



PlayStation

NTSC U/C

PlayStation™

SYNDICATE™ WARS



SLUS-00262



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WARNING: READ BEFORE USING YOUR PLAYSTATION™ GAME CONSOLE.

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, including games played on the PlayStation™ game console, 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:

Do not connect your PlayStation™ game console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD Type. Otherwise, it may permanently damage your TV screen.

HANDLING YOUR PLAYSTATION™ DISC

This compact disc is intended for use only with the PlayStation™ game console.

Do not bend it, crush it, or submerge it in liquids.

Do not leave it in direct sunlight or near a radiator or other source of heat.

Be sure to take an occasional rest break during extended play.

Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

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.

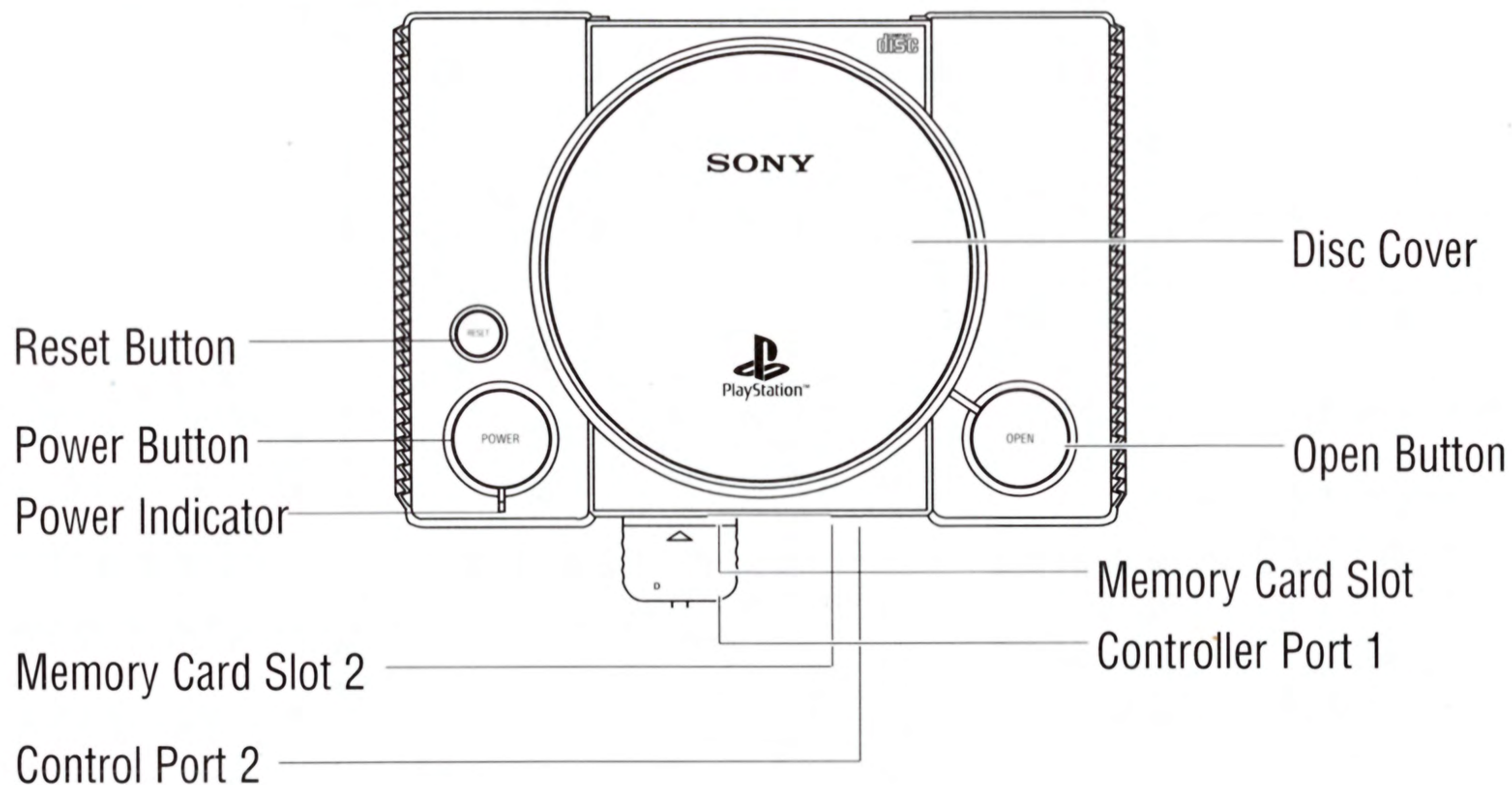
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STARTING THE GAME



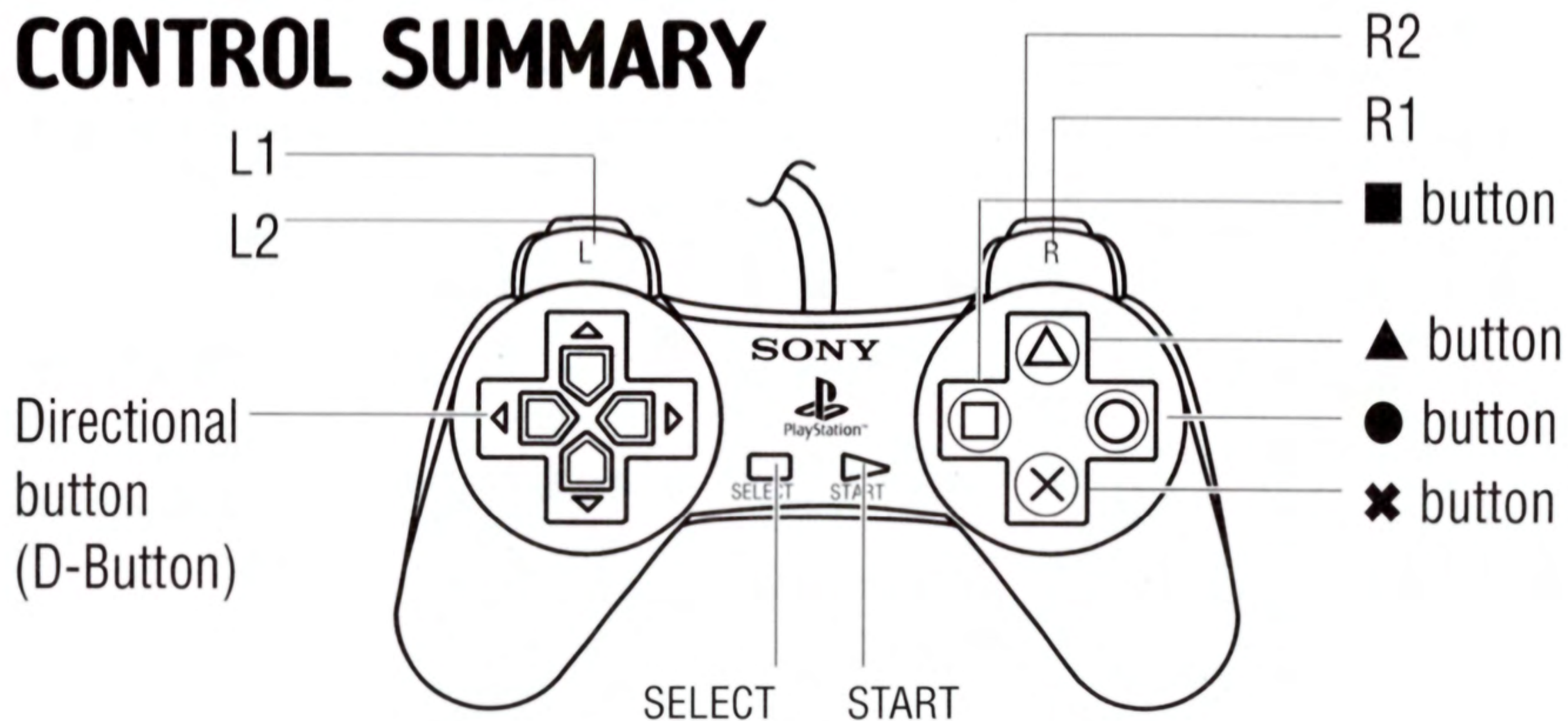
1. Set up your PlayStation™ game console according to the instructions in its Instruction Manual. **Make sure the power is OFF before inserting or removing a compact disc.**
2. Insert the *Syndicate Wars*™ disc and close the Disc Cover.
3. Insert game controllers and turn on the PlayStation™ game console.
4. Follow on-screen instructions to start a game.

2

Note: It is advised that you do not insert or remove peripherals or Memory Cards once the power is turned on.

Use only the Memory Card for saving games: there is no password feature. Make sure there are enough free blocks on your Memory Card before commencing play.

CONTROL SUMMARY



Here is a list of the commands your Marionette RD/OS supports. For alternative configurations, and for mouse and Negcon/Steering wheel configurations, see *Configurations*, on p.29.

MENU COMMANDS

Move throughout options
 Select option/Progress
 Go back
 Scroll text Up/Down

D-Button \blacklozenge

\times

\blacktriangle

D-Button to select Up or Down arrow
 and the \times button to activate.





ACTION COMMANDS

Pause/Unpause
Group Mode (Not available in
Multiplayer mode)
Abort Mission/Return to Main menu
Move Agent/s
Spin View Anti-Clockwise/Clockwise
Change Agent:

Pick Up Object
Get In/Out of Vehicle
Point Mode:
Send Agents To Point
Select From Weapons
Drop Weapons (You can only
drop a weapon if that weapon
has been selected)
Force All Grouped Agents To
Use Same Weapon
Shield On/Off
Mood Altering Substances*
Blue Funk/Red Mist (All Agents in Group
Mode will be dosed, unless you use a

START

SELECT

START + SELECT for two seconds

D-Button \blacklozenge (press twice to run)

L1 R1

Agent 1: **L2** + D-Button \blacktriangleup Agent 2: **L2** +

D-Button \blacktriangleright Agent 3: **L2** + D-Button \blacktriangledown

Agent 4: **L2** + D-Button \blacktriangleleft

R2 + D-Button \blackleftrightarrow

R2 + D-Button \blackupdown



\blacksquare + D-Button \blackupdown

\blacksquare + D-Button \blacktriangleleft

\blacksquare + D-Button \blacktriangleright

\bullet + D-Button \blackupdown

mouse controller, where each Agent must be dosed individually.)

Fire

● + D-Button ↔

✖ (Certain weapons can be overcharged for more destruction. Hold ✖down for a short while before releasing.)

Self-destruct

▲ + ■ + ● + ✖

Note: Self-destruct is only successful if you have Modified Body Armor. Mood Altering Substances not available in Multiplayer mode.

WELCOME

You have joined the elite ranks of those qualified to direct and command our cyborg Agents to further the prosperity and authority of EuroCorp. You have been assigned Agent Team: **MU**.

You have the following resources:

8 (eight) EuroCorp cybernetically-enhanced Agents

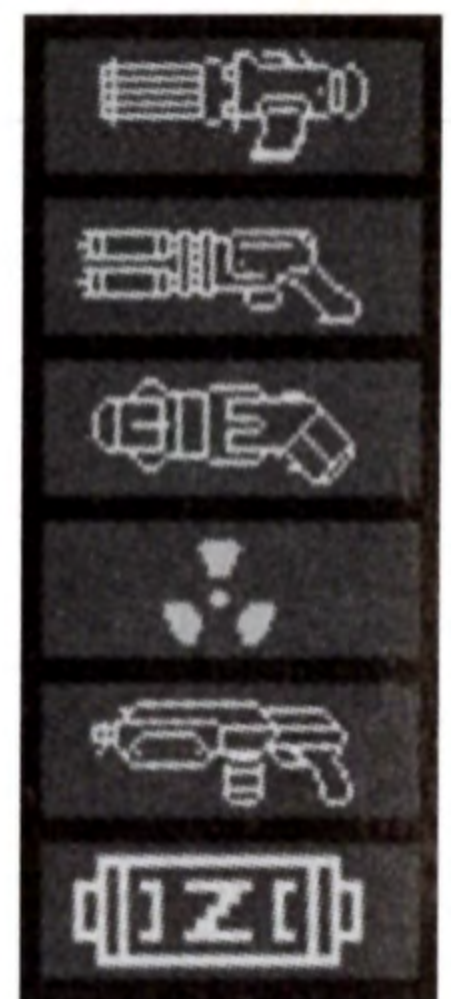
A variety of weapons, designed for increased frag-ability

50,000 (fifty thousand) EuroCorp credits

1 (one) LIMBO-class Cryogenics Facility

1 (one) HELICON-level Research facility

You have been granted security clearance **EX-ALFA3**. This gives you freedom to issue elimination/demolition orders. Your only crime will be to fail the Corporation. If your cell is rendered inoperable through misuse of funds and/or Agent loss, your resignation from EuroCorp will be tendered immediately.





Should you fail in this duty, you will be immediately classed as an NTE-1 Neutralisation Priority. We feel confident that your skills and integrity will ensure that this state of affairs will never arise.

INTRODUCING THE MARIONETTEΣ RD/OS

The Marionette Remote Drone Operating Suite is the latest refinement of the Remote Tactical Control technology which was instrumental in EuroCorp's rise to global supremacy. Via the Marionette desktop system you can observe and influence any combat encounter in which your Agent team is involved.

NEW GAME

Select this option to access the UTOPIA main-frame and take control of your Agent team.

LOAD GAME

Select to return to a previously saved game.

ALLEGIANCE

ALLEGIANCE PANEL

This panel confirms the agency/department for which you work. In this case, this is Eurocorp Syndicate Internal Security Agency. You can also select to play as Church of the New Epoch.

OPS SCREEN

The Ops Screen gives you access to all of Marionette RD/OS's many applications. From here, you can communicate with your Agent Cryogenic facility and Central Armory, and handle necessary data administration. The Ops Screen is also your e-mail point of contact with EuroCorp Command.

→ Access the following options by selecting them with the D-Button and pressing ✕.

BRIEFING

Select this option to read your mission briefs. Understanding each brief can lead to an efficient execution of EuroCorp orders.

CRYOVAT

Non-operational Agents are stored in the LIMBO-class Cryogenics Facility. While in deep-storage, they can also have their cybernetic components enhanced and restored, making your Agents even more formidable.

EQUIPMENT

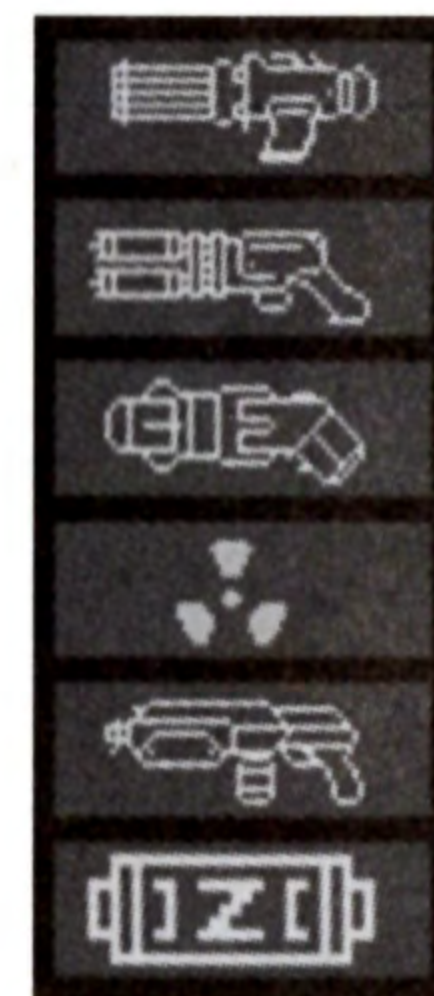
Contact EuroCorp Central Armory to purchase new weaponry for your Agents. Surplus or acquired items can be sold back to the Corporation. See *The Equip Screen* on p.11 for more details.

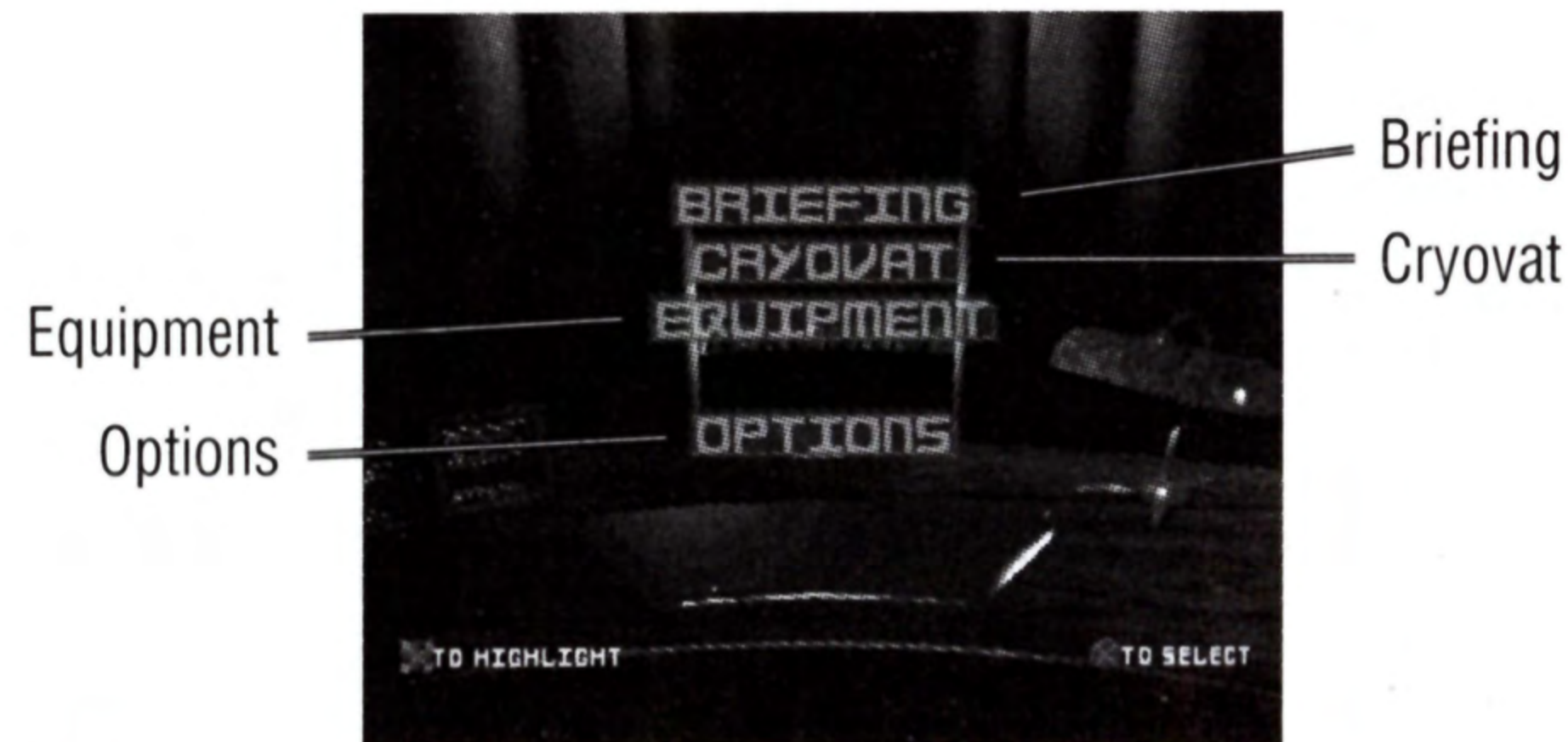
START MISSION

Only available once the Briefing has been attended. Select to contact the EuroCorp Transport department and arrange Agent transfer to mission zones.

OPTIONS

For further tweaks of your audio/visual system and adjustments to your Marionette RD/OS. You can also register your progress and return to previous combat situations. Please see *Options* on p.13 for more information.





THE BRIEFING

Select Briefing to receive a mission briefing. This informs you of recent developments in the global situation, the actions you are expected to take, and the city in which you are to take them. In some missions, there is extra information that can be purchased from informants.

→ Press ▲ to return to the previous screen.



THE CRYOVAT SCREEN

This screen puts you in contact with your LIMBO-class Cryogenic Facility, where Agents are stored and surgically altered when inactive.

AGENT STORAGE

You have been assigned your own LIMBO-class Cryogenic Facility for this purpose. Initially, you command one operational team of four Agents, so your usage of the Facility will be minimal. However, you will use it more as more Agents are assigned to you, or as you 'recruit' more.

To swap an Agent in storage for one that is currently operational:

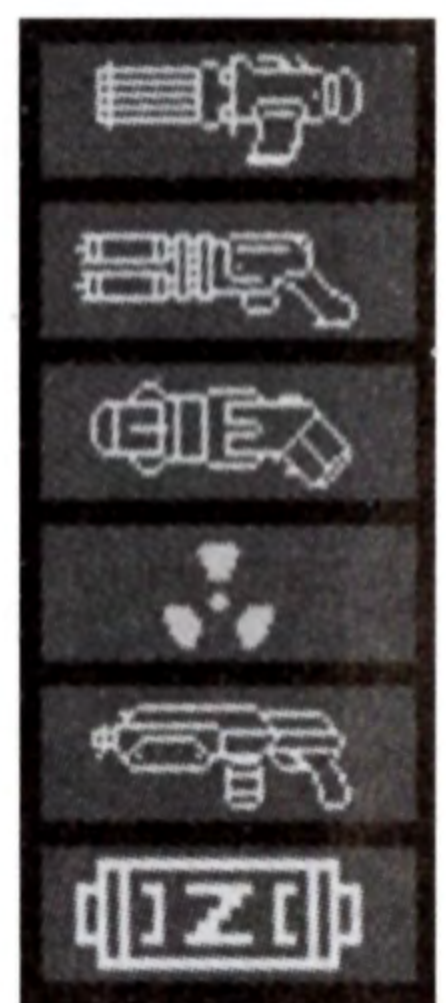
1. D-Button \updownarrow and press \times on the relevant Agent number at the top of the screen (for example, **1** if Agent 1 is to be substituted).
2. Press \times on the name of the Agent who is to take over, and the two Agents swap places. This procedure can also be used to alter the hierarchy of an Agent team.

CYBERNETIC MODIFICATION

The LIMBO Facility can also be used to install cybernetic implants into the bodies of Agents. Initially, only Level One Body augmentation is available, though as superior research filters through, more advanced options become available.

To have an Agent surgically modified:

1. Choose his Agent number.
2. Choose the surgical modification you want. A diagram and details of the modification appear in the window to the right of the screen, along with the cost of the modification.

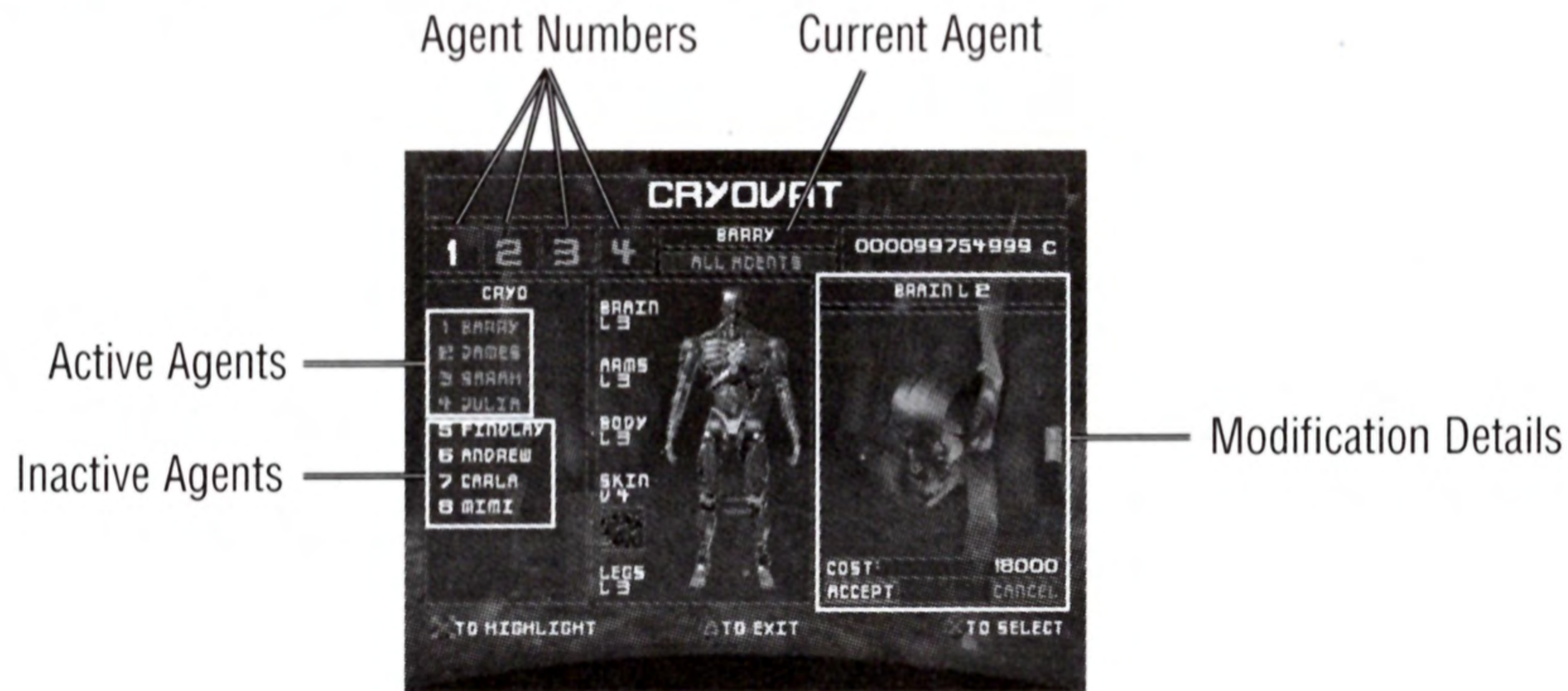




- If you wish to proceed with the implantation, select **Accept** and press **✕**. The Facility auto-surgeon performs the operation immediately.

Note: You can select and press **✕** on the Information icon, represented as a letter 'i', to receive a short text description about the displayed object.

Initially, the following modification will be made available:



Body 1 To increase chances of survival in hostile environments, encase an Agent's organs in triple-plate titanium alloy. An enhanced body gives a cyborg the single biggest protection from punishment.

Note: This modification must be completed before you make any other modifications.

As the game progresses, you have a greater choice of modifications. These are the first you encounter.

- Arms 1** Add tungsten tendons and steel cybernetic arms to improve your Agents' accuracy and save ammunition. The life span of an Agent is also lengthened by the health boost that accompanies cybernetic enhancement.
- Legs 1** These artificial legs increase an Agent's health and top speed. Stamina is also improved, increasing the range an Agent can cover at top speed.
- Brain 1** This package increases basic perceptions and contains trauma management software to improve the cyborg's ability to withstand otherwise critical damage.

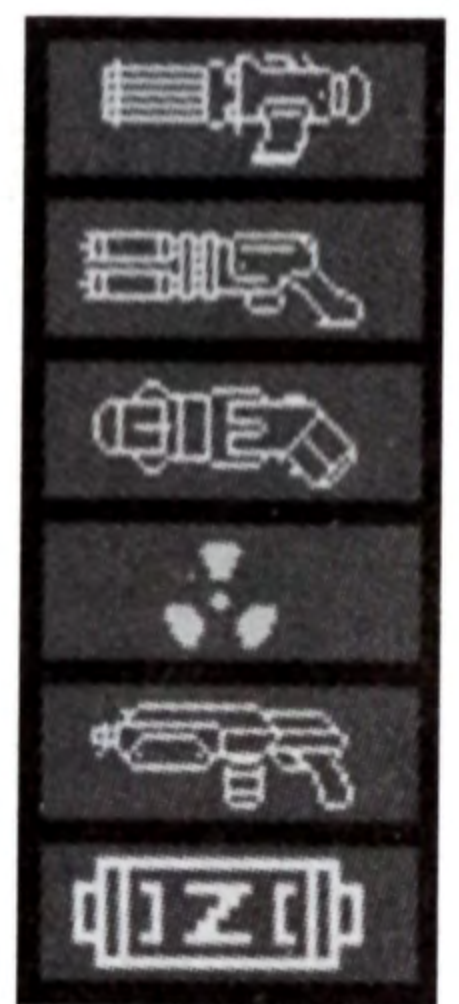
Later versions of these implants become available as research continues, as will wholly new Agent modifications.

THE EQUIPMENT SCREEN

From here you can communicate with EuroCorp Central Armory, purchasing weaponry and equipment for your Agents. At the top of the screen there are four numbers, corresponding to the four members of your active Agent team.

→ Select an Agent's appropriate number with the D-Button and press **×** to confirm that selection.

To the left of the screen is the selected Agent's inventory. Each Agent can carry up to six weapons or items.





WEAPON DETAILS

Our R&D teams are at work developing new and deadlier weapons for our Agents.

In the center of the screen is displayed a list of the weaponry currently available from EuroCorp Central Armory.

- To get information on a particular weapon, press **✕** on the Information icon. Details of the weapon, along with a picture, are displayed in the window at the right of the screen.

PRICE

The cost of buying the new weapon. You can also press **✕** on the Information icon to receive a short text description of the weapon.

BUYING AND SELLING

If you want to purchase a weapon for your Agent, press **✕** on the **Accept** box at the bottom left of the window. The price in credits is automatically deducted from your cash reserves, and the Agent receives the selected weapon.

Note: An Agent can only have one of each type of weapon except explosives, mines, grenades, and gas, which they can have four of.

It is also possible to re-sell weapons to EuroCorp Central Armory.

- To do this, press **✕** on the desired weapon in the Agent's inventory. Weapon details and a picture will appear as usual, but the **Accept** box is replaced with a **Sell** box. The price appears in the **Price** entry. It is usually about half the weapon's original price.

LIST OF AVAILABLE WEAPONS

Initially, the following weapons are available; more become available as you play the game. Check the Information icon to get information on each new weapon.

Uzi 9MM Forged from the chaos of mid-20th century street-fighting, the energy pellet modified Uzi 9mm machine gun is the basis of EuroCorp operations tech. It's an inexpensive and lightweight backup for Agents dealing with cases of dropout psychosis.

MINIGUN Syndicate deployment of inertia-damped chain gunners has become more commonplace. This 20mm plasma capsule firing, torque stabilized version has foam alloy barrels to reduce mass and production costs.

PERSUADERTRON A standard-issue utility for seizing high level brain functions of citizens equipped with UTOPIA CHIPS. Although very low power and lightweight, the Persuadertron was instrumental in bringing about EuroCorp's global domination. Persuaded subjects follow the controlling Agent without question.

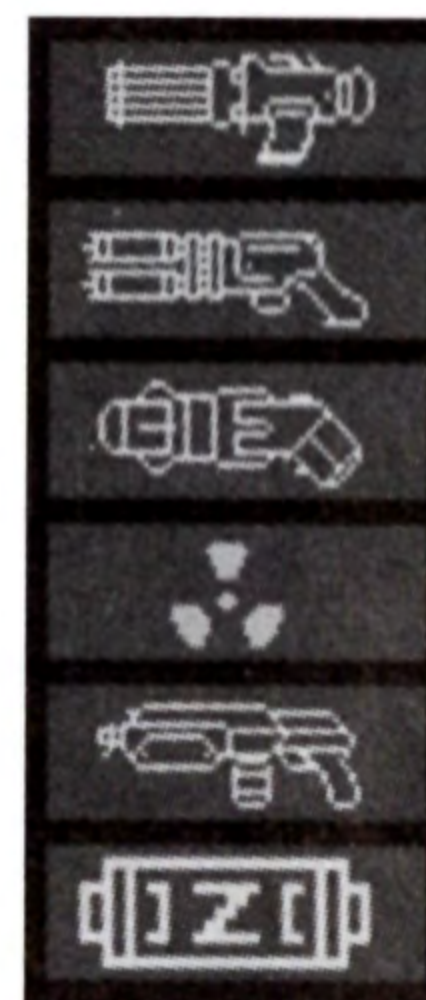
KNOCKOUT GAS This hand-grenade contains compressed Carbon Monoxide, an asphyxiating gas. The cloud emitted on detonation renders all personnel in the area unconscious for a limited time.

OPTIONS

FX Vol: Lower/raise the sound effects volume by pressing **×** on the left/right arrows.

Music Vol: Lower/raise music volume by pressing **×** on the left/right arrows.

Sound: Use the arrows to choose between Stereo or Mono.





Controller Config: Choose different Marionette RD/OS controller button combinations.

Players: This option allows up to four Executives to take control of individual members of an Agent team. When the Marionette RD/OS is operating, each Executive has control of the relevant Agent at all times, although the Mission Display centers only on the active Agent. For three of four Executives, the Marionette RD/OS requires that a Multi Tap be connected.

Load Load a previously stored scenario.

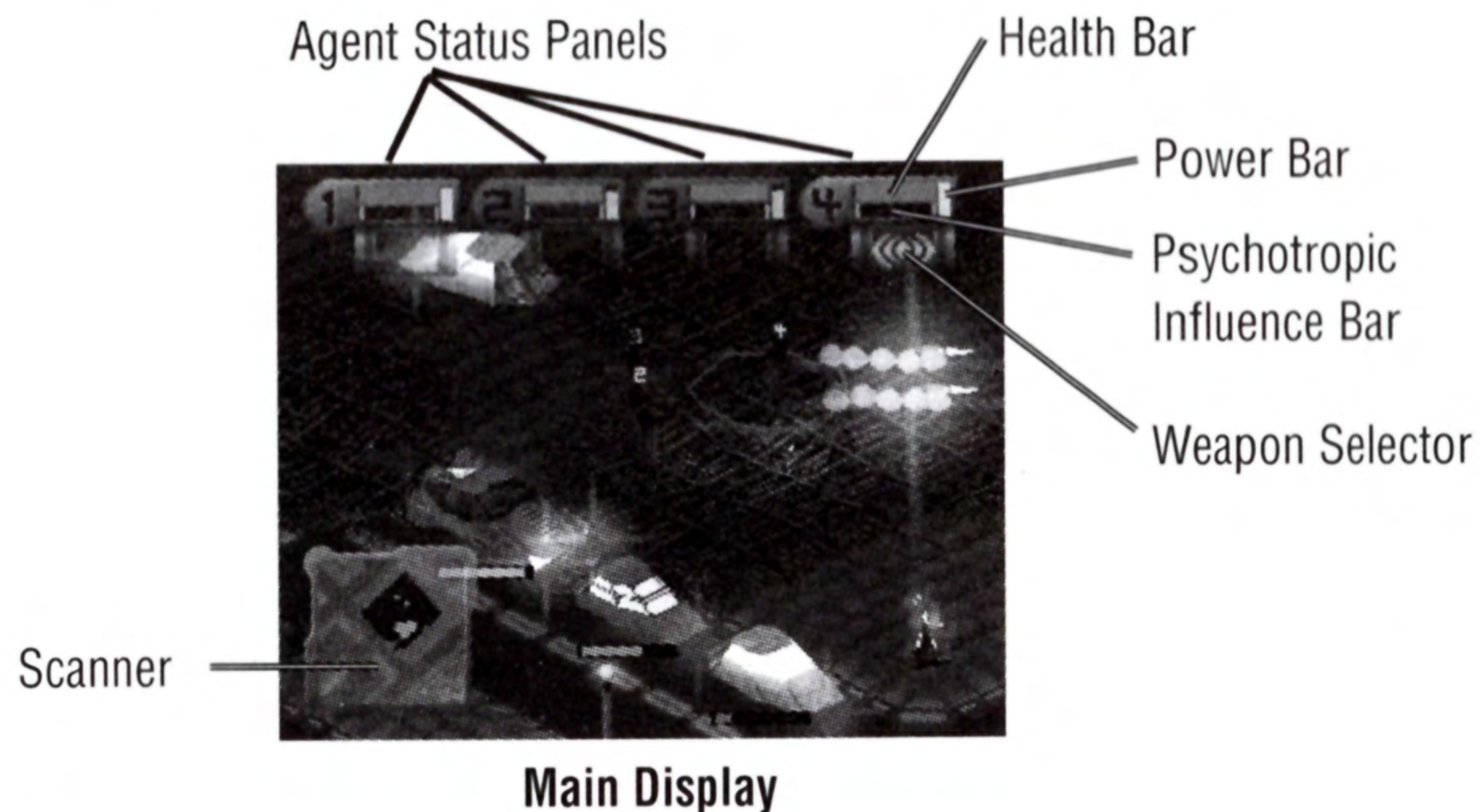
Save Save a scenario, so you may return at a later juncture.

Delete Remove a stored scenario.

Restart Erase your current achievements and start from scratch.

NOTE: Never insert or remove a memory card when loading or saving files.

TACTICAL OPERATIONS



Once your Agents have been ferried to the mission locale, your Marionette RD/OS initiates drone connection, giving you direct control over your Agents. Now, no matter what threat the Agents experience, they will carry out your orders or die trying.

MAIN DISPLAY

The Main Display shows you a real-time simulation of the mission area, with all buildings, features, vehicles and people incorporated.

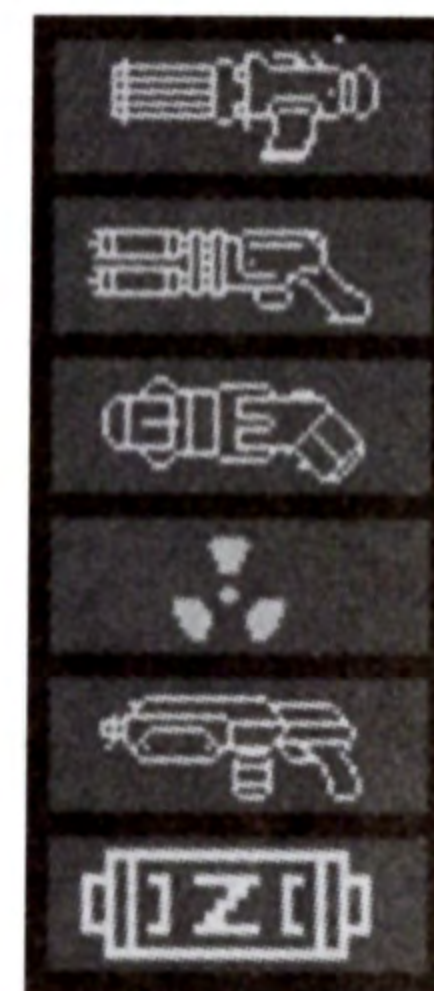
→ To rotate the view, press **L1/R1**. This rotates the Main Display view Anti-clockwise and Clockwise respectively. To see more of the area, your selected Agent must have a weapon with a longer range.

SCANNER

The Scanner in the bottom left of the screen offers a simplified, top-down view of the mission area. The Scanner scrolls with the Main Display, giving you a tactical vantage point on more distant areas.

The Scanner can classify persons in the mission area from their CHIP-status, and color-code their appearance on the Scanner display.

Red	EuroCorp Agents
White	Church of the New Epoch Zealots
Grey	Citizens
Yellow	Persuaded citizens
Blue	Police
Red	Mission objectives (usually persons needing persuasion or elimination)





Black	Operative
Small Yellow	Special Items
Small Green	Dropped Items
Green	More unguided citizens

Your scanner also picks up the radio waves emitted on security wavelengths, letting you pinpoint crucial areas of operation, your foe, or vital mission objectives. These appear as concentric circles on your Scanner, radiating out from their position.

In certain missions, you are instructed to take person or object **A** to point **B**. **A** transmits a focused signal, appearing on your scanner as a series of white arcs to help you locate its position. Point **B** emits normal concentric circles.

AGENT STATUS PANELS

At the top of the screen are Agent status panels, giving the agent's team number, health, psychotropic status, and powerpack level. The Agent Numbers themselves are used for selecting and locating individual Agents. See *Agent Control* on p.21 for more details.

HEALTH BAR

The Health Bar is a graphic representation of how much damage each of your Agents can suffer before suffering terminal injury. It slowly diminishes as the Agent is injured. Once it's gone, the Agent dies. Fortunately, Agents have artificially boosted Healing Indices, and their flesh can recover from puncture and concussion damage quickly.

SHIELD BAR



Not only are Agents' vital organs protected by Titanium plate, they also have Force Shields implanted into their bodies. When an Agent suffers impact trauma, it is this Shield that takes the initial force of the blow. A blue flash shows that the Shield is operating. However, the energy expended generating this protective force is so great, it cannot be maintained for more than a few seconds. In combat, the Shield rarely protects your Agents from more than the initial assault.

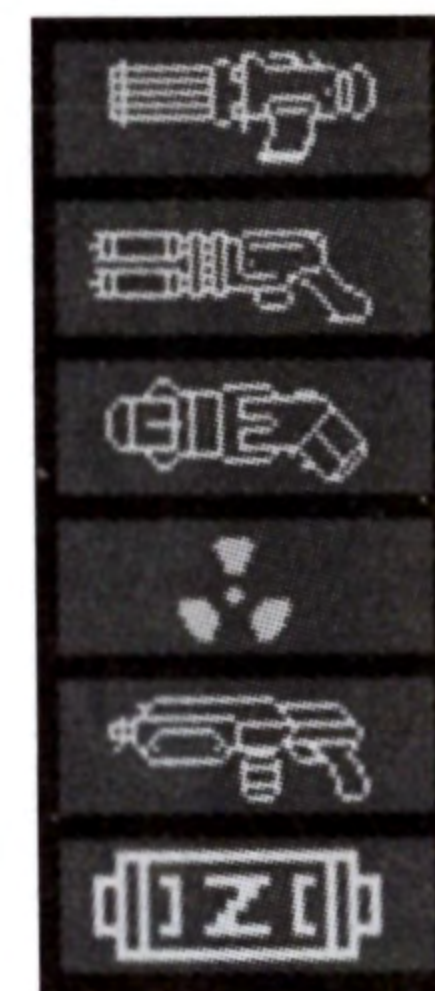
The Shield Bar must be completely depleted before the Agent starts to take damage to his Health Bar. Once depleted, the Force Shield capacitors take a few minutes to charge up again.

PSYCHOTROPIC INFLUENCE BAR



If not directed, an Agent might stand immobile while being shot. However, there will be occasions when it is desirable for an Agent to operate semi-autonomously.

To this end, each Agent has an IV fitted, containing quantities of two different substances, allowing you to administer doses as required. Blue Funk generates considerable paranoia, meaning the agent will attack any target that strays within firing range. Red Mist, on the other hand, greatly heightens awareness, and ferments a ferocious battle rage in the mind of the Agent, meaning that he will attack with ruthless precision any potentially hostile target. Unfortunately, both Red Mist





and Blue Funk are very short-lived substances—ones for which the Agent's heightened metabolism could quickly develop a tolerance. Use them sparingly.

There are several side effects to these substances. Physically, the Agent will be enhanced, running and reacting much faster, with large doses having greater effect. However, his accuracy and fire control may be compromised, wasting ammunition. The Agent will also heal more slowly and will not regain stamina as quickly.

- Press ● and D-Button ← to dose the Agent with Blue Funk.
- Press ● and D-Button → to inject Red Mist.

Note: Once dosed, the Agent acquires tolerance, meaning that the maximum dosage you can apply wanes. Allowing the Agent respite from narcotic influence lets his tolerance restore, meaning that the substance can be employed again.

In Group Mode, you automatically dose all grouped Agents. If you are using the mouse controller, **right-click** on the PSI Bar to dose all grouped Agents.

STAMINA BARS

Overlaid on the Psychotropic Influence Bar are two white bars, indicating an Agent's Stamina levels. Stamina is depleted through running and drug use, and the white bars reflect this. When they hit the center zero bar, the Agent is exhausted and can no longer run or be subjected to narcotic influence.

WEAPON SELECTOR AREA



Weapon Selector

When your Agents begin a mission, their weapons are concealed to prevent panicking civilians and forewarning potential enemies. However, in any mission it will not be long before recourse to armed response is necessary.

→ To arm an Agent, press ■.

A menu of the weapons held by that Agent appears.

→ D-Button ↑ to highlight the weapon icon of the weapon you want, then release.

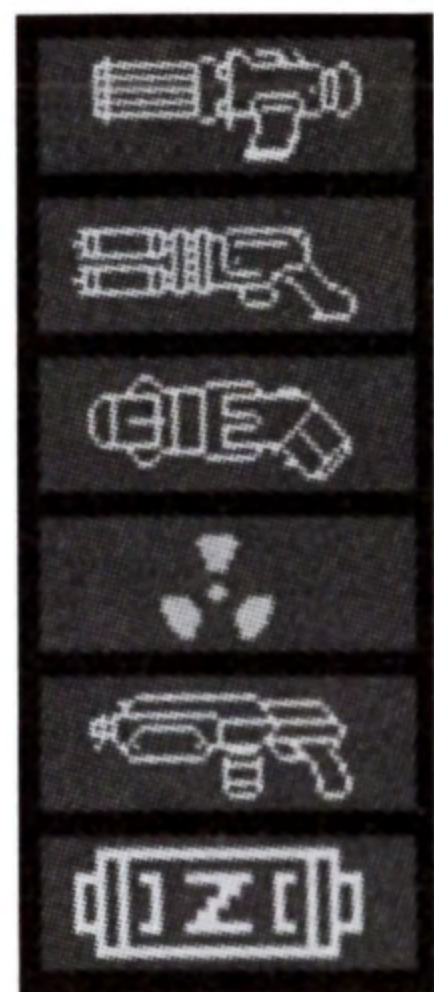
The Agent swiftly draws and readies the weapon. The weapon's icon appears highlighted blue in the Weapon Selector.

→ Should you wish an Agent to re-conceal his armament, press ■.

→ D-Button ↑ to remove the highlight. The Agent hides the device.

When controlling an Agent team, you can have all of them select the same weapon simultaneously by pressing ■.

→ D-Button ↑ to select the weapon and D-Button → in the same manner as above.





Some weapons also take time to reload. This is indicated by the flashing weapon icon. Once the flashing stops, the weapon can be used again.

Should you wish to drop an item, press ■ on the Weapon Selector to bring up the Weapon Inventory. D-Button ↑ to weapon icon you want, and then D-Button ←. The Agent drops the object onto the floor.

GROUP SELECTION

So one of your highest priorities is to see that your Agents function well as a group. Group Mode is the function that lets you do this. Every time you press SELECT, one of the three remaining Agent Status Panels lights up. For each panel that is lit, one Agent follows an active Agent, and will follow his movement and targeting precisely.

POWERPACK INDICATOR




Today's weapons all operate from the same basic power source: the MicroFusion reactor. Every Agent has one of these highly efficient generators. Generated power is stored in an attached capacitor. Whereas energy weapons convert this power directly into the appropriate energy form, projectile weapons use the power to expand and fire ultra-dense energy pellets, giving such devices as the Uzi 9mm essentially infinite ammunition. However, the MicroFusion reactor can't generate enough power to match energy usage. Continual fire can temporarily exhaust the powerpack, indicated by the white bar depleting. Should the generator run out completely, the agent must wait a few seconds before using weapons.

Note: When using an Unresearched Weapon, there is a 1 in 4 chance of a feedback loop, which drains all of your powerpack energy.

AGENT CONTROL


SELECTING AGENTS

Usually, you can only issue orders to the active Agent, although if the Group mode is on, the other Agents will follow his lead.

- To select an Agent, press **L2** and D-Button  to select the Agent number at the top of the screen. The highlighted number shows that the Agent is active.

MOVING

To move the active Agent or Agents, you have two options:

1. D-Button . To make Agents run, double-press the relevant D-Button.
2. To move Agents from one area to another, press **▲**. Use the D-Button to move your view to the desired location. Pressing **▲** again sends the Agents to your chosen location, indicated by a brief glowing circle. You can interrupt this journey at any time, by pressing the D-Button.

You may discover sliding doors blocking roads. These allow traffic only to pass through them, effectively blocking out the masses. The only way to travel through them is to become part of the traffic. Or blow up the doors.





FIRING

Once an Agent has a weapon selected, press **X** to fire. If there is an individual targeted, he will fire on that target. Targets have square target sights around them.

An Agent's aim automatically targets the most dangerous threat in range. Using the Playstation mouse controller lets you pick and choose targets. If the cursor is over a valid target, such as a person or a vehicle, then a blue targeting reticule appears. If the target is also within range of the Agent's weapon, then the cursor turns into a red crosshair; if the cursor remains as a white crosshair, then the target is out of range.

You can also overcharge some laser-based weapons, making them fire more powerfully. Because they only fire when you release **X**, hold it down to build up enough energy for a more powerful attack.

Note: If your Agents are operating as a team, they all fire at the selected point when you press **X**.

PICKING UP/DROPPING

Dead enemies often drop their weapons as they collapse in their death throes.

- To pick up the weapon, walk over it. A symbol with the weapon appears at the bottom right of the screen.
- If you do not have this weapon, press **R2** and D-Button **↔** to pick up the weapon.

To drop an item:

1. Press ■ to bring up the Weapon Inventory.
2. D-Button ↑ to select the item you want to drop, then D-Button ←. The Agent drops the object.

SELF-DESTRUCT

If your Agents are fitted with Level 1 Body Modification or higher, you can detonate an explosive charge fitted inside the Agent.

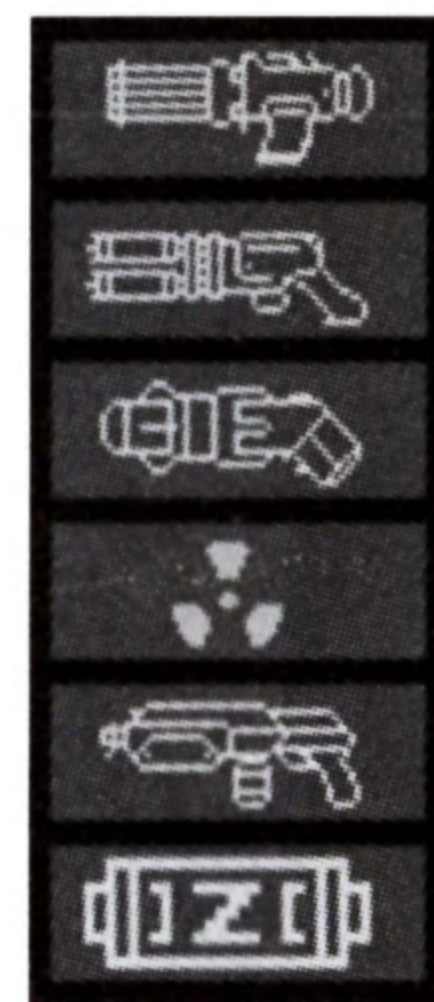
→ To self-destruct, press ✕+ ▲ + ● + ■ together to detonate the charge.

USING VEHICLES

Your Agents can appropriate *unoccupied* vehicles to gain speed and access to vehicle-only areas.

- To use a vehicle, approach it, press **R2** and D-Button ↑. The Agent(s) gets into the vehicle.
- Vehicles can only be moved by pointing to an area. Press ▲, move the viewing area to the desired location, and press ▲ again. The vehicle moves to the desired location.
- To stop the journey, or to get out of the vehicle, press **R2** and D-Button ↓.

Note: Most vehicles are confined to roads, so clicking on non-road terrain may not have the desired result.





PERSUASION

Using the Persuadertron herds groups of citizens by linking their neural system to the Agent with the Persuadertron. While other Agents, Zealots, or Police are resistant to such attempts, an existing group of persuaded citizens may be used to gain control over them. Thus, six persuaded citizens lets an Agent control a policeman, while twenty persuaded citizens gives you control over an Agent or a Zealot. Ten persuaded citizens can give you control over one Unguided citizen, and fifteen persuaded citizens gives you a mental grip on an Operative.

Once you have a policeman, six persuasion “points” are added to your total. Similarly, an Agent or Zealot gains you twenty persuasion points, an Unguided citizen adds ten, and an Operative gives you an additional five.

See *Mission Objectives* on p.27 to see when such a skill may be needed.

FRIENDS AND FOES

EURO CORP

The EuroCorp Syndicate has been ruling the World for about 50 years now, ever since it emerged victorious from the internecine strife of the Syndicate conflict. In control of the minds and bodies of all the World’s citizens by virtue of the CHIP technology implanted in every human being, it seemed that their stranglehold on World domination was unbreakable—until now.



Agents: The cyborg Agent is the acme of EuroCorp's security forces. CHIPped up and cybernetically enhanced, the Agent exists to serve the orders of its Executive controller. Fearless in combat, its superhuman reflexes, great strength, and near-indestructibility make it an awesome foe and ally.



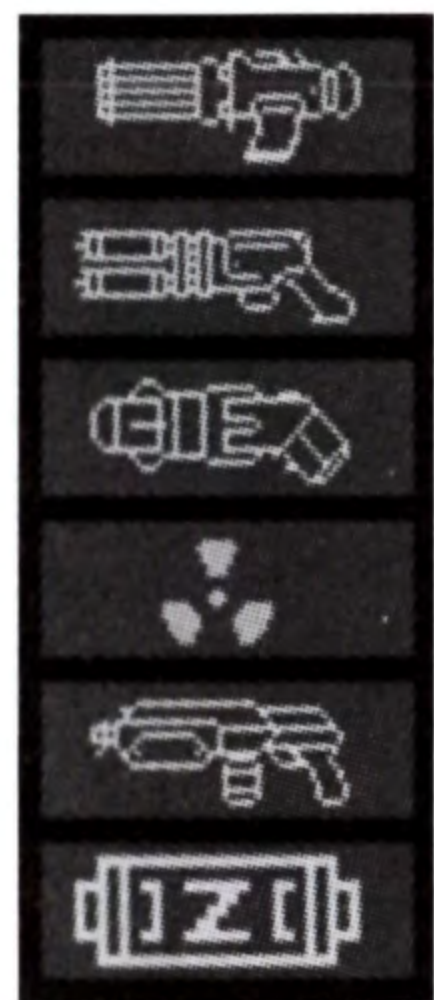
Operatives: Basic security is handled by EuroCorp Operatives. Recognizable by the combat fatigues they sport, Operatives are little more than hired security guards, albeit security guards armed with state-of-the-art weaponry and possessed of unflinching loyalty.

CHURCH OF THE NEW EPOCH

The Church of the New Epoch is a new and mysterious organization, which is shaping up to be the first serious threat to EuroCorp's global sovereignty in 50 years. While their spiritual message is the usual melange of half-baked mysticism and rigid hierarchy that characterizes most extremist sects, what is extraordinary about them is their technical sophistication.



Zealots: Our early encounters with the Church have shown their forces to be made up by activists we have dubbed Zealots. Cloaked in white surplices decorated with religious symbols, these activists sport heavy body armor, implanted with Force Shields. The weight of their armor is counteracted by some sort of anti-grav device, which causes the Zealots to float along the ground. Seemingly under remote authority, they are very dangerous and accomplished adversaries.





EWSs: Reports are coming in of sightings of Experimental Weapons Systems apparently in the control of the Church. Described as a huge, robotic spider-like drone, its capabilities are unknown.

CITIZENS



Class-C Citizens: Class-C denotes a standard, CHIPped citizen. We would prefer that you leave Citizens unharmed, although a few peripheral casualties are understandable in a combat situation.



Class-U Citizens: A recent phenomenon, Class-U citizens are those who have somehow broken their CHIP's influence. They are aggrieved with EuroCorp, and have formed street gangs known collectively as The Unguided. Sporting feral markings and clothing cognate with late 20th Century youth cults, they have armed themselves.



POLICE

Many cities still maintain municipal police forces. They are well armed, have body armor, wear blue, and carry Force Shields. Their role is largely one of population management, protecting and caring for Citizens. Although CHIPped themselves, Police are kept in a state of semi-awareness, and fed programs compelling them to accost any person bearing arms, with the obvious exception of our Agents. However, we have experienced problems in the past when cities have temporarily had UTOPIA contact severed with EuroCorp, the Police have responded to Agents aggressively.

VEHICLES



Hover Cars: Most of the vehicles on the roads are Hover Cars, which operate on the principle of Maglev (Magnetic Levitation). Unfortunately, this means that these vehicles are restricted to specially prepared roadways. However, recent research has resulted in the Anti-Grav engine. This has complete freedom of movement in three dimensions. There are a few such vehicles in existence, although they look identical to their more conventional brethren.

APC (Armored Personnel Carriers): APC are used by Operatives, Agents, and Police to ferry personnel in safety through combat situations.

MBT (Main Battle Tanks): The MBT is the heaviest armored vehicle, a protected hover tank with awesome offensive capabilities. They are used only in the most critical combat situations.

MISSION OBJECTIVES

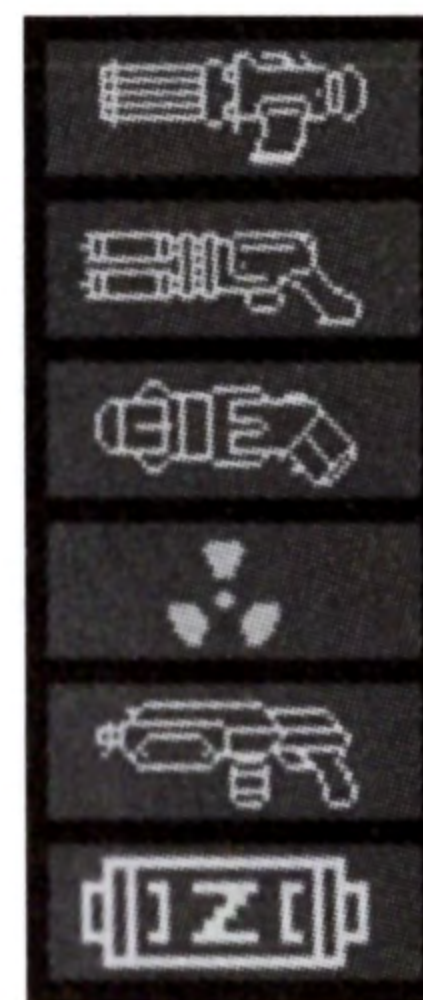
To complete a mission, you must fulfill several mission objectives. Failure to complete even one of the mission objectives results in mission failure. Below is a list of the more common mission types:

Eliminate

Elimination missions require your Agent team to terminate person(s) or building(s).

Persuade

Persuade missions require the use of the Persuadertron, a useful piece of equipment that 'brainwashes' the victim into acquiescence. The targets must be evacuated safely for the mission to succeed.





Escort/Protect

These missions require your Agents to protect persons, vehicles, or buildings, either safeguarding them from enemy attack, or insuring that a vital action is carried out.

Acquire

Acquire missions require your Agents to steal an item, usually from a heavily-guarded area, and then evacuate safely, bringing the item back for research or espionage.

Evacuate

Evacuate missions require your Agents to escape the mission area and traverse a hazardous location before they can be safely picked up by a Rescue Vehicle.

MAKING MONEY

A healthy balance lets you buy more weapons and equipment as they are researched. Money can be earned by completing certain missions, but a much more reliable way is to rob banks.



The flags with large dollar signs indicate a bank. Send your Agents to attack the building. When it is destroyed and burnt to the ground, the only objects still intact will be the indestructible currency cases. Retrieve them by picking them up. The currency will be extracted on the Agent's return to HQ.

AFTER THE MISSION

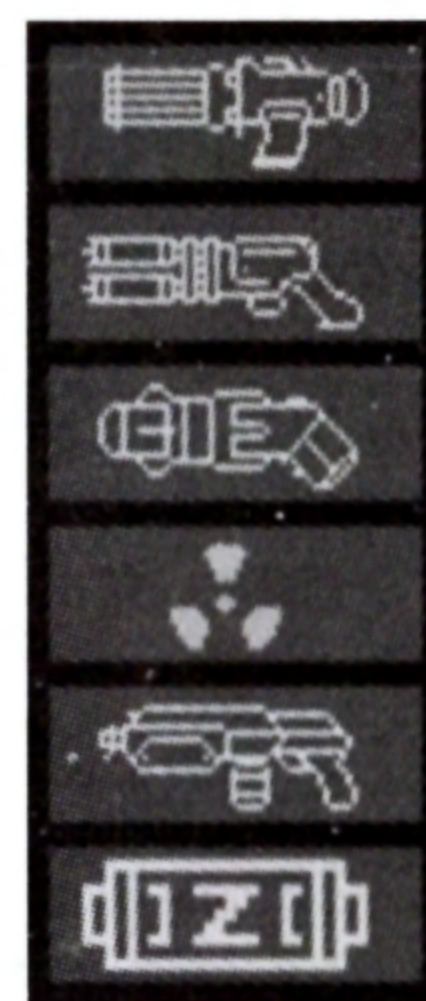
THE DEBRIEFING SCREEN

Once a mission is completed, the debriefing screen appears. It shows you how many people your Agents killed or persuaded, how much net income the mission generated, how many of your Agents were killed, research weapons available, and Agents gained. Agents are gained with the Persuadertron, and are stored in the Cryogenic Facility.

→ Once you have finished studying your mission results, press ▲ to go to the Ops Screen.

CONFIGURATIONS

	PAD 1	PAD 2	PAD 3	PAD W/MOUSE CONTROLLER	NEGCON/STEERING WHEEL
Pause/Unpause	START	START	START	START	N/A
Group Mode (Not available in Multiplayer Mode)	SELECT	SELECT	SELECT	L2	L + START
Move Agent(s) (Press D-Button twice to run)	D-Button ⇄	D-Button ⇄	D-Button ⇄	N/A	D-Button ⇄
Spin View Anti-Clockwise/Clockwise	L1/R1	L2/R2	L1/R1	L1 + D-Button ← / R1 + D-Button →	Twist LEFT up / Twist RIGHT up
Change Agent	Pad 1	Pad 2	Pad 3	Pad w/mouse Controller	Negcon/Steering Wheel
Agent 1	L2 + D-Button ↑	● + D-Button ↑	▲ + D-Button ↑	Left-click on Agent 1 panel	L + D-Button ↑
Agent 2	L2 + D-Button →	● + D-Button →	▲ + D-Button →	Left-click on Agent 2 panel	L + D-Button →
Agent 3	L2 + D-Button ↓	● + D-Button ↓	▲ + D-Button ↓	Left-click on Agent 3 panel	L + D-Button ↓
Agent 4	L2 + D-Button ←	● + D-Button ←	▲ + D-Button ←	Left-click on Agent 4 panel	L + D-Button ←



Note: For mouse controller users, **right**-clicking on an Agent Panel not only selects the Agent, but centers the screen on him.



	PAD 1	PAD 2	PAD 3	PAD W/MOUSE CONTROLLER	NEGCON/ STEERING WHEEL
Pick Up Object	R2+ D-Button ↔	L1 + D-Button ↔	● + D-Button ↔	Left-click on weapon icon (double left-click to run and pick up)	R + D-Button ↔
Get In/Out of Vehicle	R2 + D-Button ↑	L1 + D-Button ↑	● + D-Button ↑	Left-click on car	R + D-Button ↑
Point Mode	▲	▲	R2	Always active	B
Send Agents To Point	▲	▲	▲	Left-click	B

Note: For mouse controller users, **double left-click** to run.

	PAD 1	PAD 2	PAD 3	PAD W/MOUSE CONTROLLER	NEGCON/ STEERING WHEEL
Weapons Column	■	■	L2	Left-click in weapons area in Agent Panel	II
Select From Weapons	■+ D-Button ↑	■ + D-Button ↑	L2 + D-Button ↑	Left-click on weapon	II + D-Button ↑
Force All Grouped Agents To Use Same	■ + D-Button →	■ + D-Button →	L2 + D-Button →	Automatic in Group Mode	II + D-Button →
Drop Weapons	■ + D-Button ←	■ + D-Button ←	L2 + D-Button ←	Right-click on weapon	II + D-Button ←

Note: You can only drop a weapon, when that weapon has been selected.

Shield On/Off

● + D-Button ↑ R1 + D-Button ↑ ■ + D-Button ↑ L1 + SELECT A + D-Button ↑

Mood Altering Substances Blue Funk/Red Mist

● + D-Button ↔ R1 + D-Button ↔ ■ + D-Button ↔ Left-click to the left/right of
Psychotropic Influence Bar A + D-Button ↔

Note: All Agents in Group Mode will be dosed, unless you use a mouse controller, where each Agent must be dosed individually.

Note: Mood Altering Substances not available in Multiplayer mode.

Fire

× × × Right-click I

Note: Certain weapons can be overcharged for more destruction. Hold the button down for a short while before releasing.

Self Destruct

▲ + ■ + ● + × ▲ + ■ + ● + × ▲ + ■ + ● + × B + A + II + I

Note: Self-destruct is only successful if you have Modified Body Armor.

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Mission Design: Ken Malcolm

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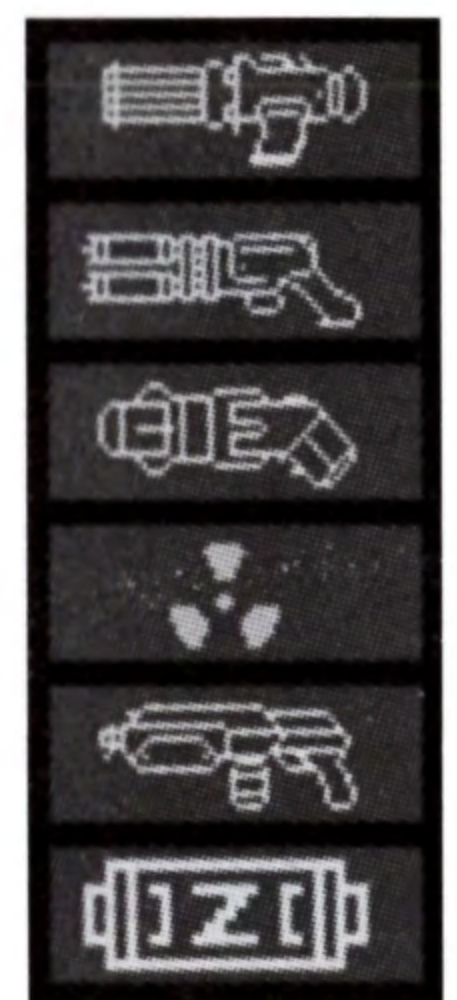
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