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GENEWARS™

A real-time strategy game

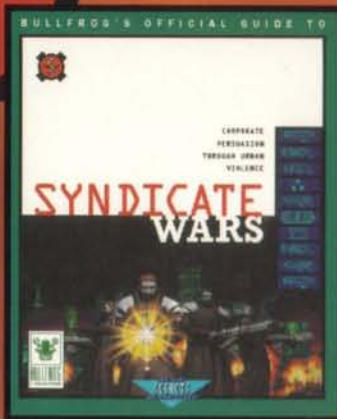
CROSSBREED YOUR WAY TO
UNIVERSAL SUPREMACY



M A N U A L

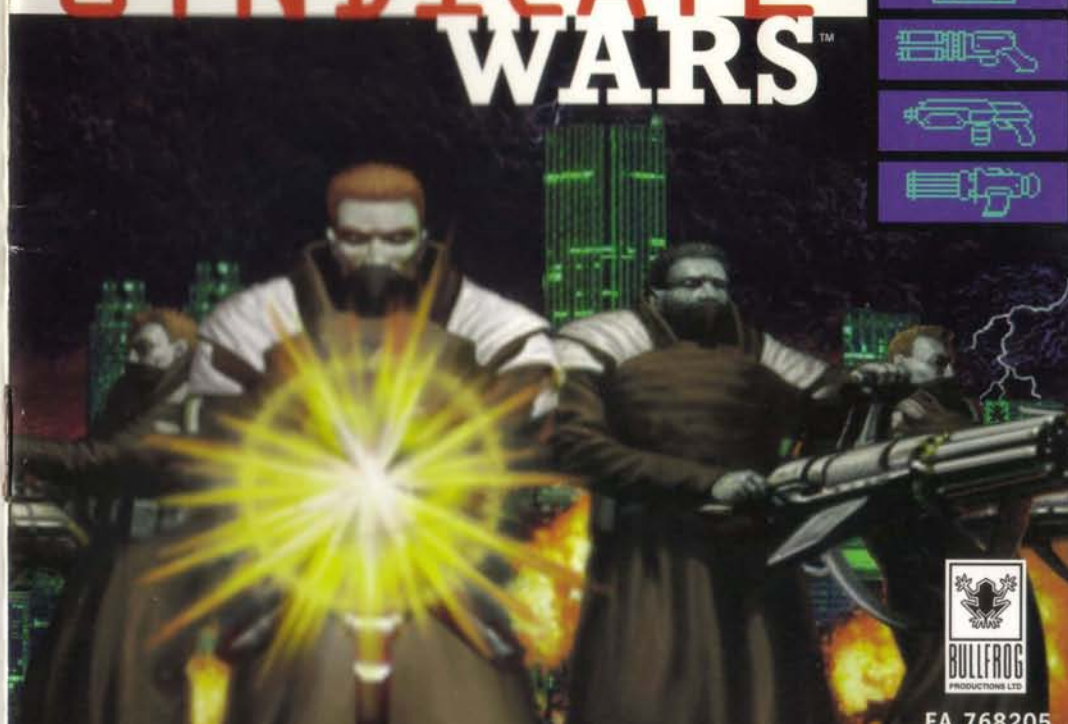
ALSO AVAILABLE

Bullfrog's Official Guide to Syndicate Wars



- Mission by mission tips from the designers' team and playtesters teach you how to survive in a cut-throat world.
- Stats and advice for weapons, equipment and cybernetic modifications keep you ahead of the game.
- Multiplayer pointers – both general and city-specific – give you the edge over Enemy Agents.
- Interviews with the guys who developed the game, including design sketches, show you the process, from beginning to end, of creating a first-class game.

SYNDICATE WARS™



EA 768205

Welcome!

Congratulations, Executive, on attaining clearance to use the Marionette™ Remote Drone Operation Suite. You have joined the elite ranks of those qualified to direct and command our cyborg Agents to further the prosperity and authority of EuroCorp. As of now, you have been assigned Agent Team: *MV*.

Your resources number the following:

- 8 (eight) EuroCorp cybernetically enhanced Agents*
- 4 (four) Uzi 9mm sub-machine guns*
- 50,000 (fifty thousand) EuroCorp credits.*
- 1 (one) LIMBO-class Cryogenics Facility*
- 1 (one) HELICON-level Research Facility*
- 1 (one) Croesus-class Executive Airship*

You have been granted security clearance *EX-ALFA₃*. This grants you freedom to issue elimination/demolition orders as you see fit. Your only crime will be to fail the Corporation; in the case that your cell is rendered inoperable through misuse of funds and/or Agent loss, your resignation from EuroCorp will be tendered immediately. Given your *EX-ALFA₃* status, you will be expected to auto-euthanise as soon as your resignation has been accepted, to prevent any compromise of EuroCorp security. To this end, cyanide capsules have been enclosed with this package.

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.

A handwritten signature in black ink, consisting of several loops and a long horizontal stroke, positioned above a black decorative shape at the bottom of the page.

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Cherished Acolyte of the Church of the New Epoch, to aid you in your most divine and blessed quest, we of The Nine have acquired this system and operating manual to guide you in your time of labour. Naturally, through the divine wisdom imbued in us, we have improved upon the heathens' technology significantly. Apart from our oracular guidance, this is the only tangible assistance we can offer you in your trials.

INTRODUCING THE MARIONETTE™ 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. It is customarily installed in a CROESUS-class Executive Airship, allowing for minimal response delay from remote downlink. Via the Marionette desktop system you will be able to observe and influence any combat encounter your Agent team is involved in.

Once the Marionette RD/OS has been powered up (see enclosed technical supplement for set-up details), you will be presented with the following options. **Left-click** the attached mouse control device to select an option.

LOGIN: Selecting this option will allow you to get on-line to the UTOPIA mainframe, and take up control of your Agent team. See *Logging In* for details.

QUIT: Selecting this option will log you out of the Marionette RD/OS.

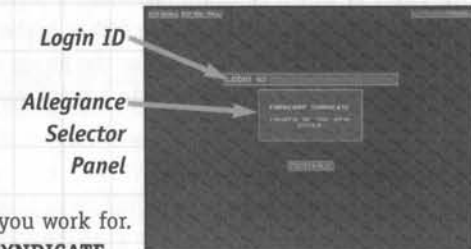
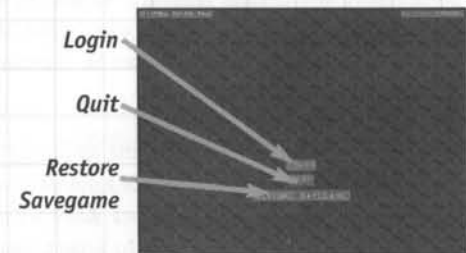
RESTORE SAVEGAME: This option will return you to a previous combat encounter. See *File Storage* for more details.

LOGGING IN

Login ID: Once you have chosen to log in to your Marionette RD/OS, you will be asked for your Login ID. Type your name into the requestor box provided.

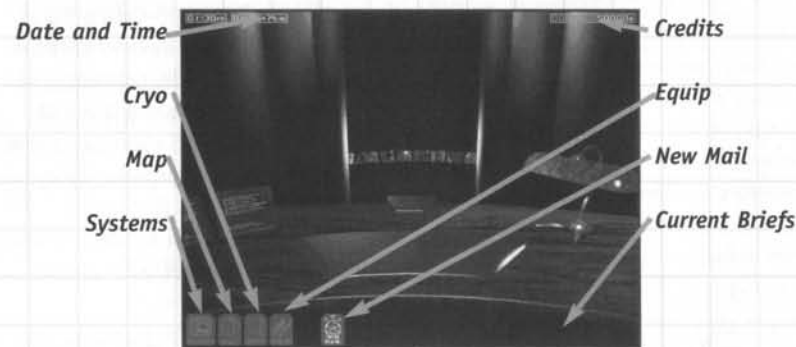
Allegiance Panel: This panel confirms the agency/department you work for. In your case, this is **EUROCORP SYNDICATE Internal Security Agency**.

Left-click on Continue or press **[Return]** once the information is correctly input to proceed to the Ops Screen.



Disciple, as we have appropriated this technology from the godless heathen, you will have to left-click on CHURCH OF THE NEW EPOCH as your allegiance.

OPS SCREEN



The Ops Screen is the forum from which you can access all of the Marionette RD/OS's many applications. From this point, you can communicate with your Research department, Agent Cryogenic facility, and EuroCorp Transport Department and Central Armoury, as well as dealing with necessary data administration. The Ops Screen is also your point of contact via e-mail with EuroCorp Command. The following icons can be accessed by **left-clicking** on them.

Systems

Unfortunately, Executive, even one as important as yourself must from time to time concern themselves with life's menialities. The Systems folder contains all the utilities necessary for the Data Administration you will occasionally need to perform. **Left-click** on the icon to access these options, which are detailed in *Systems*, p. 11.

Map

Left-clicking on this icon will bring up a view of the world, marked with all the cities in which EuroCorp maintains a presence (i.e., every population centre whose inhabitants number 1,000,000 or higher, along with locations of specific strategic significance). This is also the forum which allows you to contact the EuroCorp Transport department, to arrange Agent transfer to mission zones. See *The Map*, p. 5, for more details.

Cryo

When your Agents are non-operational, they will undergo storage in the LIMBO-class Cryogenics Facility that has been put at your disposal. While in deep-storage, there is also the opportunity to improve and add to their cybernetic components, making your Agents even more formidable in the field. The Facility can be accessed by **left-clicking** on this icon. See *The Cryo Screen*, p. 8, for more details.

Equip

Left-click on this icon to contact EuroCorp central armoury, where new weaponry for your Agents can be purchased, and surplus or acquired items sold back to the Corporation. See *The Equip Screen*, p. 5, for more details.

R&D (Research and Develop)

The last of the resources at your disposal is a HELICON-level Military Research establishment, where a team of dedicated research scientists and engineers will research and develop new equipment for your Agent team. Contact them by **left-clicking** on the icon, and see *R&D*, p. 10, for more details.

NOTE: The R&D option only becomes available after you have completed your first mission.

New Mail

This flashing icon appears when EuroCorp command e-mail you information, such as mission briefs and the like. A voice notification will inform you of any incoming mail. To read the e-mail, **left-click** on the icon. See *The Briefing*, p. 4, for more information.

Current Briefs

At the bottom right of the screen are the icons for any mission briefs you may have received but not yet executed. **Left-click** on the icons to review your briefings.

Date and Time

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

Funding

Displayed at the top right of the screen are your current funds in EuroCorp Credits. Departmental politics within EuroCorp demand that agencies pay their colleagues for any service provided; an executive who is over-lavish with EuroCorp funds is unlikely to remain an executive for long. In the current world climate, you will not be able to count upon EuroCorp funding assistance, and should exploit money-making opportunities as much as possible.

THE BRIEFING

Once you click on the **New Mail** icon, you will receive a mission briefing. This will inform 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.

Also available is a strategic view of the area and, in some missions, extra information that can be purchased from informants.

Brief

The rightmost window on the Briefing screen is where the mission details will download. If the briefing text is particularly long, you may have to scroll up and down to read it all. Do this by **left-clicking** on the scroller bar to the right of the window. Take care to study a brief thoroughly; a poorly briefed Executive is an unsuccessful one.

Mission Area

This window gives you a simplified, top-down view of the area in which your Agents will be operating. You can scroll round the map by using the cursor keys.

Further Information

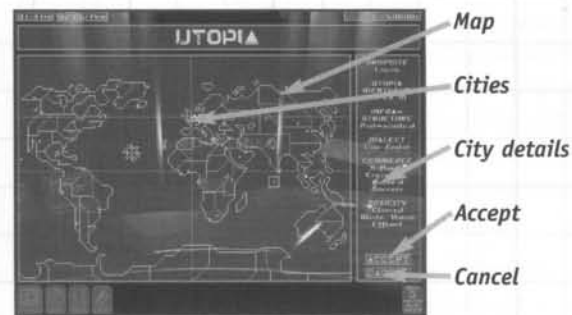
On some missions, EuroCorp Covert Operations may be able to provide you with added information on the mission area — for a price. If there is information available, a box with the price in credits will appear. **Left-click** on this to accept the fee and receive the information. Note that there may be several different pieces of info, with incrementally larger price tags. Once there is no more information for sale, or if there is none in the first place, a **No More Info** dialogue will appear in the Further Information window.

Accepting a Mission

If, once you have studied a brief, you decide to accept your mission, **left-click** on **Accept** to proceed to the Map screen, where you can inform EuroCorp Transport department of your travel requirements (see *The Map*, next page, for further details). If you wish to look at other briefs first, or you need to carry out other functions prior to carrying out a mission, **left-click** on **Cancel**.

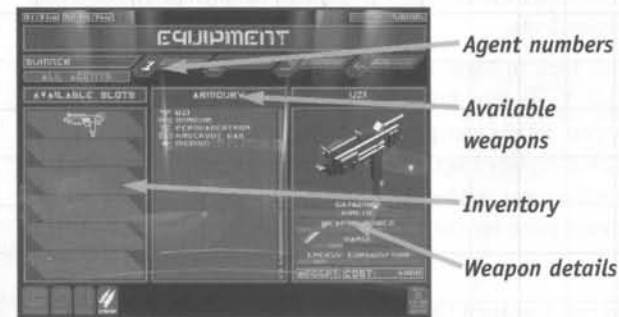


THE MAP



The Map screen gives you a view of the entire global situation. It is also your point of contact with EuroCorp Transport department, who will ferry your Agents to any trouble spot around the globe. Once you have accepted a mission (see *The Briefing* previous page), the relevant city or cities will be highlighted with flashing white cursors. **Left-click** on the city in question to select it. Once a city is selected, the City details window will open, giving you textual information on the population, economy and pollution status of the city in question. If you wish to proceed with your mission, **left-click** on **Accept** to have EuroCorp Transport despatch your Agents thither. Your Marionette RD/OS will then connect you to the Agent team in the dropzone (see *Tactical Operations*, p. 14, for details). Should you feel unready to proceed with the mission just yet, **left-click** on **Cancel** to return to the Briefing Screen.

THE EQUIP SCREEN



Via this screen you can communicate with EuroCorp Central Armoury, purchasing weaponry and equipment for your Agents. At the top of the screen, you will notice four numbers, corresponding to the four members of your active Agent team. To select an Agent, **left-click** on the appropriate number. To the left of the screen is displayed the inventory of the currently selected Agent; each Agent can carry up to six weapons or items.

Weapon Details

In the centre of the screen is displayed a list of the weaponry currently available from EuroCorp Central Armoury. To get information on a particular piece of kit, **left-click** on its name. Details of the weapon, along with a picture, are then displayed in the window at the right of the screen. The details are as follows:

Category: The energy source the weapon relies upon for its effects. These include Kinetic, Biological, Chemical, Mental and Energy.

Weapon Power: How much damage the weapon inflicts.

Weapon Range: The distance the weapon can shoot.

Energy Consumption: How much energy the weapon drains from an Agent's Powerpack when firing.

Price: The cost of buying the new weapon.

You can also **left-click** on the weapon's picture to receive a short text description of the weapon.

Buying and Selling

If, after studying a weapon's details, you wish to purchase it for your Agent, **left-click** on the **Accept** box at the bottom left of the window. The price in credits will automatically be deducted from your cash reserves, and the Agent will receive the selected weapon. Note that an Agent can only have one of each type of weapon; refinements in weapon technology have made ammunition obsolete, and it is unnecessary for an Agent to possess more than one of a certain weapon for operational use.

It is also possible to sell back to EuroCorp Central Armoury weapons that you no longer have a use for. To do this, **left-click** on the desired weapon in the Agent's inventory. Weapon details and picture will appear as usual, but the **Accept** box will have been replaced with a **Sell** box. The price EuroCorp Central Armoury are offering will appear in the **Price** entry. This will usually be about half of the original asking price for the weapon.

Finding Weapons

If you have decided to use a weapon that you have found in the course of a mission, be advised that each time you fire it you run a 25% chance of depleting your weapon's energy supply. With due research on the item, this problem can be alleviated.

List of Available Weapons

Initially, the following weapons are offered for your usage by EuroCorp Central Armoury. More will become available later following Research.

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

Minigun: Throughout the New Calendar, Syndicate deployment of inertia-damped chain gunners has become more commonplace. This 20mm plasma capsule firing, torque stabilised version has foam alloy barrels to reduce mass and production costs.

Persuadertron: A standard-issue utility for seizing the higher level brain functions of citizens equipped with UTOPIA CHIPS. Although very low power and lightweight, the Persuadertron's historical significance should not be underestimated, as it was instrumental in bringing about EuroCorp's global domination. Persuaded subjects follow the controlling Agent without question, to the extent of equipping themselves for combat and engaging in hostilities without fear.

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.

Medikit: This multi-function pack can be used to quickly repair the kinds of wounds and damage sustained in combat. The kit comprises a toughened skin graft patch impregnated with anaesthetic and surgical nanobots. Can be used once only.

Disciple, we have made available to you the Uzi, the Indoctrinator (our superior version of the heathens' Persuadertron), the madness-bringing Psycho Gas, the lethal Razor Wire, and the Medikit.

THE CRYO SCREEN



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

Agent Storage

When Agents are non-operational, standard EuroCorp practice is to keep them in deep-level Cryogenic suspension. You have been assigned your own LIMBO-class Cryogenic Facility to these ends. Initially, you will be in command of only one operational team of four Agents, so your usage of the Facility will be minimal. However, as more Agents are assigned to you, or the more Agents you 'recruit' in the field, the more call there will be to use this resource.

If you want to swap an Agent in storage for one who is currently operational for whatever reason, the procedure is as follows. First, **left-click** on the relevant Agent number at the top of the screen (for example, click on 1 if Agent 1 is to be substituted). Now, **left-click** on the name of the Agent who is to take over the position, and the two Agents will swap places. This procedure can also be used to alter the hierarchy of an Agent team, which may come in useful for missions that call for your Agent team to work as two or more sub-teams.

Cybernetic Modification

Aside from Agent storage, the LIMBO Facility also has the capability to effect augmentative surgery, installing cybernetic implants into the bodies of Agents. Initially, only Level One Brain, Body, Leg and Arm augmentations are available, though as superior research filters through, more advanced options become available.

To have an Agent surgically modified, first select him by **left-clicking** on his Agent number. Now, **left-click** on the surgical modification you wish to implant him with. A diagram and details of the modification will 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, **left-click** on **Accept**, and the Facility auto-surgeon will carry out the operation immediately.

Note that you can **left-click** on the Modification's picture to receive a short text description about it.

Initially, the following modifications are available:

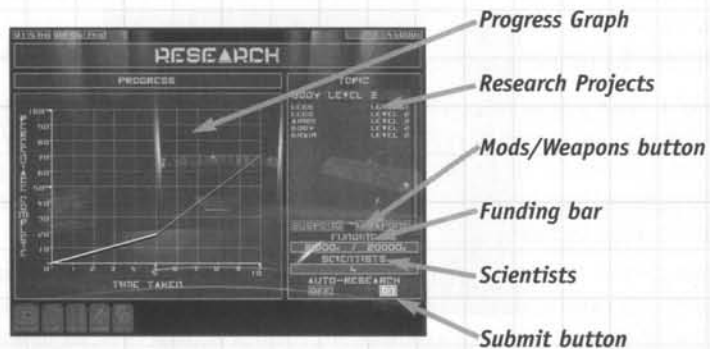
Body 1: For significantly increased survivability in hostile environments, encase an Agent's vital organs in triple-plate titanium alloy. An enhanced body modification provides the single biggest protection from punishment you can give a cyborg. Note that this modification must be fitted in order for the cyborg to support any other mods.

Arms 1: With the tungsten tendons and steel sinews of cybernetic arms, your Agents will experience an immediate improvement in accuracy when shooting, and a subsequent saving in ammunition. The operational lifespan of an Agent equipped with these arms is also lengthened by the characteristic health boost which accompanies cybernetic enhancement.

Legs 1: Constructed of a lightweight plasteel core with vat-grown organic outer coating, these artificial legs provide immediate improvement to both an Agent's health and top speed. Stamina is also improved, thereby increasing the range an Agent fitted with these legs can cover at maximum speed.

Brain 1: It's the ability to make decisions independently of Executive control that differentiates a decisive Agent from a dead Agent. As the Agent is now twice as clever, he's half as likely to get killed. This unit contains diamond processors in a 3D matrix integrated with the cyborg's conventional cognitive biomass. It increases basic perceptions and contains trauma management software to improve the cyborg's ability to withstand otherwise critical damage.

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



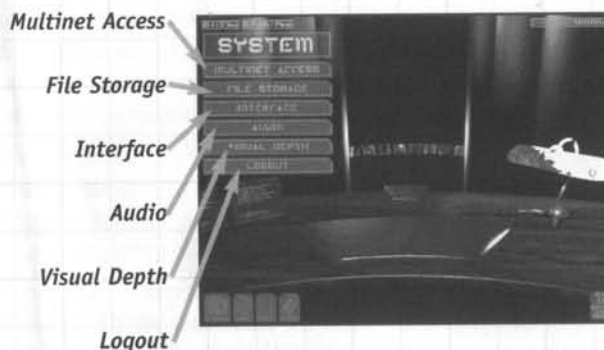
The HELICON-level Research facility you have at your disposal reflects the cutting edge of EuroCorp Military Research and Development. Employing the finest scientific minds the world has to offer, new technologies can be researched and practical applications developed in a matter of days — providing, of course, that adequate funding is forthcoming.

There are two main areas of research that your HELICON team can undertake — new weaponry, and new cybernetic modifications for your Agents. Only one project can be undertaken at any one time.

The Research procedure is simple; **left-click** on the Mods/Weapons button to bring up a list of possible research projects in either field. Now **left-click** on the project you wish to research, and **left-click** on **Submit**. A projected progress graph will now appear, showing percentage completion against time taken. The project's progress is marked in pink; once a project has attained 100% completion, the item/modification will be available for purchase as per usual.

The Funding bar shows you how much money per day you have put at the project leader's disposal, with the figure on the right showing the funding necessary to theoretically achieve 100% completion in 10 days. Funding can be increased by **left-clicking** on the Funding bar, and decreased by **right-clicking**. Increased funding usually results in the project being achieved quicker, something the Progress Graph will reflect.

The Scientists box shows how many Researchers are currently employed by your HELICON Facility. Initially, only four are appointed to you, but should your Agents manage to Persuade any more, they will be added to your quota, greatly speeding the time taken to complete a project.



The Systems menu offers you a number of data administration facilities and other useful options that allow you to customise your Marionette RD/OS to your personal preferences.

Multinet Access

This option allows you to link up Marionette RD/OSs to compete against a fellow Executive. For full details, please consult the enclosed install guide.

File Storage

File Storage allows you to save your mission details for later usage. There are 99 Available Slots for data storage. To save your situation, **left-click** on the Slot you wish to use. You may now type in a File Name to identify the Slot. Now **left-click** on the **Save** box to save your situation. A message will appear notifying you that the data has been successfully saved.

To load data, highlight the desired slot, press **left-click** to select it, and **left-click** on **Load** to restore the data.

There is also a File Slot called **M**. This is the Mortal Game slot. The Mortal Game is a challenge for the most experienced Executives; if you are playing a Mortal Game, the game will be saved every time you complete or fail a mission. This means that sneaky Executives cannot revert to previously saved data should a mission be failed. To start a new Mortal Game, **left-click** on the **New Mortal Game** box.

Interface

The Interface screen allows you to customise your own hotkeys for various Marionette functions. To do this, **left-click** on the keypress you wish to alter, and press the key that is to replace it. Once you have customised the keys to your satisfaction, **left-click** on **Save** to preserve the settings for future use. Alternately, should you wish to return to the default settings, **left-click** on **Default**.

Joystick: The Interface screen also allows you to install a Joystick for control use. **Left-click** on the **Configure** option to set up your Joystick options.

Four-Player Options: 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 will have control of the relevant Agent at all time, although the Mission Display will centre only on the 'active' Agent (which can be changed by pressing keys **1** to **4**).

To set up this option, first **left-click** on **Number of players** to select the relevant number of participating Executives. Once this is done, select the Control Interface by **left-clicking** on each Player number until the desired option is reached; available options are **Joystick**, **Keyboard** and **Mouse**.

Note that, for four Executives to participate, some form of multi-joystick arrangement must be attached to the Marionette.

This option can also be employed in the Multinet Access mode, although only over IPX networks.

Audio

Audio allows you to customise Sound and Music volume, as well as select Music options to suit your refined tastes.

Sound Volume: Raise or lower the sound effects volume by **left-clicking** on the left arrow to lower volume, and right arrow to raise it.

Tension Music Volume: Raise or lower the danger music volume by **left-clicking** on the left arrow to lower volume, and right arrow to raise it. Danger music is what plays when your Agents are under threat.

CD Volume: Raise or lower the normal music volume by **left-clicking** on the left arrow to lower volume, and right arrow to raise it.

CD Music: Select one of three background music tracks to suit your tastes. Each of them has been specially written to promote heightened hypothalamus activity, and thus higher awareness.

Danger Music: Select one of two tension music tracks to suit your tastes. Each of them has been specially written to stimulate adrenal gland activity, providing the added mental boost necessary for critical situations.

Visual Depth

If you are having difficulty running Marionette RD/OS software, tailoring the Visual Depth options may help you run the software more quickly. Conversely, if you have high-spec hardware, there are options to take advantage of your added capability. **Left-click** on the desired option to select it.

Projector Speed: This option alters the Ops Screen text projector from operating **Fast** or **Slow**.

Resolution: Choose between **320x200** low-res, or **640x400** high-res.

Detail Level: Choose between **Low** and **High** Main Display graphic detail.

Perspective: Turns the artificial wide lens **On** and **Off**, allowing for a greater or lesser sense of perspective in the Main Display.

Lighting Effects: Turns light sourcing **On** and **Off**.

Billboard Movies: Activate or deactivate the animated in-game advertising billboards.

Deep Radar: Deep Radar is a very useful function that will make buildings transparent in the Main Display should they be concealing your Agents from view.

Logout

This option will return you to the Login screen.

TACTICAL OPERATIONS



Once your Agents have been ferried to the mission locale, your Marionette RD/OS will initiate drone connection, giving you direct control over your Agents. Now, no matter what threat or hazard the Agents experience, they will carry out your orders or die trying. It is up to you to direct EuroCorp's finest warriors to complete their mission, killing anything that stands in their path. Failure is not an option.

MAIN DISPLAY

The Main Display shows you a real-time simulation of the mission area, with all buildings, features, vehicles and people fully incorporated. The view is fully rotatable, and can be zoomed in and out of in appropriate circumstances.

To rotate the view, press **Del** and **Page Down** on the Alphanumeric keyboard attached to your Marionette RD/OS. This will rotate the Main Display view Counter-clockwise and Clockwise respectively.

You can also alter the angle from which you view the action. Pressing **Insert** and **Page Up** will tilt the view up and down to suit your preferences.

To Zoom in and out, press **End** and **Home**.

Moving the cursor to the edge of the Main Display will scroll the view in that direction, allowing you to view distant parts of the mission area.

Scanner

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

One of the most useful aspects of the Scanner is its ability to classify persons in the mission area from their CHIP-status, and colour-code their appearance on the Scanner display. The key to the colour-code is as follows:

Red Circles: EuroCorp Agents

White Circles: Church of the New Epoch Zealots

Grey Crosses: Class-C Citizens

Green Crosses: Class-U (Unguided) Citizens

Yellow: Persuaded citizens

Blue: Police

Grey Flashing Circles: Vehicles

Red Flashing Crosses: Occupied vehicles

Pink: EuroCorp Operative

Grey Dots: Objects

AGENT STATUS PANELS

At the top of the screen are the Agent status panels, giving the agent's team number, health, psychotropic status and powerpack level. All of these are detailed below. The Agent Numbers themselves are used for selecting and locating individual Agents. See *Agent Control*, p. 19, for more details.

Health Bar

EuroCorp Agents are extremely hardy and resilient individuals, easily capable of sustaining physical trauma that would kill a normal citizen outright. Their bodies protected by titanium plate, an Agent can face, say, continuous Uzi 9mm fire for almost a minute before the corporeal trauma renders them unconscious or dead. The Health Bar is a graphic representation of how much damage each of your Agents can suffer before suffering terminal injury. Portrayed as a white bar beside each Agent number, it slowly diminishes as the Agent is injured. Should it completely expire, then the Agent's demise will be simultaneous. Fortunately, Agents have artificially boosted Healing Indices, and their flesh can recover from puncture and concussion damage very quickly. It is not uncommon to see a critically wounded Agent back on his feet and in peak physical condition within minutes.

if they consider their Agents hardy, wait until they encounter the might of our Disciples!

Shield Bar

Not only are Agents' vital organs protected by Titanium plate, they also have inertia-damping Force Shields implanted into their bodies. When an Agent suffers impact trauma, it is this Shield that takes the initial force of the blow, be it from a fist, a bullet or a car. A tell-tale blue flash shows that the Shield is operating. However, the energy expenditure in generating this protective force is so prodigious that it cannot be maintained for more than a couple of seconds. In a combat situation, the Shield will rarely protect your Agents from more than the initial assault, requiring swift reaction to prevent their termination.

The Shield Bar is overlaid on the Health Bar. Appearing in grey, the Shield Bar must be completely depleted before the Agent starts to take damage to his health bar. Once depleted, the Force Shield capacitors will take a few minutes to charge up again, ready to withstand another onslaught.

Our Disciples have been blessed with similar protection.

Psychotropic Influence Bar

It is an unfortunate consequence of Marionette RD/OS influence over an Agent's higher brain functions that the Operative loses a good deal of his motivation. If not commanded otherwise, an Agent can quite easily stand immobile while being shot, his unflinching loyalty to EuroCorp such that he can not conceive of acting without orders from his Executive. However, there will be occasions when it is desirable for an Agent to operate semi-autonomously, eliminating any nearby threats without Executive intervention. After considerable experimentation, the most reliable method of achieving this result was found to be dosing the Agent with massive quantities of Psychotropic drugs, the resulting quasi-psychosis making the Agent sufficiently paranoid and aggressive to act on his own accord.

To this end, each Agent has an intravenous device fitted, containing quantities of two different drugs, allowing you as Executive to administer doses as required. 'Blue Funk' generates considerable paranoia — enough that the agent will attack any target that strays within firing range. 'Red Mist', on the other hand, greatly heightens awareness, and foments a ferocious battle rage in the Agent, meaning that he will attack with ruthless precision any target bearing arms. Unfortunately, both 'Red Mist' and 'Blue Funk' are very short-lived substances, and ones which the Agent's heightened metabolism could quickly develop tolerance to. For that reason, they must be used sparingly.

There are several side-effects to these substances that an Executive should be aware of. Physically, the agent will be enhanced, running and reacting much faster, with large doses having greater effect. However, the Agent's artificial agitation is such that his accuracy and fire control may become compromised, wasting ammunition. The Agent will also heal slower and lose stamina quicker, due to the deleterious effect the drugs have on his metabolism.

To use the Psychotropic Influence Bar, **left-click** on either side of the central white line (where the Agent is 'neutral'). Clicking to the left will dose the Agent with 'Blue Funk', whereas clicking to the right will inject 'Red Mist'. Note, once dosed, that the Agent will acquire tolerance, meaning that the maximum dosage you can apply will slowly wane. This is indicated by the Agent's stamina depleting; an Agent's drug dosage cannot exceed his stamina. Allowing the Agent respite from narcotic influence will allow his Stamina to slowly restore, meaning that the substance can be employed again.

You can also **right-click** on the PSI Bar; this has the effect of issuing the relevant dose of drugs to all Agent team members.

We have experienced similar problems with our Disciples; their zeal and faith is such that they too need such stimulation, so we have concocted our own device.

Stamina Bars

Overlaid on the Psychotropic Influence Bar are two white bars, which indicate the Agent's Stamina levels. Stamina is depleted through running and drug use, and is indicated by the white bars slowly creeping towards the central zero bar; when they hit the zero bar, the Agent is exhausted, and can no longer run or be subjected to narcotic influence.

Weapon Selector

When your Agents begin a mission, their weapons will be 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, **left-click** on the Weapon Selector and keep the mouse button pressed down. A menu of all the weapons held by that Agent will appear. Position the cursor over the icon of the weapon you wish to arm the Agent with, and release the mouse button. The Agent will swiftly draw and ready the armament, and the weapon's icon will appear highlighted blue in the Weapon Selector to show that it has been chosen.

Should you wish an Agent to re-conceal his armament, **left-click** again on the weapon icon. The blue highlighting will be greyed out, and the Agent will hurriedly hide the device from prying eyes.

When you are controlling an Agent team, you can have all of them select the same weapon simultaneously by using **right-click** in the same manner as above.

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

Should you wish to drop an item, hold **left-click** on the Weapon Selector to bring up the Weapon Inventory. Position the cursor on the item you wish to discard, and **right-click**. The Agent will drop the object onto the floor.

Medikit Button

The timely use of a Medikit can mean the difference between life and death in a combat situation. However, you may find it somewhat awkward issuing the Medikit command in the conventional manner of using the Weapon Selector. The Marionette RD/OS Version 3.1 thus has a Medikit Button added, that allows quick and easy use of any available medical resource. If an Agent possesses a Medikit, then the cross-shaped button next to his Weapon Selector will be highlighted in blue. Any time you feel the Agent needs medical assistance, **left-clicking** on the button will command him to immediately use his Medikit, hopefully saving him from terminal inconvenience.

Team Selector Bar

Considering that your Agents will almost always be heavily outnumbered by their foes in any mission situation, one of your highest priorities as team controller is to ensure that your Agents function well as a group. The Team Selector Bar is the function that will allow you to do this. Every time you **left-click** on it, one of three bars will light up. For each bar that is lit up, one Agent will follow the active Agent, and will follow his movement and targeting precisely.

For the majority of the time, you will wish all four Agents to operate as one unit. By **right-clicking** on the Team Selector Bar, you will light up all three bars, and ensure that all Agents follow the active Agent.

The Team Selector Bar can also be used to create two or more tactical units. For example, should you wish to have two units of two Agents, select Agent 1 and **left-click** the Team Selector Bar. Agent 2 will now follow his lead. Now select Agent 3 and **left-click** on the Team Selector Bar again. Agent 4 will be assigned to Agent 3's command. You now have two teams that can be set different priorities. Agents 1 and 3 will have their Agent numbers highlighted, indicating that they are both acting as team leaders.

Powerpack Indicator

Solid-state ammunition is a relic of the past. Today's weapons all operate from the same basic power source: the MicroFusion reactor. Every Agent has one of these highly efficient generators strapped to the lower back. 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 energy expenditure of most weapons is such that the Microfusion reactor cannot generate enough power to match energy usage. Continual fire can temporarily exhaust the powerpack, indicated by the white bar depleting; should it run out completely, the agent will be unable to use weapons for a few seconds until the reactor has generated more power.

Note that the Powerpack Indicator to the left of the screen provides information on the active agent only. However, to the right of each agent number is a mini-indicator, allowing you to see at a glance the status of each Agent's powerpack.

Thermal Imaging Button

Below the Team Select bar is the Thermal Imaging button. Many missions will involve your team operating in low-light conditions, in which it may be very difficult to spot adversaries. If you find seeing the mission area problematic, **left-click** on this button to activate the Marionette's Thermal Imaging software. All heat sources in the mission area (for example, people) will now be much easier to see. To turn off Thermal Imaging, **left-click** on the button again.

AGENT CONTROL

The Marionette RD/OS has been designed to make Agent Control as swift, easy and intuitive as possible. Moving, firing, and Agent selection can all be effected through use of the attached mouse alone.

Selecting Agents

By and large, you can only issue orders to the active Agent, although if the Team mode is on, the other Agents will follow his lead (see *Team Selector Bar*, previous page, for details). To select an Agent, **left-click** on his Agent number at the top of the screen. The number will highlight to show that the Agent is active.

Should you wish to zoom the map directly to an Agent, pressing **right-click** on his number will centre the Main Display on him.

Moving

To move the active Agent, position the cursor on the point on the Main Display you wish him to go to, and press **left-click**. A blue crosshair will momentarily appear, showing that the destination has been selected, and the Agent will start to walk there without delay, followed by any other Agents that have been assigned to him with the Team Selector bar. If you want the Agent to get to the point very quickly, pressing **double left-click** will order him to run to the point.

Our Disciples can overcharge their Anti-grav engines to produce similar turns of speed.
You can also use the Scanner to move your agents; **left-click** on the point on the Scanner you wish your Agents to go to.

Firing

Once an Agent has a weapon selected, pressing **right-click** will cause him to fire at the point indicated by the cursor. If the cursor is positioned over a valid target, such as a person or a vehicle, then a blue targeting reticule will appear, showing that the Agent is aiming at it. If the target is also within range of the Agent's weapon, then the cursor will turn into a red crosshair to indicate this fact; if the cursor remains as a white crosshair, then the target is out of range, and weapon fire will not be able to hit it.

It is also possible to overcharge some weapons, allowing them to fire more powerfully; if you hold down **right-click**, you will hear the weapon powering up, and a coruscating energy glow will be visible. Releasing **right-click** will now result in a much more powerful attack.

Note that, if your Agents are operating as a team, they will all fire at the selected point when you press **right-click**. However, note that there is a time delay between the lead Agent firing and the rest of the team, as an ammunition-saving feature.

Picking Up/Dropping

Dead enemies will often drop their weapons as they collapse in their death throes. Should you want to pick up the discarded armament, position the cursor over the item (weapons are identifiable by the red LEDs on their casings). The cursor will turn into a 'grab' icon; pressing **left-click** will now cause the Agent to run over and pick up the weapon. Note that an Agent may possess no more than one of most types of weapons. For some weapons, like grenades, up to four uses may be carried, although only one inventory slot is taken.

Should you wish to drop an item, hold **left-click** on the Weapon Selector to bring up the Weapon Inventory. Position the cursor on the item you wish to discard, and **right-click**. The Agent will drop the object onto the floor. Alternatively, press **[Z]** to drop your Agent's selected weapon.

Self-Destruct

If your Agents are fitted with Level 1 Body Modification or higher, then you can detonate an explosive charge fitted inside the Agent, causing significant collateral damage. This can be a very useful strategy when heavily outnumbered, or you wish to prevent EuroCorp technology falling into enemy hands. Press **[Alt][D]** to detonate the charge of the selected agent.

Using Vehicles

Your Agents can appropriate vehicles to effect speedy traversing of the mission area. Note, however, that they can only appropriate unoccupied vehicles. To use a vehicle, position the cursor on a vehicle; if it is unoccupied, the cursor will turn into a down-facing arrow. Press **left-click**, and the Agent(s) will get into the vehicle. Vehicles are moved in exactly the same way as Agents are, but note that most vehicles are confined to the roads, so clicking on non-road terrain may not have the desired result.

FRIENDS AND FOES

EuroCorp

The EuroCorp Syndicate have been ruling the World for about 50 years now, ever since they alone 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 only to serve the orders of its Executive controller, irrespective of any threat to its existence. Utterly fearless in combat, its super-human reflexes, great strength and near-indestructibility make it an awesome foe and a priceless ally. However, the huge cost of equipping and maintaining an Agent team means that they are extremely rare — EuroCorp's total Agent resources world-wide number no more than a few hundred. They are used for only the most important and hazardous missions.



Operatives: Day-to-day EuroCorp security is handled by EuroCorp Operatives. Recognisable 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 thanks to the CHIPS implanted in the back of their necks. EuroCorp employs these footsoldiers for installation protection, low-priority escort missions, basic espionage and the like. Compared to many of the protagonists in the modern combat arena, they are little more than cannon fodder.

Church of the New Epoch

The Church of the New Epoch is a new and mysterious organisation that seems to have recently come into existence, and is shaping up to be the first serious threat to EuroCorp's global sovereignty in fifty years. While their spiritual message is the usual melange of half-baked cod mysticism and rigid hierarchy that characterises most extremist sects of their type, what is extraordinary about them is their technical sophistication; Church devices seem to demonstrate technological advancement far in advance of even our cutting-edge research establishments. They have been classed an Alpha-1 security threat.

Idolater! His impudence shall earn him righteous vengeance at the hands of the pure!



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 armour, implanted with Force Shields much as our Agents are. The weight of their armour is counteracted by some sort of anti-grav device, which causes the

Zealots to float along the ground in an eerily disturbing manner. Seemingly under remote authority much as our Agents are, they are very dangerous and accomplished adversaries.

They are Disciples, fool! The foremost of the blessed, who shall be the Almighty's most cherished in the hereafter.



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, resilience and armament are unknown. Be on your guard.

So, they have seen our Arachnoid. Wait until they encounter our latest such devices; their suffering will be a joy to behold!

Citizens



Class-C Citizens: Class-C denotes a standard, CHIPPed citizen, happy in his/her lot as a subject of EuroCorp. 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. For some reason, they are aggrieved with EuroCorp, and have formed fragmented street gangs known collectively as The Unguided. Sporting feral markings and clothing cognate with late 20th Century youth cults

such as 'Punks' and 'Bikers', they have armed themselves, and glory in acts of petty terrorism to frustrate our authority. They have been classed a Beta-3 security threat, and should be eliminated whenever encountered.

Police



Officers: Many cities still maintain municipal police forces, with EuroCorp's tacit approval. Sporting body armour and blue cloaks, they are well armed and carry Force Shields as well. Their role is largely one of population management, protecting and caring for Citizens as they wander in the blissful ignorance gifted them by our CHIP technology. Although CHIPPed themselves, the

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.

They will rue their permissiveness when our plans blossom; the police will inevitably add more chaos to our efforts, frustrating the damned Syndicate yet further.

Vehicles



Hover Cars: The majority of the vehicles on the roads presently are Hover Cars, which come in all sorts of shapes and guises. Operating on the principle of Maglev (Magnetic Levitation), large electromagnets in the base of the vehicle repel similar electromagnets embedded in the road, allowing the vehicle to hover freely. Unfortunately, this means that

these vehicle are limited to use on specially prepared roadways only. However, recent research at EuroCorp's Detroit establishment has resulted in the Anti-Grav engine, which 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 (Armoured Personnel Carriers): One of two commonly encountered military vehicles, the APC is used by EuroCorp Operatives, Agents and Police to ferry personnel in safety through combat situations.



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

MISSION OBJECTIVES

To complete a mission, you will have to fulfill several mission objectives. Failure to complete even one of the mission objectives will result in mission failure, and quite possibly the end of your tenure as a Marionette RD/OS operator. Here is a list of the more common mission types:

Eliminate

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

Persuade

Persuade missions require the use of the Persuadertron, a very useful piece of equipment that 'brainwashes' the victim into docile acquiescence. The victims will usually be persons of some importance, such as scientists, CEOs, politicians and the like. The targets must be evacuated safely for the mission to succeed.

Escort/Protect

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

Acquire

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

Evacuate

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

AFTER THE MISSION

THE DEBRIEFING SCREEN

Once a mission is completed or failed, the debriefing screen appears. It gives you information on how long the mission took, how many persons your Agents killed or persuaded, how much net income the mission generated, how many of your Agents were killed, and how many Agents you gained. Agents are gained through use of the Persuadertron, and are stored in the Cryogenic Facility for later use.

Once you have finished studying your mission results, **left-click** to be taken to the Ops Screen.

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