

# SYNDICATE WARS™

## Installation and Troubleshooting guide

### EPILEPSY WARNING

#### **PLEASE READ BEFORE USING THIS GAME OR ALLOWING YOUR CHILDREN TO USE IT.**

Some people are susceptible to epileptic seizures or loss of consciousness when exposed to certain flashing lights or light patterns in everyday life.

Such people may have a seizure while watching television images or playing certain video games. This may happen even if the person has no medical history of epilepsy or has never had any epileptic seizures.

If you or anyone in your family has ever had symptoms related to epilepsy (seizures or loss of consciousness) when exposed to flashing lights, consult your doctor prior to playing.

We advise that parents should monitor the use of video games by their children. If you or your child experience any of the following symptoms: dizziness, blurred vision, eye or muscle twitches, loss of consciousness, disorientation, any involuntary movement or convulsion, while playing a video game, IMMEDIATELY discontinue use and consult your doctor.

#### **Precautions To Take During Use**

- Do not stand too close to the screen. Sit a good distance away from the television screen, as far away as the length of the cable allows.
- Preferably play the game on a small screen.
- Avoid playing if you are tired or have not had much sleep.
- Make sure that the room in which you are playing is well lit.
- Rest for at least 10 to 15 minutes per hour while playing a video game.



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## Control Summary

Here is a list of the commands your Marionette RD/OS supports:

Select option/Move agent/Perform Action:	<b>Left-click</b>
Fire weapon:	<b>Right-click</b>
Fire:	<b>Left Control</b>
Change Mood:	<b>Left Alt + left/right</b>
Change Weapon:	<b>Left Alt + up/down</b>
Spin View Anti-Clockwise:	<b>Del</b>
Spin View Clockwise:	<b>Page Down</b>
Change Agent:	<b>Tab</b>
Go to point:	<b>Right Control</b>
Group Agents:	<b>\</b>
Up:	<b>Cursor Up</b>
Down:	<b>Cursor Down</b>
Left:	<b>Cursor Left</b>
Right:	<b>Cursor Right</b>
Zoom in:	<b>End</b>
Zoom out:	<b>Home</b>
Self-Destruct:	<b>ALT-D</b>
Drop Weapon/Exit Car:	<b>Z</b>
Tilt View Up:	<b>Insert</b>
Tilt View Down:	<b>Page Up</b>
Pause:	<b>P</b>
Key Control:	<b>K</b>
Select Agent 1:	<b>1</b>
Select Agent 2:	<b>2</b>
Select Agent 3:	<b>3</b>
Select Agent 4:	<b>4</b>
Remove Buildings	<b>Hold B</b>
Toggle SVGA/VGA	<b>F8</b>
Change Panel Permutation	<b>F9</b>
Change Trenchcoat Preference	<b>F10</b>
Increase Gamma Correction	<b>F11</b>
Decrease Gamma Correction	<b>Shift + F11</b>
Exit Network Game	<b>Shift + Esc</b>
Remove Panel Information	<b>Left Ctrl + F10</b>



## Installation

1. Insert the Syndicate Wars CD into your CD drive.
2. Change to your CD drive (usually D:) by typing **D:** and press **Enter**
3. Type **install** and press **Enter**
4. The install screen appears. **Left-click** on **Logon**.
5. The language screen appears. Select your desired language with a **Left-click** and then **Continue**.
6. The Sound Configuration is next up. (If your PC does not have a sound card or any sound hardware, skip straight to point 9.) **Left-click Set Sound**. **Left-click** on your sound card or its nearest equivalent from the list available.

**NB:** *If you are unsure which to select, refer to the documentation supplied with your sound card or PC, then highlight each sound card driver in the list and study its description. Select the card that best matches the specification detailed in your hardware documentation*

**NOTE:** Syndicate Wars plays the main body of music directly from the CD. In order to hear the music you must have a CD-ROM drive which is directly linked to your sound card.

7. **Left-click** on **Configure Automatically**. If all is well, you'll see Device detected successfully.  
(If instead, you see Failed to Detect, click **OK** and then select **Configure Manually**. Input the correct settings for your Sound Card. Again, you may need to consult your sound card's documentation to find out how to check the settings of your card).
8. To check that sound effects are correctly set-up, click on Sound Test. Once you hear minigun fire click on Accept. If you do not hear the minigun sound effect, check the volume and connections of your speakers and try again. If you still fail to hear anything, return to step 5.
9. Now **Left-click** Set Music and select your music device in exactly the same way as the sound card.
10. **Left-click** Install. The default directory is C:\SWARS. Press Enter to accept this or backspace it out and type in your preferred directory to store necessary game files and save games.
11. Three different types of installation are available:
  - Full Install** - requires 195mb of hard disk space
  - Medium Install** - 90mb
  - Minimum Install** - 55mbThe more you install, the quicker the game will run. Select your desired level of installation with a **Left-click**.
12. Once all of the files have copied across successfully, the Main Installation screen will appear. **Left-click** on **Logout** and then **Quit**.
13. The Installation program ends and you will be returned to the command prompt.

## Starting Syndicate Wars

1. Ensure that the Syndicate Wars CD is in the CD drive.
2. From your hard-drive prompt (usually C), type **CD\SWARS** and press **Enter**.

If you changed the Syndicate Wars directory from C:\SWARS during installation, type the appropriate directory path and press Enter

3. Type **PLAY** and press **Enter** to begin Syndicate Wars.

The game will load and the introductory sequence will begin.

Refer to the manual for information on how to play Syndicate Wars.

## Installing Syndicate Wars through Windows 95

1. **Left-click** on the Start Button.
2. Select Programs → MS-Dos Prompt

Now follow the instructions as detailed in DOS Installation.

## Problems With The Game?

### Before you reach for the phone READ THIS!

If you are having a problem installing or playing the game, we want to help. First, please make sure you have read the installation instructions thoroughly. If you have followed the directions in the documentation, and are still having trouble installing or operating the software, below are some hints that might help solve the problem.

**NOTE:** Before attempting any of the following suggestions, please make sure you are familiar with the DOS commands being used. Consult your DOS manual for more information.

## Creating a Boot Disk for Syndicate Wars

*If you are having trouble installing or running this software, experiencing lockups, or other problems, we suggest you try starting up your system with a boot disk. This will ensure that you have the required amount of memory available and creates the system environment in which the game was designed to run.*

*Here are the steps for creating a DOS boot disk. Please follow these exactly.*

**IMPORTANT:** To create a boot disk you need a blank disk the same size as your A: drive.

1. Type **C:** and press **Enter**
2. Insert a blank disk into drive A:.
3. Type **FORMAT A:/S** and press **Enter**
4. You are prompted to insert a blank disk into drive A: DO so if you haven't already, and press **Enter**.
5. Once the disk has finished being formatted, you are asked to label (name) the disk. Type in a label or press Enter for no label.
6. You are now asked whether you wish to format another disk. Type **N** and press **Enter**.
7. You must now create a config.sys file on your boot disk but first you will need some information



about your Sound Card and CD-Rom.

**NOTE:-** Some Windows 95 systems do not have the Sound Card or CD-Rom information on their systems. If this is the case then contact your Hardware

Manufacture and get them to install your **DOS DEVICE DRIVERS** for your Sound Card and CD-Rom.

To find the information at your C: prompt type;

**TYPE C:\CONFIG.SYS or TYPE C:\CONFIG.DOS**

Then look for the following information.

a.) Your DOS CD-ROM DEVICE DRIVER. The line should look something like this.

**DEVICE=C:\XXXX\XXXX\CD device driver.SYS /D:XXXXXX**

This line varies according to your PC, the **X's** will be replaced by wording specific to your machine. It will start with **DEVICE** or **DEVICEHIGH**, and should contain a **/D:** near the end of the line. Here is an example;

**DEVICE=C:\SB16\DRV\SBCD.SYS /D:MSCD000**

b.)Your DOS SOUND CARD DEVICE DRIVER. Here is an example of some of the lines you might be looking for.

**DEVICE=C:\SB16\DRV\CTSB16.SYS /UNIT=0 /BLASTER=A:220 I:5 D:1 H:5**

**DEVICE=C:\SB16\DRV\CTMMSYS.SYS**

**NOTE:-** Some compatible cards do not have lines in the Config.sys file so do not worry if you cannot find any lines for your Sound Card.

8. You are now ready to create a Config.sys file on your boot disk by typing the following at the C: prompt:

**EDIT A:\CONFIG.SYS and press Enter**

When the blue edit screen appears, type in:

**DEVICE=C:\DOS\HIMEM.SYS**

for windows 95 systems use the following line instead

**DEVICE=C:\WINDOWS\HIMEM.SYS**

**DOS=HIGH**

**FILES=50**

**BUFFERS=30**

**LASTDRIVE=Z**

(Type your Sound Card information here)

(Type your CD-Rom information here)

9. Exit and save this file by pressing

**ALT and F**

**X**

**Y**

10. You will also need an Autoexec.bat file on your boot disk but first you will need some information about your Sound Card, CD-Rom and Mouse.

**NOTE:-** Some Windows 95 systems do not have the Sound Card, CD-Rom or Mouse information on their systems. If this is the case then contact your Hardware Manufacture and get them to install your **DOS DEVICE DRIVERS** for your Sound Card, CD-Rom and Mouse.

To find the information at your C: prompt type;

**TYPE C:\AUTOEXEC.BAT or TYPE C:\AUTOEXEC.BAT**

Then look for the following information.

a.) Your **DOS CD-ROM DEVICE DRIVER**. The line should look something like this.

**C:\XXXX\XXXX\MSCDEX.EXE /D:XXXXXX**

This line varies according to your PC, the **X's** will be replaced by wording specific to your machine. It will start with **C:\** or **LH**, should contain the words **MSCDEX.EXE** and a **/D:** near the end of the line. Here is an example;

**C:\WINDOWS\COMMAND\MSCDEX.EXE /D:MSCD000 /M:10 /V**

b.) Your **DOS SOUND CARD DEVICE DRIVER**. Here is an example of some of the lines you might be looking for.

**SET SOUND=C:\SB16**

**SET BLASTER=A220 I5 D1 H5 P330 T6**

**SET MIDI=SYNTH:1 MAP:E**

**C:\SB16\DIAGNOSE /S**

**C:\SB16\SB16SET /P /Q**

c. Your **DOS MOUSE DEVICE DRIVER**. Here are two examples of lines that you might be looking for.

**C:\MOUSE\MOUSE.COM**

or

**C:\MSINPUT\MOUSE\MOUSE.EXE**

11. You are now ready to create an Autoexec.bat file on your boot disk by typing the following at the C: prompt:

**EDIT A:\AUTOEXEC.BAT** and press **Enter**

When the blue edit screen appears, type in:

**@ECHO OFF**

**PROMPT=\$P\$G**

**PATH=C:\;C:\DOS;C:\WINDOWS**

for windows 95 systems use the following line instead

**PATH=C:\;C:\DOS;C:\WINDOWS\COMMAND**

(Type your Sound Card information here)

(Type your CD-Rom information here)

(Type your Mouse information here)

12. Exit and save this file by pressing:

**ALT and F**

**X**

**Y**

**IMPORTANT:** Remember to boot your PC from the boot disk whenever you install the game, and every time you play Syndicate Wars (see below).

## To start your machine using the boot disk:

1. Insert the boot disk into drive A: then restart your machine. The computer boots up to the A:> prompt.
2. Type C: and press **Enter** to return to your hard drive.

For more information consult your DOS users manual.

## Video Card Compatibility

Syndicate Wars' high resolution graphics require both a VESA compatible SVGA video card and VESA Super VGA BIOS Extension installed before you start the game. VESA stands for Video Electronics Standards Association. This standard allows the graphics to be displayed on any video card that is VESA compatible without the need for the game's programmers to know precisely how each individual card works.

If when attempting to run the game in high-res mode you get either a blank screen or garbled graphics, your video card probably needs a VESA driver loaded prior to playing. Consult the documentation and software that came with your video card on the loading of the driver, or contact your video card manufacturer.

## Multi-Player Syndicate Wars

Syndicate Wars can be played by up to eight players simultaneously using modem or an IPX network.

## Setting up a Multi-Player Session

1. If you are using a network, ensure all players are logged onto it. If you are using a modem, make sure it is connected properly, and all of the necessary device drivers have been loaded.
2. Load Syndicate Wars. Login as per normal, and **Left-click** on the **System** icon in the bottom left of the Marionette screen.
3. When the System screen appears, **Left-click** on Multinet Access. The following screen appears.



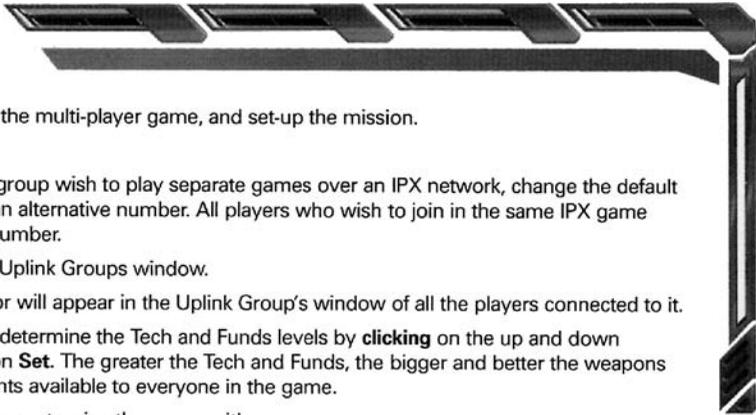
*Uplink Groups Window*

*Logged Users*

*Group Type*

*Alliance*

*Tech & Funds Sliders*



4. One player must initiate the multi-player game, and set-up the mission.

**To initiate:**

- i. **IPX:** If more than one group wish to play separate games over an IPX network, change the default IPX port from 0000 to an alternative number. All players who wish to join in the same IPX game must select the same number.
- ii. **Left-click** Initiate in the Uplink Groups window.
- iii. The name of the initiator will appear in the Uplink Group's window of all the players connected to it.
- iv. The initiator must then determine the Tech and Funds levels by **clicking** on the up and down arrows and then **click** on **Set**. The greater the Tech and Funds, the bigger and better the weapons and bionic enhancements available to everyone in the game.
- v. The initiator can further customise the game with:

**Reincarnation:** Allows your team to **re-enter** the fracas if they've all been blown away, without having to re-start the mission.

**Fixed Weapons:** Each team is given the same set of weapons that the initiator selected, just to make sure there aren't any silly arguments about who had the bigger guns.

**Random Weapons:** Scatters a random selection of weapons around the city, to add that extra element of surprise.

**Random Restarts:** With this option on, you will appear at a random location on the map when reincarnated, rather than in the same location each time.

- vi. The initiator must also select from one of the 15 available Multi-player scenarios. Click on the **Map** icon in the bottom left of the Marionette screen. All the available cities will flash on the map. **Left-click** on the desired location. **Left-click** on System in the bottom left.
1. Non-initiating players should now log-in by **Left-clicking** the Login button. Their names appear in the Logged Users Window.
2. All Players can customise their team by choosing between:

**Agent or Zealot:** EuroCorp heavy or Religious Nutter, the choice is yours.

**Team:** Opposition too good? Team-up on them by forming a powerful alliance with another group. Teams in the same alliance cannot hurt each other, even accidentally. There are 4 alliances to choose from; Omega, Delta, Sigma or Xi. **Left-click** on the desired name, and ensure all the players you want on your side select the same.

**Weapons load out:** **Left-click** on the Equip icon. For full instructions on how to tool up your team, please refer to the manual.

**Agent Modifications:** **Left-click** on the Cryo icon. The full low-down on how to modify your agents can be found in the manual.

**Note:** The initiator must set the Tech and Funds levels before the Equip, Cryo and Map screens can be accessed.

3. When everybody's ready, the initiator clicks on **Execute**.



## Common Questions

- Q. What are the four dots around the border of some weapon icons, e.g. Knockout Gas, Nuclear Grenades?
- A. These are the amount of charges you have loaded in the weapon. Every time you click on **Accept** on the Equip screen, you will buy another charge.
- Q. I'm having difficulty seeing my agents because of buildings. What can I do?
- A. Some targets are hard to see because a few buildings are in the way. If you have the Deep Radar option on, Syndicate Wars will turn large buildings a pale shade of purple that you can see through. If this does not happen or another building is still in the way, your cursor will still turn into a cross-hair if you have a target in your sights. It is also possible to make ALL the buildings disappear by pressing and holding down the B key; doing this will give a bare landscape, apart from the people
- Q. Why can't I change the colour of the Zealots' robes?
- A. The Zealots are a religious cult, and white is the chosen colour for their robes. This can not be changed in the game.
- Q. I can't seem to persuade Unguided or Agents with the Persuadertron, even though the mission requires me to do so. Why?
- A. To persuade the dedicated minds of those such as the Unguided, Agents and Zealots, you will need many minds working in concert with that of your Agent's. Try persuading several citizens first, then police, before you try and convert these hardier foes.
- Q. I keep getting 'check errors' while running a network game through Windows 95.
- A. Try loading all your DOS Network Drivers and run a network game under MS DOS.

**Note: The following is important - please read it.**

- Q. I am unable to pick up any more bombs on the Eurocorp Space Station mission.
- A. You must drop each bomb on the floor to disarm it and clear it from your inventory.

## TECHNICAL SUPPORT

If, after thoroughly reviewing ALL the documentation, you are still having a problem with this software, please read the following section.

Electronic Arts has a staff of customer service technicians ready to help you with any problems you may encounter with the game. Electronic Arts Customer Service is available Monday to Friday during normal business hours on (01753) 546465.

Today's PCs run with millions of different hardware and software combinations. Because of this, you may also have to refer to your computer dealer or hardware manufacturer in order to properly configure their product to run with our game.

When you call, if at all possible, be near your computer. If it is not possible, make sure you have the following information ready:

- The error message displayed when the problem occurred (if any).
- A listing of your machine type and hardware contents, including CPU, sound and video board details.
- The Operating System type, and version number you are currently running.
- Your mouse and driver type (if applicable).
- Your CD-ROM drive type and CD-ROM extensions and driver versions.
- A printout of your hard drive and bootdisk Autoexec.bat and Config.sys files.

Or you may write to us at the following address, including a daytime telephone number and the above information.

### **Electronic Arts Customer Service,**

**PO BOX 835, Slough, Berkshire, England SL3 8XU**

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

#### **In Australia, contact:**

Electronic Arts Pty. Ltd.  
P.O. Box 432  
Southport Qld 4215  
Australia.

#### **In the United States, contact:**

Electronic Arts Technical Support  
P.O. Box 7578  
San Mateo, CA 94403-7578

In the United States, if you need to talk to someone immediately, call us at (415) 572-ARTS Monday through Friday between 8:30 AM and 4:30 PM, Pacific Time. Please have the relevant information ready when you call. This will help us answer your question in the shortest possible time. EA Tech Support Fax: (415) 286-5080.

In Australia: Gameplay, Hints, and Tips Line Phone: 1 902 262 062 (1.00 per min.) ITM  
Technical Support Phone: 1 902 263 163 (2.00 per min.) ITM

7 days a week 8:30 AM—10:30 PM. If you are under 18 years of age parental consent required.

### **How to Reach us On-Line**

Internet e-mail: [uk-support@ea.com](mailto:uk-support@ea.com)

World Wide Web: Access our Web Site at <http://www.ea.com>

FTP: Access our FTP Site at <ftp.ea.com>

CompuServe: Game Publishers Forum A (GO GAMAPUB)

Or send e-mail to 76004,237



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