

SYNDICATE WARS™

I N S T A L L G U I D E

Welcome to *Syndicate Wars*. This guide begins with installation instructions for people who are about to play the game for the first time. To avoid compatibility or memory problems, please take a moment to confirm that your machine matches the system requirements. The basic requirements are listed on the bottom of the *Syndicate Wars* box. A detailed list of system requirements and recommendations are in **System Requirements**, p. 24.

Note: *Disk compression of any kind will result in substantially increased load times. We cannot guarantee the compatibility of our games with disk compression utilities (such as DBLSpace, etc.). For better performance, use a drive without disk compression.*

Note: *Syndicate Wars is native to DOS, but it can be installed, and will run under, Windows 95.*

Note: *Some sound cards will not be autodetected by the install program when installing through Windows 95.*

THIS BOX CONTAINS:

- (1) CD (your game).
- *Syndicate Wars Playguide* (28 pp.) which tells you how to control your team.
- Reference Card (2 pp.) listing all commands in the game.
- Install Guide (24 pp.), which is what you're reading now, including troubleshooting tips, steps for creating a boot disk and Windows 95 information.
- Registration Card — we'd love to know who you are.

**If you're running *Syndicate Wars* from a Windows 95 system, go to page 3.
If you're running the game from a DOS-based system, go directly to p. 8.**

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WINDOWS 95 SYSTEMS

QUICK INSTALL

Syndicate Wars is native to DOS. This section will explain the best way to move between *Windows 95* and DOS to play *Syndicate Wars*.

Note: *Computers with factory-installed Windows 95 may not have DOS-based hardware drivers pre-installed. To play Syndicate Wars in DOS, you will need drivers that allow your CD drive, sound card and mouse to be run out of DOS mode. If you do not have these drivers on your system, you should contact your computer's manufacturer for information on obtaining the correct drivers.*

1. Turn on your computer and wait for *Windows 95* to load.
2. For useful prep suggestions, see **Windows 95 Installation Prep**, p. 4.
3. Insert the *Syndicate Wars* CD into the CD-ROM drive.
4. Click on the Start button, go to Programs, then to Windows Explorer.
5. In Windows Explorer, find your CD-ROM drive and double-click on it to open it. Find the Install program and double-click on it to open it.
6. Follow the prompts onscreen.
7. When installation is complete, click on the box in the upper-right-hand corner (the box with the X in it) in the Finished Install screen.

Follow the on-screen instructions.

For more explanation, see **Installation Details**, p. 15.

Starting the Game

To enter the game from *Windows 95*, click on the Start button, then Programs, then Windows Explorer. Open the drive and directory you installed *Syndicate Wars* to (c:\SWARS, if you used the default) by double-clicking on each in turn, then double-click on Play.Bat to start the game.

If you are playing from a DOS shortcut, see p. 8 for information on starting the game from DOS.

WINDOWS 95 INSTALLATION PREP

Note: *Syndicate Wars* is native to DOS. If you have a Windows 95 system, please create a shortcut to run the game in DOS, as described below.

PRE-INSTALLATION PROCEDURES

Before installing any piece of software, it is critical that your hard drive be in proper working order. *Windows 95* provides the disk tools SCANDISK and DEFRAG to ensure the hard drive is working correctly. Once you've tested your hard drive, you should create a shortcut. (You can also create a normal boot disk, but a shortcut is recommended.)

1. First you should run SCANDISK.

Left-click on the START button.

Move the mouse up and highlight Programs.

From Programs a new menu will come up. In that menu select Accessories (usually at the top).

Yet another menu will appear — within that menu select System Tools.

Highlight ScanDisk, left-click on it and a menu will pop up.

Once activated, make sure there is a check mark in the Automatically Fix Errors box and select the hard drive to which you are installing *Syndicate Wars* (i.e., if you are installing the game on drive C:, make sure C: is highlighted).

Once everything is set up correctly, click START to have the program scan the drive and correct any errors.

2. Next, run DEFRAG.

In order to activate DEFRAG, go to System Tools (as in previous step).

Highlight and click on Disk Defragmenter and a menu will come up.

As with SCANDISK, select the drive to which you are installing *Syndicate Wars* and left-click ok.

CREATING A SHORTCUT

If *Syndicate Wars* will not run out of *Windows 95* for any reason, or if it runs slowly or you have other problems playing from *Windows 95*, you should follow the steps below to create a shortcut to DOS.

1. Right-click on the desktop.
2. Select New, then Shortcut.
3. Type in c:\COMMAND.COM. Left-click on Next.
4. Type in SWARS, left-click on Finish.
5. Right-click on new *Syndicate Wars* icon.
6. Left-click on Properties.
7. Left-click on the Program tab.
8. Make sure the Close on Exit box is checked.
9. Left-click on the Advanced button.
10. Check the MS-DOS Mode box.
11. Check Specify a New MS-DOS Configuration.

Note: *If you cannot find your CD-ROM drivers or sound card drivers in the following steps, you will need to contact your hardware manufacturers to get the appropriate DOS drivers for your system. Once these drivers are installed, you can add them to your shortcut.*

In Your CONFIG.SYS Box

You will need the five following lines in your CONFIG.SYS box. The lines below should be similar to lines you already have — some of the directory names may be different.

```
DEVICE=C:\DOS\HIMEM.SYS  
DOS=HIGH  
FILES=50  
BUFFERS=50  
SHELL=C:\WINDOWS\COMMAND.COM C:\DOS /P
```

If you have a PlugPlay driver line (for example: c:\PLUGIN\DWCFGMG.SYS) you will need to keep it. If you don't already have one, don't worry.

You will also need a CD-ROM driver line. (To find it, look for the line that includes a D: and the device name of your CD hardware — an example of a CD-ROM line might be DEVICE=C:\SB16\SB16.SYS /D:MSCD001.) You may also see a mouse driver line (look for the word MOUSE). You shouldn't have to change these lines.

You may also have a sound card driver line or lines. See **Changing Sound Card Configuration**, p.13, for sample lines for the sound cards that *Syndicate Wars* supports. No modification of these lines is usually necessary.

You may remove all the lines in your file not mentioned above. There are several lines you must remove. If you see a line that resembles one of the following lines, remove it. Remove the entire line — there may be additional info on the line; you will need to remove that as well.

```
DEVICE=C:\WINDOWS\EMM386.EXE
DEVICE=C:\QEMM\QEMM386.SYS
DEVICE=C:\QEMM\DOSDATA.SYS
DEVICE=C:\QEMM\DOS-UP.SYS C:\QEMM\DOS-UP.DAT
DEVICE=C:\QEMM\LOADHI.SYS R:#
DEVICE=C:\QEMM\LOADHI.SYS R:# SIZE=# C:\QEMM\ST-DBL.SYS
```

Note: Lines beginning with “QEMM”, other than the above, may contain sound card or CD-ROM drivers, or other important information. In all other lines where QEMM appears, delete everything between `DEVICE=` and the second `C:`.

```
DEVICE=C:\WINDOWS\SHARE.EXE
DEVICE=C:\DOS\POWER.EXE
DEVICE=C:\WINDOWS\VFSLP.SYS
```

In Your AUTOEXEC.BAT Box

You will need at least four lines in your Autoexec.bat box. The lines below should be similar to three of the lines in this file — some of the directory names may be different.

```
PROMPT $P$G
PATH=C:\WINDOWS\COMMAND
C:
```

You will need a CD-ROM driver line as well — look for a line beginning with `c:\DOS\MSCDEX.EXE` or something similar. You may also see a mouse driver line (look for the word `MOUSE`). No modification to these lines should be necessary.

You may also have a sound card driver line or lines. See **Changing Sound Card Configuration**, p. 13, for sample lines for the sound cards that *Syndicate Wars* supports.

There are several lines you should remove from your boot disk. If you see a line that resembles one of the following lines, remove it. Remove the entire line — there may be additional info on the line; you will need to remove that as well.

```
C:\COREL\CORELCDX.EXE /D: E
```

Note: When you remove this line, you'll have to replace it with the line `C:\XXX\MSCDEX.EXE`, where `XXX` is the directory of your `MSCDEX` file. On Windows 95 computers this will be `\WINDOWS\COMMAND\`, and on non-Windows 95 computers it will often simply be `\DOS\`. You may confirm the location of your `MSCDEX` file by typing `DIR MSCDEX.EXE /S` from the root directory of your `C:` drive in DOS, or by using the Find function under the start menu in Windows 95 to search for `MSCDEX.EXE`.

`C:\WINDOWS\SHARE.EXE`

`C:\WINDOWS\POWER.EXE`

`WIN`

WINDOWS 95 TROUBLESHOOTING

Q: My sound card is not being auto-detected by the *Syndicate Wars* installation program.

A: In certain configurations, *Windows 95* may inhibit the auto detection routine used by the sound engine. Please create a boot disk or create a shortcut to MS-DOS Mode and run the install program from the DOS prompt (see p. 5).

Q: The sound output from my sound card is severely degraded when playing from *Windows 95*. How can I solve this?

A: If you are getting a lot of static noise when playing *Syndicate Wars*, please create a boot disk or create a shortcut to MS DOS mode and run *Syndicate Wars* from a DOS prompt (see p. 5).

Q: My game is very choppy and / or crashes unexpectedly in *Windows 95*. What is wrong?

A1: Make sure that no background applications are running. Exit any background application that is running and turn off your screen saver.

A2: If the problem persists, please create a boot disk or create a shortcut to MS DOS mode and run *Syndicate Wars* from a DOS prompt (see p. 5).

Q: I am trying to play the solo missions, but am not seeing the game introduction, or receiving the incoming message icon.

A: You have the incorrect CD-ROM in the drive. Please insure the *Syndicate Wars* CD-ROM is in your drive.

Q: When I type `PLAY.BAT`, I receive the message: "Drive not ready error reading drive x; Retry, Ignore, Fail."

A: Check that the *Syndicate Wars* CD-ROM is in the drive. If not, insert disk, close out the DOS window and restart *Syndicate Wars*.

DOS-BASED SYSTEMS

QUICK INSTALL

You will need 300K (307,200 bytes) of conventional memory to run the *Syndicate Wars* install program. If you do not have 300K free, you will need to make a boot disk before you install (see **Boot Disks**, next page).

1. Turn on your computer and wait for the DOS prompt (C:\>). Some machines boot directly to *Windows* or another shell program. Be sure to exit *Windows* (or other shell program), and install directly from the DOS prompt.
2. For useful prep suggestions, see **Pre-Installation Procedures**, below.
3. Insert the *Syndicate Wars* disc into the CD-ROM drive.
4. Type the letter of your CD-ROM drive (usually D:), then press **Enter**.
5. Type INSTALL and press **Enter**.

Follow the on-screen instructions. For more explanation, see **Installation Details**, p. 15.

Starting the Game

Once the game is installed, to start playing go to the directory you installed to (c:\SWARS if you used the default settings) and type PLAY at the DOS prompt.

PRE-INSTALLATION PROCEDURES

IMPORTANT: Before installing any piece of software, it is critical that your hard drive be in proper working order. Failure to verify this may result in corrupt data. Follow these steps if you do not have *Windows 95* installed. IF YOU ARE USING *WINDOWS 95*, DO NOT USE THESE STEPS — they can damage your configuration files. See **Windows 95 Installation Prep**, p. 4.

If you are using DOS version 6.2 or later, it is extremely easy to verify your drive's condition with a few simple commands.

(Caution: Do not run DOS DEFRAG in *Windows 95*.) To check which version you are running:

1. Type VER **Enter** from your C: prompt (C:\>).

The DOS version you currently have installed will be displayed on the screen. If it says MS-DOS VERSION 6.2 or any version later than that, follow the instructions below.

Note: If you are using DOS version 5.0, or are unable to use the commands in Steps 2 and 3, you may need to use other utilities (such as Norton Utilities or Central Point Tools) to check your drive's condition. DOS 5.0 users can use CHKDSK to check the condition of their hard drive.

2. Type SCANDISK C: from your C: prompt.

This determines if your drive is in good repair. If any damage is found, you should repair it before continuing. Follow the instructions in your DOS manual.

3. Type DEFRAG C: /F from your C: prompt.

This runs a complete defragmentation of your hard drive to ensure all of your data is sorted properly. It also optimizes your system for faster load and access times.

BOOT DISKS

If you use your computer for other tasks besides playing games, it may take a little extra work to get any game running. Using *Windows* frequently, or hooking your computer up to a printer, a network, a modem, a fax machine or any sort of useful external device ties up a lot of what the game expects to be able to use.

To ensure maximum performance from *Syndicate Wars*, it is recommended that you create a boot disk that will optimize your computer specifically for installing and running the game when you boot with the disk. If you are experiencing problems installing and/or running *Syndicate Wars* or do not have enough free memory, try creating a boot disk.

CHECKING OUT THE FOUNDATION

If you've got a computer that meets the specifications printed on the bottom edge of the box, you should be able to run the game. First, make sure your computer has everything you need.

1. Type VER at the DOS prompt (C:\>).

The line MS-DOS VERSION 6.0 (or any other version as long as it is 5.0 or later) should appear. If it does, so far so good. If it gives a version earlier than 5.0, you won't be able to run the game. If you have an earlier version of DOS, you will have to upgrade before you can play *Syndicate Wars*.

2. Type MEM at the DOS prompt.

This checks to see if you have enough memory. You must have at least 300k for your largest executable program size, and at least 7104k of either EMS or XMS. (See Memory Requirements, p. 24, for details).

3. Check that you have a 100% Microsoft compatible mouse driver. If you don't know what driver you have, check the documents or README.TXT file that came with your mouse software. Look for a statement resembling "Microsoft ® mouse driver (or software) version #.#." If the number given is 9.0 or higher, your mouse is 100% compatible.
4. Check that you have a sound card that's directly supported or 100% Sound Blaster compatible. (See System Requirements, p. 24, and Changing Sound Card Configuration, p. 13.)

CREATING YOUR BOOT DISK

1. Place a blank floppy disk in your boot drive (usually A:).
2. From the C:\ prompt, type `FORMAT A:/S` .
3. From the C:\ prompt, type `COPY CONFIG.SYS A:` .
4. From the C:\ prompt, type `COPY AUTOEXEC.BAT A:` .

EDITING YOUR BOOT DISK

It is strongly recommended that you print a hard copy of your `CONFIG.SYS` and `AUTOEXEC.BAT` files before attempting to edit them.

Editing Your `CONFIG.SYS`

Go to the A: prompt and type `EDIT A:\CONFIG.SYS` . This will pull up your `CONFIG.SYS` in an editor screen where you can change it.

You will need the five following lines in your `CONFIG.SYS` file. The lines below should be similar to the lines in your file — some of the directory names may be different.

```
DEVICE=C:\DOS\HIMEM.SYS  
DOS=HIGH  
FILES=50  
BUFFERS=50  
SHELL=C:\DOS\COMMAND.COM C:\DOS /P
```

If you have a PlugPlay driver line (for example: `C:\PLUGIN\DWCFGMG.SYS`) you will need to keep it. If you don't already have one, don't worry.

You will also need a CD-ROM driver line. (To find it, look for the line that includes a D: and the device name of your CD hardware — an example of a CD-ROM line might be `DEVICE=C:\SB16\SBBCD.SYS /D:MSCD001`) You may also see a mouse driver line (look for the word `MOUSE`). You shouldn't have to change these lines.

You may also have a sound card driver line or lines. See *Changing Sound Card Configuration*, p. 13, for sample lines for the sound cards that *Syndicate Wars* supports. No modification of these lines is usually necessary.

You may remove all the lines in your file not mentioned above. There are several lines you must remove from your boot disk. If you see a line that resembles one of the following lines, remove it. Remove the entire line — there may be additional info on the line; you will need to remove that as well.

```
DEVICE=C:\DOS\EMM386.EXE  
DEVICE=C:\QEMM\QEMM386.SYS  
DEVICE=C:\QEMM\DOSDATA.SYS  
DEVICE=C:\QEMM\DOS-UP.SYS C:\QEMM\DOS-UP.DAT
```

```
DEVICE=C:\QEMM\LOADHI.SYS R:#
```

```
DEVICE=C:\QEMM\LOADHI.SYS R:# SIZE=# C:\QEMM\ST-DBL.SYS
```

Note: Lines beginning with “QEMM” other than the above, may contain sound card or CD-ROM drivers, or other important information. In all other lines where QEMM appears, delete everything between DEVICE= and the second C:.

```
DEVICE=C:\DOS\SHARE.EXE
```

```
DEVICE=C:\DOS\POWER.EXE
```

```
DEVICE=C:\WINDOWS\VFSLP.SYS
```

Exit and save your CONFIG.SYS by pressing **[Alt][F]**, then **[X]**, then **[Y]**.

Editing Your AUTOEXEC.BAT

Go to the A: prompt and type EDIT A:\AUTOEXEC.BAT **[Enter]**. This will pull up your boot disk's AUTOEXEC.BAT in a editor screen where you can change it.

You will need at least four lines in your AUTOEXEC.BAT file. The lines below should be similar to four of the lines in this file — some of the directory names may be different.

```
PROMPT $P$G
```

```
PATH=C:\DOS;
```

```
C:
```

You will need a CD-ROM driver line as well — look for a line beginning with c:\DOS\MSCDEX.EXE or something similar. You may also see a mouse driver line (look for the word MOUSE). No modification to these lines should be necessary.

You may also have a sound card driver line or lines. See Changing Sound Card Configuration, p. 13, for sample lines for the sound cards that *Syndicate Wars* supports.

There are several lines you should remove from your boot disk. If you see a line that resembles one of the following lines, remove it. Remove the entire line — there may be additional info on the line; you will need to remove that as well.

```
C:\COREL\CORELCDX.EXE /D: E
```

Note: When you remove this line, you'll have to replace it with the line c:\XXX\MSCDEX.EXE, where \XXX\ is the directory of your MSCDEX file. On *Windows 95* computers this will be \WINDOWS\COMMAND\, and on non-*Windows 95* computers it will often simply be \DOS\. You may confirm the location of your MSCDEX file by typing DIR MSCDEX.EXE /S from the root directory of your C: drive in DOS, or by using the find function under the start menu in *Windows 95* to search for MSCDEX.EXE.

```
C:\DOS\SHARE.EXE
```

```
C:\DOS\POWER.EXE
```

```
WIN
```

Exit and save this file by pressing **(Alt) (F)**, then **(X)**, then **(Y)**. You're done! Reboot your computer with the boot disk in drive A: to play the game.

Note: *If you experience problems with the boot disk, please see Troubleshooting, p. 19.*

TO USE YOUR NEW BOOT DISK

1. Restart your computer with the boot disk in the A: drive.
2. To enter the installation program, go to your CD-ROM drive (usually D:) and type `INSTALL` **(Enter)**.

To start the game, go to your game directory (`c:\SWARS` if you installed to the default directory) and type `PLAY` **(Enter)**.

Note: *When you use the boot disk to run the game, make sure the boot disk is in the A: drive when you restart your computer. After you are finished playing, remove the boot disk from the A: drive and restart the computer. Your computer returns to its original configuration.*

OTHER INSTALLATION CONCERNS (*WINDOWS 95 AND DOS*)

CHANGING SOUND CARD CONFIGURATION

The following sections list the default lines that should appear in your CONFIG.SYS and AUTOEXEC.BAT files if you are using one of these sound cards. The specific parameters and directories lines for your card may vary slightly, so you should copy the ones that exist in the CONFIG.SYS and AUTOEXEC.BAT files on your hard drive. If you load the SET BLASTER= environment variable, you must ensure that it is correctly set to match your sound card settings. If you have the wrong settings, you may experience a lockup. If you're unsure of your card type, contact your system manufacturer.

Creative Labs Sound Blaster

CONFIG.SYS: none

AUTOEXEC.BAT:

```
SET BLASTER=A220 I5 D1 T3
```

```
SET SOUND=C:\SB
```

Note: *This card's settings are usually determined by physical jumpers on the card.*

Creative Labs Sound Blaster Pro

CONFIG.SYS: none

AUTOEXEC.BAT:

```
SET SOUND=C:\SBPRO
```

```
SET BLASTER=A220 I5 D1 T4
```

Note: *This card's settings are usually determined by physical jumpers on the card.*

Creative Labs Sound Blaster 16 and Sound Blaster 32

CONFIG.SYS:

```
DEVICE=C:\SB16\DRV\CTSB16.SYS /UNIT=0 /BLASTER=A:220
```

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

AUTOEXEC.BAT:

```
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
```

Creative Labs Sound Blaster AWE32

CONFIG.SYS:

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

AUTOEXEC.BAT:

```
SET SOUND=C:\SB16
SET BLASTER=A220 I5 D1 H5 P330 E620 T6
SET MIDI=SYNTH:1 MAP:E MODE: 0
C:\SB16\DIAGNOSE /S
C:\SB16\SB16SET /P /Q
C:\SB16\VAWEUTIL /S
```

Ensoniq Soundscape

CONFIG.SYS: none

AUTOEXEC.BAT (do not alter order):

```
SET SNDSCAPE=C:\SNDSCAPE
SET BLASTER=A220 IXX DX T1
C:\SNDSCAPE\SSINIT /I
```

Note: *Syndicate Wars* supports the Ensoniq Soundscape in native mode. The configuration lines above will allow Sound Blaster emulation mode, but users should pick the Ensoniq Soundscape option during sound card configuration. The "XX" found in the SET BLASTER line is normal. SSINIT /I (ver. 5.01) initializes the card for Sound Blaster emulation. The switches GM, FM and MT32 are all found only on the older SSINIT executable (ver. 2.21). If the SSINIT line (last line listed above) contains one of these variables instead of /I, the drivers should be updated. Contact Ensoniq for the latest version.

If you have a natively supported sound card and it is not listed above; and you are experiencing sound problems, please refer to your sound card documentation for further information.

If *Syndicate Wars* was installed through *Windows 95* some sound cards are not auto detected. If you are experiencing this problem, please see *Windows 95 Troubleshooting* (p.19)

INSTALLATION DETAILS

1. Insert the *Syndicate Wars* CD into your CD drive.
2. Change to your CD drive (usually D:) by typing **D:** .
3. Type **INSTALL**
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. (If your PC does not have a sound card or any sound hardware, skip straight to step 10.) **Left-click Set Sound**. **Left-click** on your sound card or its nearest equivalent from the list available.

Note: *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 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 can't hear anything, return to step 6.
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 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 195 MB of hard disk space
Medium Install - 90 MB
Minimum Install - 55 MB

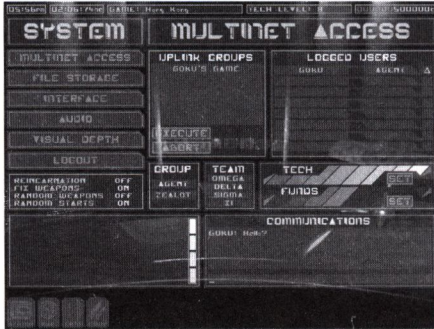
The more you install, the quicker the game will run. Select your desired level of installation with a **Left-click**.

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.

MULTIPLAYER SET UP

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

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. Start *Syndicate Wars*. Login normally, 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.



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

To initiate:

- i. Select the connection type. The available options are:

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.

Modem: Select the between Modem 1-4 depending on the serial (or com) port to which it is connected.

Serial: Allows two machines to be connected to each other via a null-modem cable. Again, select the appropriate number depending on the serial port to be used.

- 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 customize 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 Log in button. Their names appear in the Logged Users Window.
2. All Players can customize their team by choosing between:

Agent or Zealot: EuroCorp heavy or religious nut bar, the choice is yours.

Alliance: 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 lowdown 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**.

MODEM CONFIG

Modem: Select between Modem 1-4 depending on the serial (or com) port to which your modem is connected. To configure *Syndicate Wars* for your specific modem. You must edit the MODEM.CFG file in your game directory with a text editor. If you are at an MS-DOS prompt, you can type EDIT MODEM.CFG at the DOS prompt. If you are in *Windows 95*, you can click on Start, then Programs, Accessories and Notepad. Once in Notepad, click on File, then Open, then go to your game directory and open MODEM.CFG.

Once the modem.cfg file is open, enter the appropriate parameters for your com port, as follows.

COM PORT 1

3f8

4

COM PORT 2

2f8

3

COM PORT 3

3e8

4

COM PORT 4

2e8

3

The next line in the file should be the modem initialization string. The default string already in the file will be:

```
AT %C0 &M0 &C1 &Q6
```

If the modem doesn't connect, consult your modem's documentation for a more appropriate initialization string.

Once you have all the correct entries in place, save and close your file. From DOS, type:

Alt **F** then **X** then **Y**. From Notebook, click on File, then Save.

TROUBLESHOOTING

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Start-up Questions

Q: *When I type PLAY to begin the game (or double left-click on the PLAY.BAT icon in Windows Explorer), I receive the message: "ERROR: Allocation data/mspr-0.dat. Press Return to Continue." Or the game locks up before I see the introduction.*

A: You do not have enough free memory to run the game. You need at least 300k free conventional memory, and a total of 8MB RAM (with at least 6900k free) to play *Syndicate Wars* in DOS. Type MEM at the DOS prompt or check with your computer manufacturer to ensure that you have 8 MB installed on your computer. Please try to make a boot disk or MS-DOS mode shortcut to free up more memory (see p. 5 or 9).

Audio Questions

Q: *I have a supported sound card or 100% compatible but I am not getting any sound while playing Syndicate Wars.*

A1: Make sure you have all the necessary sound lines for your sound card loading in the CONFIG.SYS and AUTOEXEC.BAT of your boot disk or shortcut. Refer to your sound card documentation to determine which lines are necessary for the card to work correctly.

A2: If your card is directly supported by the install program, make sure you disable any emulation software you may have running. *Syndicate Wars* provides native support for these cards.

Q: *I have loaded all the correct sound lines and still get an error when I run Syndicate Wars.*

A: *Syndicate Wars* can only provide reliable support for those cards listed on the box and in the installation program. Other sound cards may load software that is not compatible. Consult your sound card manufacturer for more information and the latest software drivers.

Joystick Questions

Q: *Can I play Syndicate Wars with a joystick?*

A: Yes, but we recommend keyboard and mouse.

Q: *Why doesn't my joystick work correctly?*

A1: Make sure that your joystick has been calibrated correctly. From the game, click on the Systems icon, choose the Interface button, and then click on Calibrate Joystick button.

A2: You may have an active joystick port conflict. On most computers, you can find a joystick port on your sound card, your I/O serial card and also on a separate game card. Only one joystick port should be active, otherwise, conflicting information will be sent to the program. Consult your sound card, game card, or I/O serial card documentation to ensure that you have only one port enabled and all other ports are disabled.

A3: Most joystick ports on sound cards or multi-I/Os won't read accurately when used with a faster machine, because these processors communicate with the joystick faster than the game expects them to. You might want to consider getting a speed-adjustable gamecard to fine-tune the communication between your joystick and your processor. Consult a hardware technician for the game card that is best for you.

Mouse Questions

Q: *I do not have a mouse connected to my computer, can I still play Syndicate Wars?*

A: A Mouse with a 100% Microsoft compatible mouse driver must be connected to your computer to play *Syndicate Wars*. While much of gameplay proper is possible without a mouse, you must have one present to navigate the menus.

Q: *My mouse is not working with Syndicate Wars.*

A1: Make sure your mouse is plugged in and connected to the correct serial port or bus port, and your driver software is loaded.

A2: You may not be loading a DOS-based mouse driver in your AUTOEXEC.BAT or CONFIG.SYS in MS DOS mode. If you are using Microsoft *Windows 95*, the driver loaded by *Windows 95* should be sufficient. If you are still having problems when in *Windows 95*, please create a boot disk or MS DOS shortcut and play the game from a MS DOS prompt (see p. 5 or 9). If you *are* attempting to run the game with a boot disk, consult the manual that was included with your mouse, or contact your hardware manufacturer to get a DOS-based Microsoft mouse driver (v. 9.01 or higher) or 100% compatible Microsoft mouse driver.

A3: Your mouse driver may not be 100% Microsoft compatible. You need to obtain and load a DOS-based Microsoft mouse driver version 9.01 or higher.

Multiplayer

Q: *I am trying to play a network multiplayer, but the program is not connecting all the players.*

A1: Make sure everyone is in the Multinet screen, that they have clicked on the Host's name, and that they have clicked the Log On button. Don't forget to buy Mods and Equipment *before* the game starts!

A2: Make sure that your network connection is correct, that each machine is configured correctly and that the required network drivers are loading. If you are unsure of which drivers to load, please consult your hardware manufacturer.

Q: *How do I quit a multi-player game when Reincarnation is turned on?*

A: If Reincarnation is selected ON in the multiplayer options, each player must press *sq* to exit the multi-player game.

Q: *I received an Out-of-sync error while playing a multiplayer game, now I receive the same error every time I try to reconnect.*

A: This is an uncommon error, but if it is received; please exit the program completely before trying to re-load a multiplayer game.

Other Questions

Q: *The game runs slowly.*

A: Try setting your Visual Depth options in your System screen in *Syndicate Wars* to the lower settings. Options such as Perspective, Deep Radar, Lighting Effects, and Billboard movies should be switched OFF; Detail should be set to LOW; and Resolution should be set to LOW (320x200).

Q: *The game occasionally locks up.*

A: You may be loading software that is not compatible with *Syndicate Wars*. First try running the game from a boot disk (see p. 9). If this doesn't work, you may not meet all of the system requirements (see p. 24).

Q: *Syndicate Wars still doesn't work after I made a boot disk and tried the other options in this guide.*

A: Copy down the exact error code and information the computer displayed and/or an exact description of the problem. Then contact Bullfrog Tech Support/Customer Service.

BULLFROG TECH SUPPORT/CUSTOMER SERVICE

If, after reviewing Troubleshooting, you are still having a problem with the *Syndicate Wars* software, please read this section and call us. We have a staff of product support technicians ready to help you with any problems you may encounter with the game. 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, hardware manufacturer or system software publisher in order to properly configure their product to run with our game. When you do call us, if at all possible, be near your computer. If it is not possible to be near your computer, be sure to have the following information:

- Error message that displayed when the problem occurred
- Contents of your CONFIG.SYS and AUTOEXEC.BAT files
- Listing of your machine's type and hardware contents
- DOS version number and publisher that you are currently running
- Type and version of mouse driver you use
- Type and speed of your CD-ROM drive
- The brand of your video card and version of VESA-compliant video driver
- The brand of your sound card, and its IRQ, I/O address and DMA setting
- Contents of a CHKDSK and MEM /C statement

PRODUCT SUPPORT MUST HAVE THIS INFORMATION TO EFFICIENTLY SOLVE ANY PROBLEMS.

Contact BULLFROG Product Support at (512) 434-4299, Monday through Friday, between 9 a.m. and 1:00 p.m., or 2 p.m. and 5:00 p.m., Central time (1 p.m. to 3:45 p.m., Friday afternoons). The BULLFROG fax number is (512) 795-8014. Faxes will be responded to by fax. Be sure to include your fax number. BULLFROG's U.S. customer service address is: 5918 W. Courtyard Dr. / Austin, TX 78730.

International Customer Service

BULLFROG now has customer service centers all over the world. For a complete listing of locations, addresses and phone numbers, consult README.TXT.

Australia (EA Australia) P.O. Box 432 / Southport QLD 4215 / Australia, or call 1 902 261 600. This call is \$.95 per minute, ITM. Lines are open 7 days a week, between 10 a.m. and 8 p.m. If you are under 18 years of age, parental consent is required.

England (EA UK) P.O. Box 835 / Slough SL3 8XP, or call 01753 546 465.

France (EA France) Centre d'Affaires Telebase / 9 Rue Claude Chappe / 69771 Saint Didier au Mont d'or Chedex / Lyon, or call 7253 2525.

Germany (EA GmbH) Pascalstraße H6 / 52076 Aachen, or call 240 8940 0.

Spain (Drosoft) Edificio Arcade / Rufino González 23 bis. Planta 1. Local 2 / 28037 Madrid, or call 1304 7091.

Japan (EA Victor) 2-4-12 Jingumai / Shibuya-Ku, Tokyo 150, or call 813 5410 3111.

SYSTEM REQUIREMENTS

Computer. *Syndicate Wars* requires at least an Intel 486DX4/100 or 100% compatible system, and MS-DOS version 5.0 or higher. Pentium™ machines are recommended.

Video Card. At least 1 Meg VESA 1.2-compliant SVGA (640x480) is required. A local bus or PCI video card is required. VESA 2.0 is recommended.

Hard Drive. You must have a minimum of 70 MB free on your hard drive to install and play this game.

CD-ROM Drive. You must have at least a double-speed CD-ROM drive (one with a sustained transfer rate of 300,000 bytes/second or higher).

Mouse. *Syndicate Wars* requires a Microsoft or 100% compatible mouse using Microsoft software driver version 9.01 or higher or 100% compatible software driver.

MEMORY REQUIREMENTS

You will need at least 8 MB of RAM to run *Syndicate Wars*. 16 MB is recommended.

To find out how much conventional, XMS or EMS memory you have available:

From the DOS prompt, type: MEM .

When the memory information is displayed on the screen, look for the following:

- LARGEST EXECUTABLE PROGRAM SIZE — This number indicates how much DOS conventional memory is available. You must have at least 307,200 bytes (300K) listed here.

You must have the above listing, along with one of the following two listings:

- TOTAL EXTENDED (XMS) or TOTAL CONTIGUOUS EXTENDED — This is the amount of extended memory in your computer. You must have at least 7,274,496 bytes (7104K) listed here.

OR

- BYTES FREE OF EMS or FREE EXPANDED (EMS) — This is the amount of expanded memory configured for your system. You must have at least 7,274,496 bytes (7104K) listed here.

(If you are unsure about any details regarding the different types of memory, consult your DOS manual.)

EA 768215

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