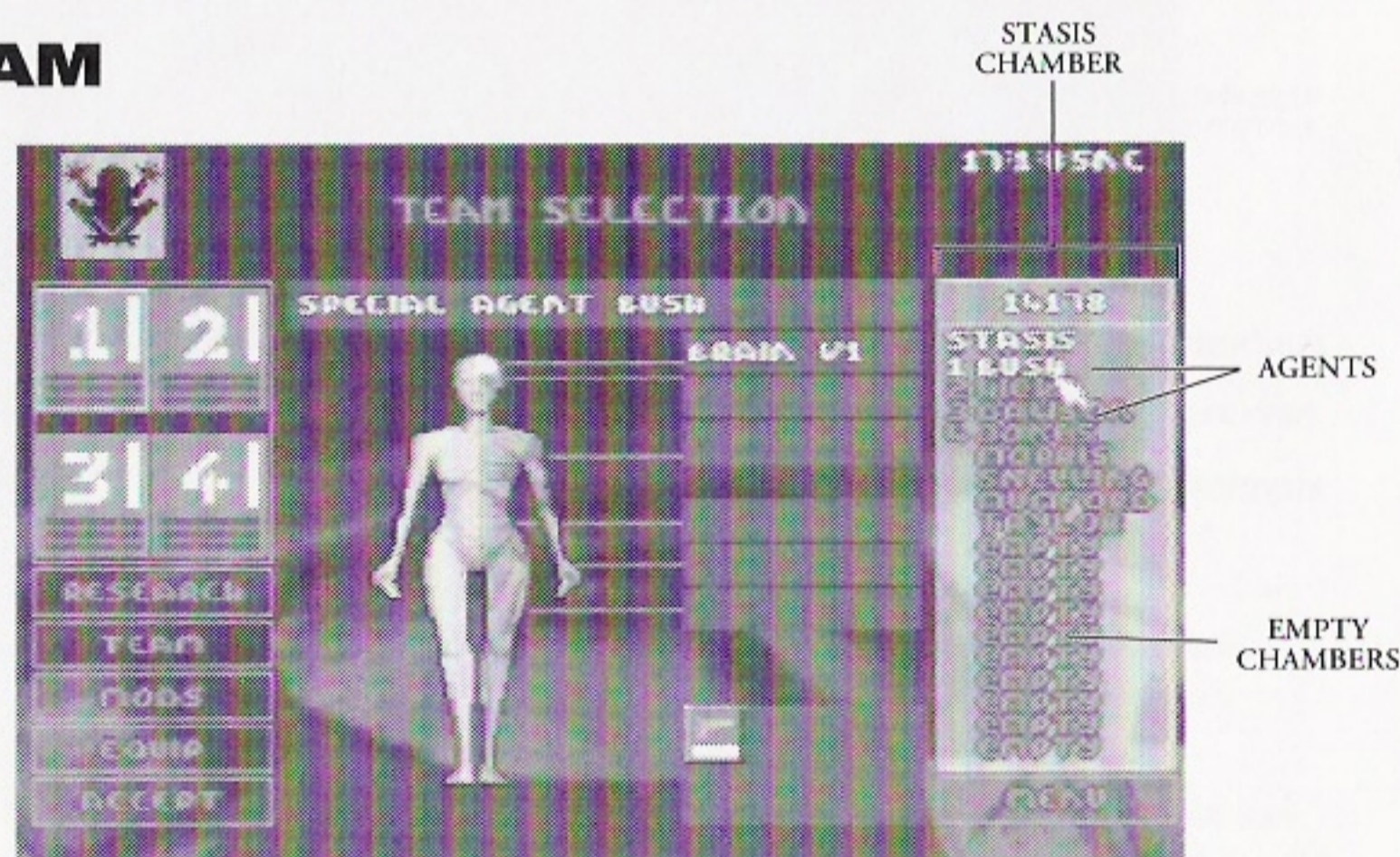
If Dev Cost is decreased by pressing **Left** on the D-Pad, the angle of the graph line becomes more shallow. Development time is increased, to a maximum of 10 days.

The Mission Debriefing screen tells you how long a particular mission took in game time, and from there you are also told the remaining days to development completion.

CONFIRMING DEVELOPMENT

When all budgetary limitations have been taken into account and the desired cost/time threshold reached, press **A** at **Accept** to return to the Mission Screen.

TEAM

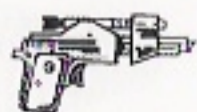


Press **A** at **Team** to select your agents from the Stasis Chamber. At the beginning of a Syndicate session you have eight agents available with identical attributes, the first four of which are numbered according to their Agent Box. The remaining chambers register as Empty, but can be filled with captured agents as the game goes on.

Equipment purchases and Modifications to your agents give them 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 are added to the Stasis Chamber. They bring any weapons and experience with them, and can also be modified (see *Equipment – Persuadertron*). But this isn't easy, so don't throw away the eight lives at your disposal.

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 **A** at **Team** to open the Stasis Chamber, highlight an agent with the D-Pad, and then press **A** for **Equipment and Modification** details. To make the highlighted agent operational now press **A** again.

De-select an agent by pressing **C** at the numbered Agent Box.

Replacing Dead Agents

When an agent is killed, its Stasis Chamber registers as Empty and the Agent Box is de-selected. To make one of the remaining agents operational, first press **A** at **Team** to open the Stasis Chamber.

Left/Right Shift to the dead agent's box for the green broken line highlight. Now press **A** at the chosen agent from the Stasis Chamber, and the Agent Box number appears beside it. (Change to another stored agent with an **A** press.) This cyborg can now be Equipped and Modified ready for service with the Syndicate.

When your boys and girls are ready to go out and play, press **A** at **Accept** or press **P**. The Loading Game message appears and the mission begins.

PLAYING A MISSION

Once you've adequately kitted out your cyborg servants, you're ready for a mission.



The Mission Status screen displays all the information you need to lead your Syndicate agents to their target.



STATUS BOXES

The operational status of your agents is displayed in the Status Boxes numbered 1 – 4. Each has an agent icon that responds to movements and hits in the Mission Zone.

Health Bar

This ain't where cyborgs go for a nutritious glass of carrot juice! The Health Bar to the immediate right of the Status Box indicates remaining life. 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*).

Changing Active Agent

The active agent's Status Box is highlighted in green. To change the active agent, simply hold **Right Shift** and select another Status Box with the D-Pad.

To switch active agents you can also press **A** at a numbered agent directly in the Mission Zone.

IPA LEVELS

With the three bars you control injections of drugs which alter intelligence (I), perception (P) and adrenaline (A) levels in real time. These drugs modify the behavior of an agent when left to its own cybernetic devices. Accurate control of IPA Levels is essential if you are to progress to the higher echelons of your Syndicate.

Intelligence – controls an agent's reactions to a given situation.

Perception – improves precise firing and alerts an agent to danger earlier.

Adrenaline – controls speed of reactions.

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

Adjusting IPA Levels

ALL LEVELS TO
MAXIMUM – AGENT
REACTS QUICKLY AND
WITH A HIGH DEGREE
OF OPERATIONAL
INDEPENDENCE



ADRENALINE TO MAXIMUM
ONLY – AGENT MOVES
QUICKLY BUT YOU MAY
NEED TO TAKE CONTROL OF
FIRING AND OTHER
RESPONSES



INTELLIGENCE &
PERCEPTION HIGH,
ADRENALINE LOW –
RESPONSE TIME SLOW,
BUT FIRING ACCURACY
ASSURED



DARK SEGMENT
SHOWS AMOUNT OF
DRUG USED



To increase IPA Levels, hold down **Right Shift** & **A**. The cursor will jump to the active agent's IPA bars. **Up & Down** on the D-Pad selects the relevant Level and **Left** or **Right** on the D-Pad changes the dosage.

The red, blue and white 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. 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 IPA Levels to the left of the center bar by pressing **Left** on the D-Pad reduces dependency; do this when an agent is under no real threat. The longer an agent's IPA Levels are rested, the greater the improved performance when injected later.

Note: In Group Mode any IPA Level adjustments to a single agent affect them all.

SCANNER



TARGET LOCATOR

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



As with the Mission Map (see *Mission Briefing*), the city's structures are displayed as cyan blocks, while roads are grey and steps are purple.

Your agents now appear as blue dots, as do people, police or enemy agents caught in the grip of the Persuadertron (see *Weapons – Persuadertron*). Mission target(s) also turn blue on the Scanner when under the influence. Remember that to complete the mission these too must make it to the evacuation zone.

Enemy agents are the red dots, so keep an eye on the Scanner to spot them, while unfriendly soldiers, guards etc. who may pose a threat are displayed as green dots.

The civilian population are just so many flashing white specks, as are dead agents from whatever Syndicate. The police are displayed in green.

Vehicles are shown on the scanner as white squares.

The target can be located by the radar locator line given off, and corresponding audible signal (see *Target*). If the mission requires you to reach an evacuation zone after the target has been dealt with, this emits the same radar locator as the target. Once all agents have achieved the evacuation zone the white line turns red.

Moving The Scanner Display

By default the scanner centers around the active agent. However, it is also possible to get the scanner to follow the cursor, allowing you to have a quick sniff around the mission area before you wade in and paint it an interesting shade of crimson.

You can alter the scanner mode by pressing **Left Shift & A & B** simultaneously. The scanner will now track the cursor as you scroll it around

One of the advantages of this scanner mode is that you can maneuver your agents around with it; by pressing **A** you will direct your active agent(s) toward the position indicated by the crosshairs on the scanner. You will find this function particularly useful when moving your agents around inside buildings.

MOVING YOUR AGENTS

Your agents appear in the Mission Zone numbered 1 – 4. To plot a course, position the cursor ahead of the active agent and press **A**. This can also be done from the Scanner (see *Scanner*).

If an agent is no longer on view in the Mission Zone (you may have scrolled ahead with the cursor for a look around) pressing **Right Shift & C** zooms you back to the present position, with the active agent placed in the center of the Mission Zone display.

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

To display more of the Mission Zone, take the cursor arrow to the edge of the screen.

Note: Direct agents using the Scanner while you look ahead for enemy agents, etc. in the Mission Zone. Practice maneuvering using the Scanner and the cursor – you need excellent close control if your Syndicate is to triumph.

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 (see *Modifications*). Naturally some weapons weigh more than others – for example carrying a Flamer slows down an agent much more than does a Pistol or an Uzi.

Group Mode



Combine all your agents in real time during the mission using Group Mode. Pressing **X** highlights the group icon in the middle of the Status Box display and teams them; plot one course and all the agents follow it. In this way you can have a gruesome twosome, threatening threesome or frightening foursome on patrol.

To split your agents again, **Right Shift** and use the D-Pad to select a single agent Status Box.

IN THE MISSION ZONE

Here are some of the things you can expect to come across while playing a Syndicate mission.

Enemy Agents (red dots)

Cyborgs employed by rival Syndicates appear in the Mission Zone dressed similarly to your own, wearing large overcoats. The many folds of an agent's overcoat bulge with concealed weapons and, unlike the police who must wait for arms to be revealed (after all, the cities of tomorrow aren't safe places to walk without some form of protection), enemy agents don't stand on ceremony when it comes to gunning down your operatives. If you're not careful they are firing before you can even arm a cyborg, so move quickly.

Police (green dots)

The police of tomorrow have a thankless task. Hampered by the need to be seen to have at least some respect for the law, they cannot fire on Syndicate agents until weapons are drawn and the streets already awash with innocent (and not so innocent) blood. Although well trained, well armed and well protected by chest



armor and helmets, this helps make the police sitting ducks for Syndicate agents in need of target practice. And unlike their cyborg foe, police are only flesh and blood. Still, when you hear the warning, "Police! Put down your weapons!", it's a good idea to take note and get that Uzi back in your overcoat – that is unless hot lead is already spitting from enemy cyborg weaponry.

The Target (white dot with radar signal)

The unfortunate soul who is the mission Target emits a beep, and can be located on the Scanner by the corresponding radar signal.

Note: If you have to enter a building to pursue the target, remember that the cursor becomes a targeting icon when over your prey, and turns red when a target is in range of a chosen weapon.

Vehicles (white squares)

Get in cars and trucks or onto trains by pressing **A** at the desired vehicle. The active agent walks toward and enters it. Cursor clicks in the direction of movement control the vehicle. Press **A** at the vehicle itself to stop and get your agent out.

On trains your agent has to travel to the next platform before disembarking. Wait for the train to stop and press **A**. Your agent gets off the train.

Buildings (blue blocks)

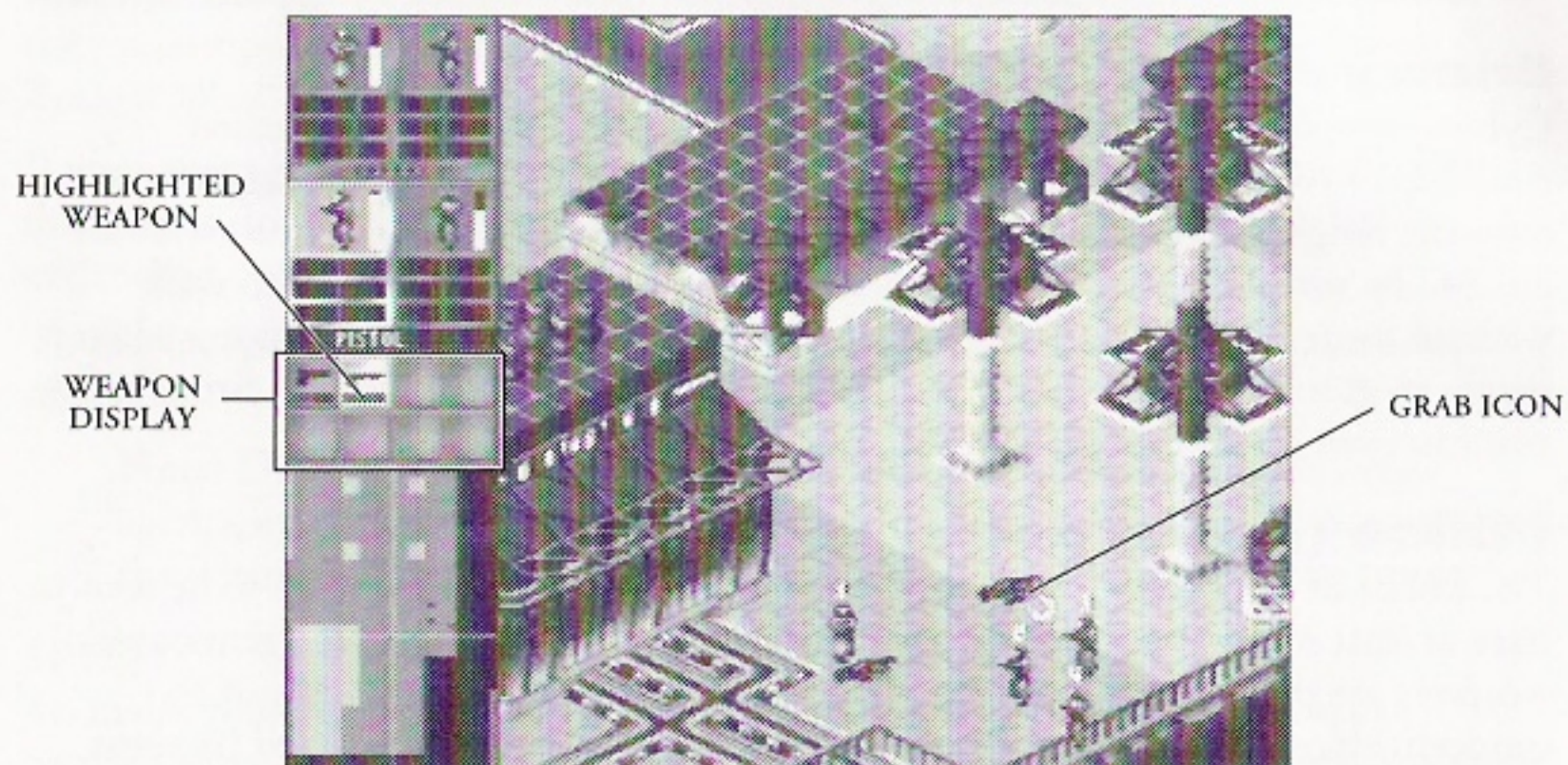
To open doors and enter buildings, simply press **A** with the cursor icon on the selected door. The door should open and your agent walk straight through.

You can trace the movements of your agent when hidden from view inside a building by following his/her agent dot on the Mission Zone display. When you want the agent to leave a building, press **A** at a location outside and the agent finds the shortest route to it.

Sounds

If your neighbors are complaining that they think there's a massacre going on, press **P** to bring up a sub menu that will allow you to tinker around with the various sound and music levels, leaving everyone happy.

USING WEAPONS



Only the active agent's weaponry is displayed beneath the Status Boxes. You must select a weapon before firing by holding down **B**. This moves the cursor to the weapons bar, where you can select the weapon you feel most suits your particular homicidal needs. Now release **B**; this highlights it in green – the active agent pulls the weapon from under his/her overcoat, ready to kill. It's a good idea to select a weapon well before you reach your target, where things might be hectic and swift, unnecessary violence called for. But take care – police recognize your cyborgs as Syndicate lackeys as soon as a weapon is drawn, and they come straight for you.

Note: When all agents are active in Group Mode, the last activated agent has his/her weaponry displayed.

Aim with the cursor and the targeting icon appears. When this is red the target is within range of your chosen weapon. Press **C** to fire the agent's weapon once. Hold down the **C** button to spray bullets around the Mission Zone with insane abandon.

After use, de-select a weapon from the display by pressing **B** and selecting it with the D-Pad to avoid detection by law enforcement officers. The agent slips the weapon back inside his overcoat.

Grabbing Weapons

The weapons of agents killed in action, whether enemies or your own, can be retrieved by an active agent. Move the cursor over to the smoking remains of an agent or police officer and the Grab icon appears. The weapon flashes in your agent's inventory to let you know if it's worth retrieving. Press **A** and your man-machine goes to the remains, bends down and quickly conceals grabbed weapons in the folds of his/her overcoat.

If the dead dude had multiple firepower, the Grab icon reappears after the first weapon has been claimed. Single **A** presses keep your agent retrieving weapons until either all are claimed or his/her inventory can hold no more.

Discarding Weapons

When all the ammo has been used up a weapon can become a burden. Drop a selected weapon from the weapon display by pressing **Left/Right Shift** while its icon is highlighted with the **B** button. It's up to you to judge whether your funds can cover such losses (see *Selling Weapons*), but you always have the option of picking it up again later.

Panic Mode

If things are looking bad and enemy agents are mounting up around you, press **Left Shift** and **Right Shift** together to enter Panic Mode. Your agent automatically selects a weapon and fires a salvo of hot lead. IPA Levels also shoot up to maximum without you having to manually set them.

It ain't pretty, but it is effective.



Self-Destruct



SELF-DESTRUCT

Okay, so your remaining agents are out of ammo and rival Syndicate scum are circling like vultures, ready for the kill. What to do now? If you've invested in a Chest Modification, press **Left Shift & A & B & C** and the active agent blows himself to Hell in a huge conflagration, taking out everyone and everything in the surrounding area. Your remaining agents (who you've positioned well out of range, of course) can then grab loose weapons and continue the fight.

Similarly, Self-Destruct comes in handy when your mission budget has been swallowed up on unsuccessful outings. Even an unarmed agent can be a lethal weapon if it successfully evades detection and reaches the target. Press **Left Shift & A & B & C** again and the mission is completed. Self-destruct earlier to relieve enemy agents of the weaponry your cyborgs desperately need.

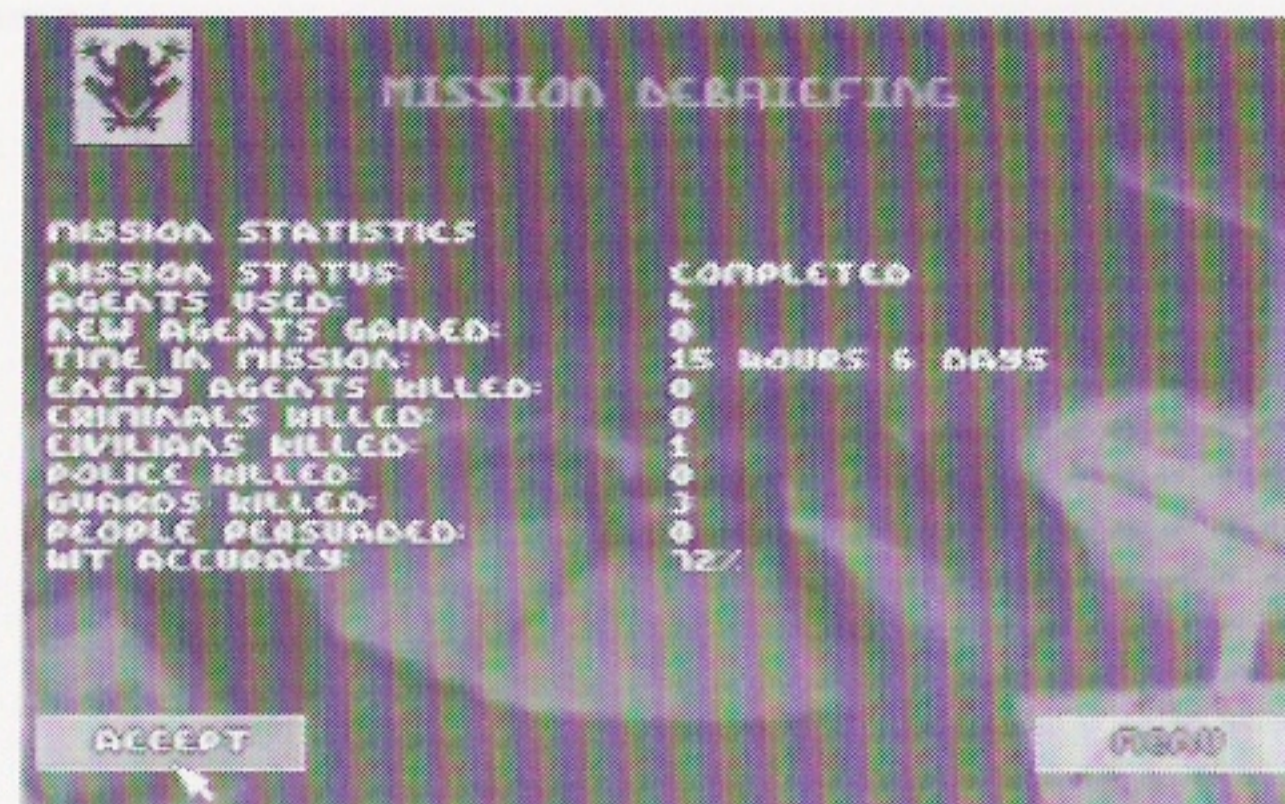
Dead Agents

If an agent is killed, he or she falls in a messy heap within the Status Box. Dead agents forfeit all their weaponry and modifications, and are not available for further missions – hence the importance of capturing personnel for the Stasis Chamber (see *Replacing Dead Agents*).

It's better to watch for hits and respond by switching active agents to give egg-sucking enemy operatives some well-deserved payback.



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.

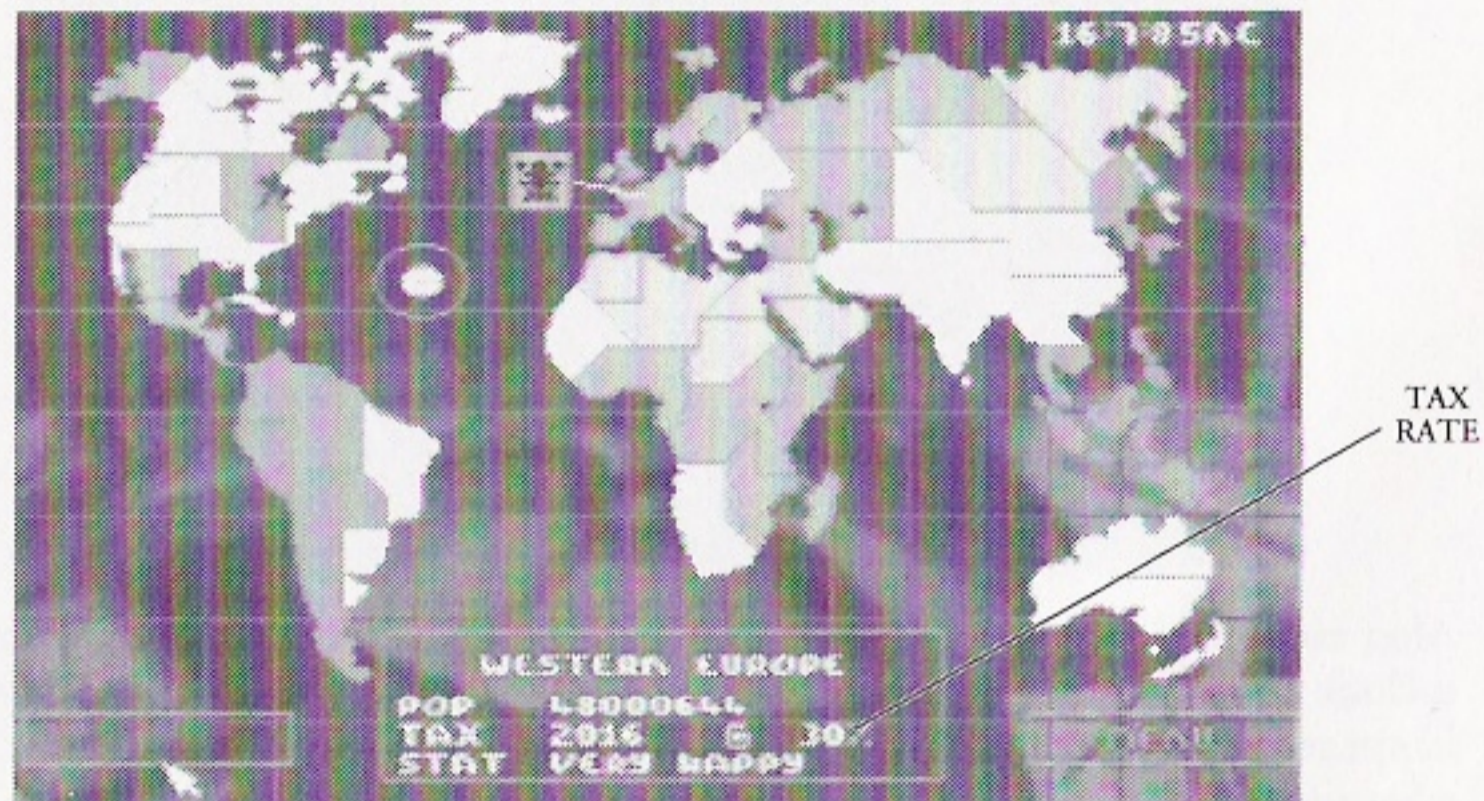
The Debriefing screen also shows the current state of any ongoing Research, and tells you when new equipment and modifications become available.

After successful missions press **A** at Accept and the World Map display appears. One or two of the territories adjacent to that in which you have triumphed flash to indicate a Brief is available. Following unsuccessful missions, no new territories are flashing (see *Mission Failure*).



AFTER THE MISSION

Having successfully eradicated the first target, you are taken to the Mission Debriefing screen. Press **A** at Accept for the World Map display and see the impact this victory has had for your Syndicate.



Raising Taxes

After winning a mission you have earned the right to levy outrageous rates of tax on the helpless citizens. The Territory Box might indicate a happy population paying 14%, but that won't keep your agents in Uzis and bionic implants! Raise taxes and increase 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. Check on the current mood by selecting your controlled territories at the World Map screen. Lower taxes if necessary to improve the mood and prevent rival Syndicate insurgents taking advantage.

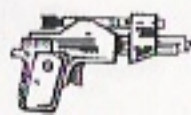
Right Shift to raise taxes in 1% increments; hold down the **Right Shift** and the stunned populace will see their taxes rise faster than the price of a Manchester United strip. The money raised is displayed next to the tax figure; your head spins as you watch it soar! Should you wish to lower the tax rate for some insane reason, press **Left Shift**, Comrade, and free the masses from the tyranny of fascist bourgeois oppression, giving them the liberty to spend your Uzi fund on tasteless fast food and music made up from funny electric bleeps.

All the cash raised is added to your overall Budget.

Choose A New Mission

Some of the adjoining territories controlled by rival Syndicates have been destabilized by your success. A couple of these flash to indicate they are ripe for a take-over. You are only able to expand your Syndicate into these areas, otherwise there is no Brief available in the Brief window.

Choose a territory with the D-Pad. Press **A** at Brief to reveal the new mission and budget. As before, press **A** at Accept for Team Selection.



Reloading Weapons



Whether your agents have won or lost a territory, those that survived may have fired. Save on the expense of all-new weaponry by purchasing a reload at a much reduced cost.

Select an Agent Box with **Left Shift** to see the cyborg's remaining firepower beneath the agent display. Press **B** to access the Weapons Bar and D-Pad to any Weapon you wish to re-load. Weapons low on ammo have incomplete white bars. An **A** press at one of these opens up the Weapon Description window. Now press **A** at Reload to return a weapon to full strength.

Note: Since a pistol is free, there is no need to reload it—just get a new one.

Selling Equipment

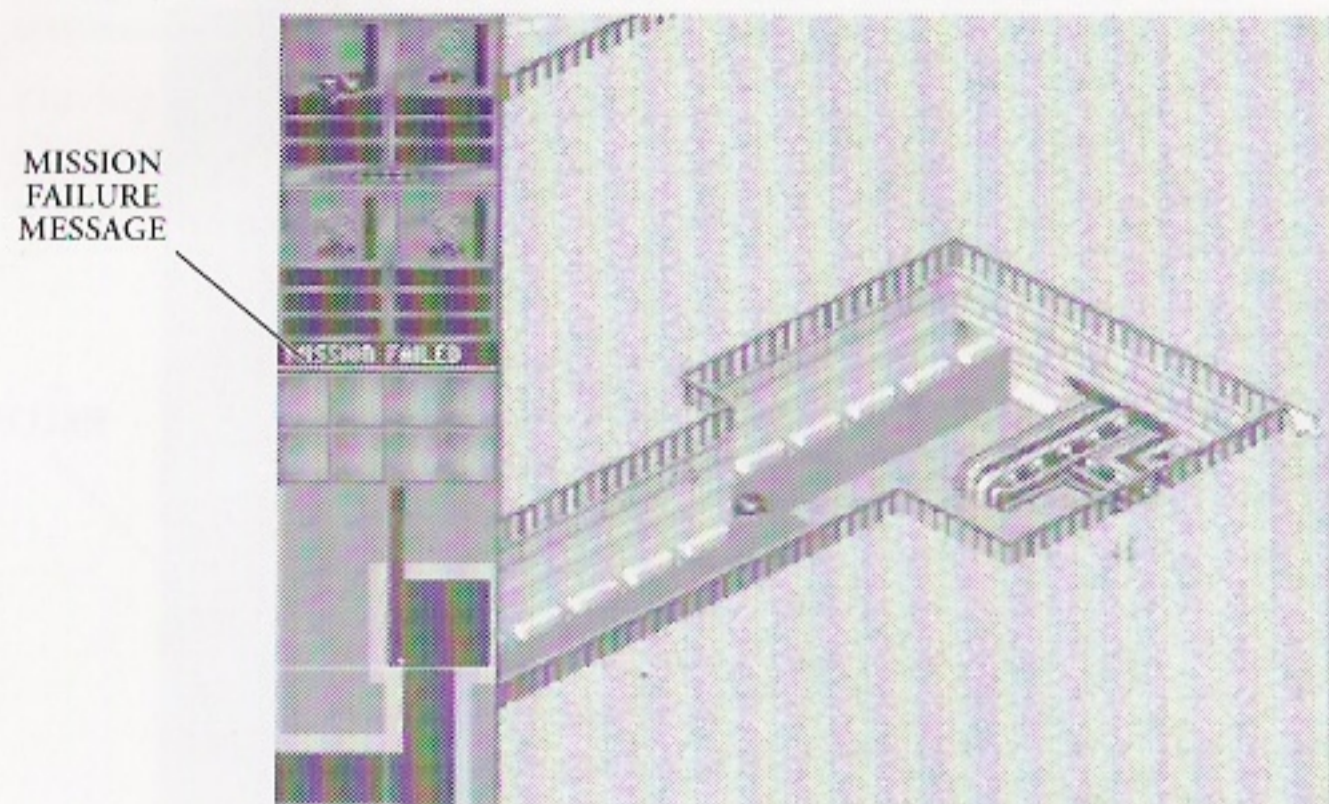
Trade in weaponry unnecessary to the next mission and boost your budget for new gear using the Sell option.

Simply highlight the item to be discarded with an **A** press, and press **A** at Sell. The weapon disappears from the agent's equipment display on the Team Selection screen. Cash generated is added to your overall mission Budget. This can be done with all Equipment, but not with Modifications.

Grabbed weapons are listed along with those you purchased beforehand. You can Sell these to increase your budget, or Reload for use in the next mission.



MISSION FAILURE



If your agents fail to respond to your commands, or your commands do not come quickly enough, the mission fails. The on-screen instruction to press **P** takes you to the Mission Debriefing screen. From here, press **A** at Map for the World Map display and choose another territory (and a mission you can handle).

Press **A** at Brief and you're back at the Mission Brief screen. From here buy Info and Enhance if necessary, then press **A** at Accept and it's Team Selection time again (see *Preparing The Team*). Agents killed during the previous attempt are no longer available for missions. You have also lost their weapons and any money spent on modifications.

Note: If this is still the first mission you've no choice but to try again. But then, if you're having so much trouble with such an easy mission you probably aren't cut out for the Syndicate anyway.

Game Over



If you're so inept that all eight cyborgs supplied by the Syndicate are killed, the game is over. As an embarrassment and a liability to your Syndicate, an explosive device hidden on board the command airship is detonated by the Syndicate



Executive and you crash in flames into the city. It's a quick death, and for that you should be thankful, but you ain't exactly going down in a blaze of glory.

Don't say we didn't warn you.

SAVING AND LOADING GAMES

Press **A** at Load And Save Game on the Main Menu immediately after a mission to preserve territories, money and mission status, or beforehand to load an unfinished Syndicate session. You can Save up to 10 games.

Saving A Game

To save a game of Syndicate, highlight Load And Save Game from the Main Menu and press **A**. The Load And Save screen appears.

D-Pad to Save and press **A**. Move **up/down** on the D-Pad to select which save game slot to use then press **A** again. Next, enter a name from the grid and press **B** to highlight OK. Press **A** again and Hey Presto! You're back at the Main Menu.

Loading A Game

To load a saved game of Syndicate, highlight Load And Save Game on the Main Menu and press **A**. The Load And Save screen appears. Press **B**, highlight the game with the D-Pad, and press **A**.

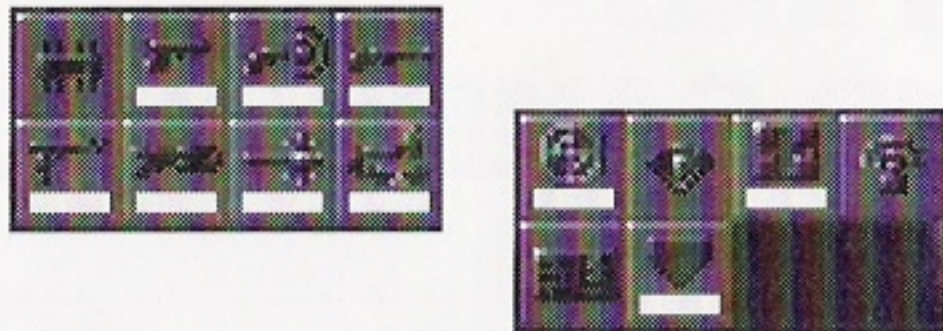
Deleting A Game

To delete a saved game, highlight Load and Save Game on the Main Menu and press **A**. D-Pad to N.V-RAM, and press **A**. Press the D-Pad **up/down** to select the saved game to delete, and press **C**. Press **B** to return to the Main Menu.



EQUIPMENT & TERRITORIES

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 let down by its lack of effective range. At close range, however, this can inflict real hurt.

Persuadertron: A short range weapon that fires a small dose of chemical which renders the target totally open to suggestion. When hit, victims momentarily turn blue, lose all free will and follow the agent who fired around the mission zone like sheep. Civilians are always open to persuasion, and you need to persuade varying numbers of civilians before the Persuadertron has any effect on guards, police 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	Civilian	Guard	Policeman	Agent
Brain 0	A	4	8	32
Brain 1	A	2	4	16
Brain 2	A	1	3	11
Brain 3	A	1	2	8

(A = always persuaded)

Each category also has attached Persuasion Points. These work in combination with higher version brain modifications and are as follows:

Civilian = 1

Guard = 3

Policeman = 4

Enemy Agent = 32



Example 1: With brain 0 you need 4 civilians to control a single guard. However, because a guard is worth 3 Persuasion Points, you only need 1 additional civilian to persuade a policeman, i.e.:

Brain 0	5 x civilians	1 x guard	= 1 policeman
Persuasion Points	5 x 1	1 x 3	= 8

Example 2: Thanks to Persuasion Points, with a version 3 brain you don't need to persuade 8 civilians for an enemy agent. The following combination has the same effect:

Brain 3	1 x civilian	1 x guard	1 x police	= 1 enemy agent
Persuasion Points	1 x 1	1 x 3	1 x 4	= 8

Note: Only persuaded enemy agents go into your Stasis 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:

Flame Thrower: Produces a stream of ignited jelly that sticks to targets and burns. Very short range but devastating. An effective anti-vehicle weapon or for close crowd clearance.

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:

Access Card: Plastic card that allows some security doors to be opened that would otherwise prevent access to restricted areas of the city. Also identifies the agent as a Police officer which diverts Police units.

Scanner: Energy scanner for detecting possible threats or items of equipment in the area. When carried, this item displays all the people, vehicles and equipment in the surrounding area. Mission objectives are pinpointed by an identifier beam and emit a coded signal detectable by the scanner.

Time Bomb: High powered explosive that comes complete with timer and detonator. Explodes after a set time period devastating the surrounding area. The explosive is not quite powerful enough to damage structures but readily destroys



people and vehicles. Drop the bomb by pressing **Left/Right Shift** while the bomb icon is highlighted with the **B** button. Then leg it!

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.

Territories

After the fall of the world's governments national boundaries collapsed as countries were carved up by the Syndicates. For administrative purposes the holdings of a particular Syndicate were divided into territories of roughly equal population size. It is for supremacy in these territories that you fight throughout the Syndicate challenge.

Ecological upheaval, wars and population movements mean that the ethnic make-up of these territories has changed drastically since the Twentieth century. Now the sole source of conflict and, ironically, the major source of pleasure is the CHIP and the Syndicates which supply it.

Western Europe	Indonesia	Yukon
Central Europe	Western Australia	Newfoundland
Scandinavia	Northern Territories	California
Algeria	New South Wales	Rockies
Urals	Mauritania	Mid West
Eastern Europe	Nigeria	New England
Siberia	Sudan	Colorado
Mongolia	Arabia	Southern States
Kazakhstan	Zaire	Mexico
Kamchatka	Kenya	Columbia
Far East	South Africa	Peru
China	Mozambique	Venezuela
Libya	Atlantic Accelerator	Brazil
Iraq	Greenland	Paraguay
Iran	Northeast Territories	Argentina
India	Northwest Territories	Uruguay
Pacific Rim	Alaska	



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