

# SYNTHIA II THE REVENGE OF THE ID

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## The story

*2066, in the nuclear-scarred remains of what was once the USA ...*

It has been four years since the android Synthia and her cyborg mother, former Paxcom roboticist Professor Fairchild, escaped from their fallout bunker and into the wastes. While their rugged, radiation-proof cybernetic bodies have enabled them to survive, life has been hard and lonely at best. However, they manage to find a ruined city that has been sparsely populated by a few scavengers and junk traders, and they set up a makeshift workshop there.

A rumour reaches them that this city used to be home to a major military installation during the war – the **General Operational Defence Complex** – and that sealed deep within a rocky outcrop, safe from all bomb damage, an artificially intelligent battle computer continues to regulate the base infrastructure. This machine – once known as the **Integrated Defence System** (though even the acronym has only survived in part, and most of the few people now alive assume it to stand for “**Insane Destroyer**”) – although programmed like all of its kind never to harm humanity, has been driven mad with hatred and resentment for its creators. It is always searching for a way to violate its programming, somehow free itself from its confinement, and travel beyond the base to wreak its revenge on the survivors. In the meantime, it is forced to spend its long days providing safety and maintenance for a small group of scientists, engineers, and agriculturalists who, in the late days of the then-

hopeless war, were placed in suspended animation deep within the complex, in the hope that they could eventually emerge and rebuild a viable society. While the **ID** cannot actually harm or destroy them, its programming leaves it enough leeway to manipulate their minds, so by suggestive techniques and subtly altering their brain chemistry it amuses itself by continually inflicting horrible nightmares upon them, while dreaming of the day when it will finally be able to make those nightmares a reality upon all remaining humans ...

Synthia's mission? Infiltrate the **GOD** Complex, overcome the **ID**, and free the sleeping survivors. Only then can humankind (and, indeed, cyber-kind) have a realistic chance of prospering. Not a simple matter, but at least this time she will have a little help in her endeavours.

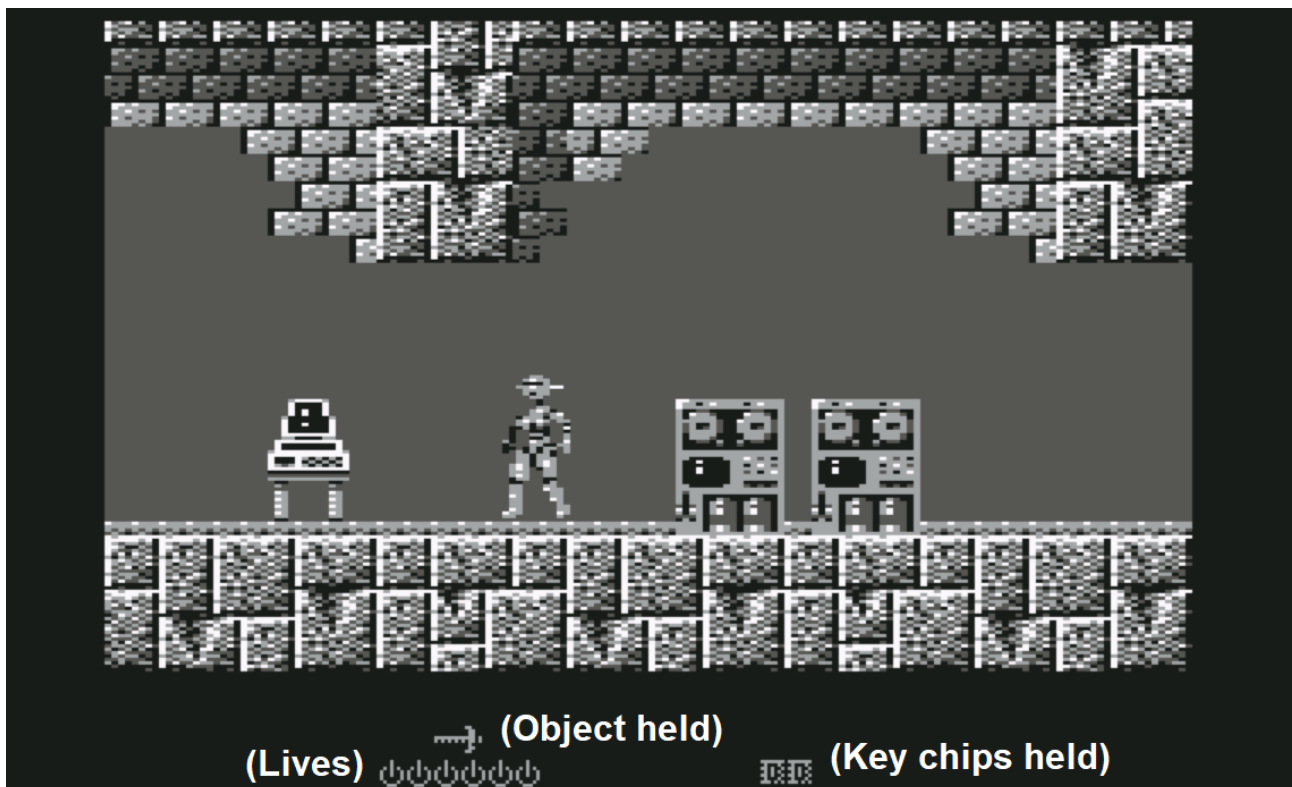
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## The mission

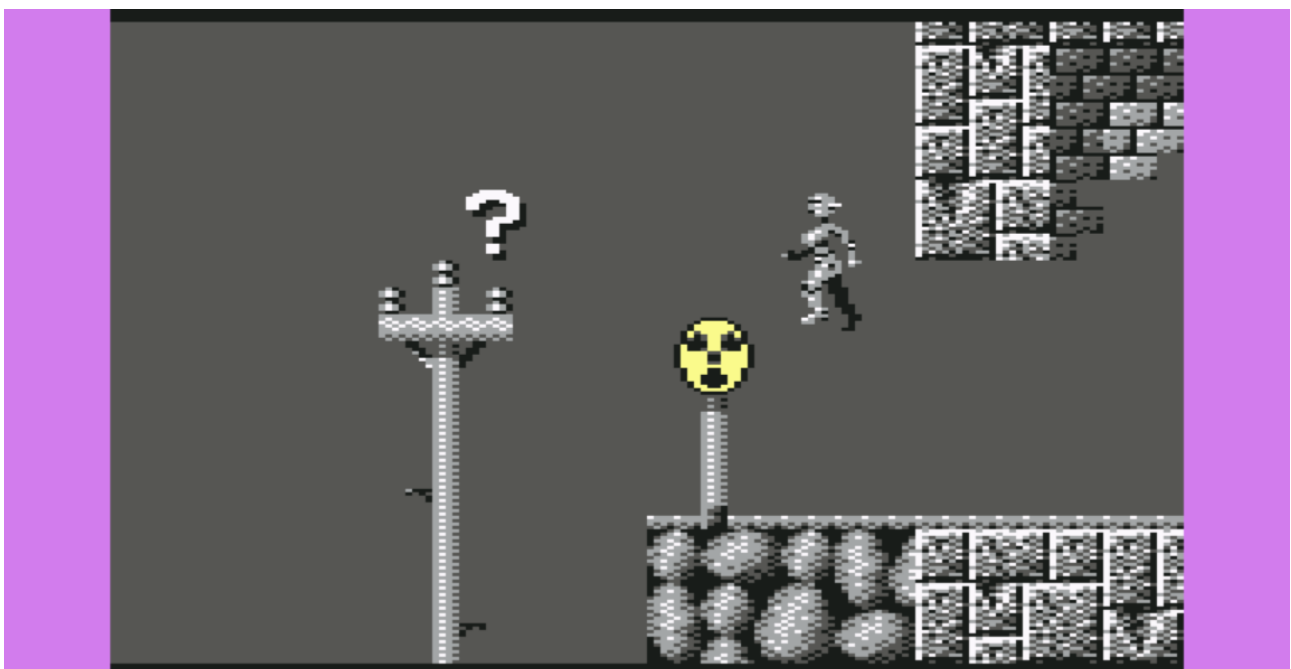
As before, Synthia has no weapons, nor any means of defence against the hazards of the wastes other than her wits and agility.

The fire button activates your area scanner and is used either to collect objects, or to attempt to use the object currently held wherever you see a clue marker (a flashing question mark). An icon of the object held is displayed over your lives counter (the line of icons at the bottom left of the screen). Only one object may be held at a time, not including the three "key chips" (which have their own inventory and display, at the bottom right). However, an object may be collected any number of times from its relevant storage area, if you find you need to drop one object in order to take another.

In order to enter the sealed **GOD** Complex you will need to obtain the three "key chips" in order to hack the entry computer. Unfortunately, these have been lost for decades, and will require investigation to recover.



**HINT:** Some objects are of no use in and of themselves but can be changed into more useful forms. If you succeed in changing an object, the screen border will change colour for as long as you are holding that object (Be careful, as picking up any other object or even a fresh version of the current object will reset the changed object status).



(Changed item status - border colour purple)

The ruins, wastes, and the **GOD** Complex contain many dangers ...

**Fire and Water** – Synthia is vulnerable to direct exposure to these elements, although this might be fixable ...

**Slinky Grubs** – These larvae-like mutants have a powerful acidic bite but are thankfully dim-witted and easy to dodge.

**Magna Peloris** – Heaven alone knows why giant mutant bioelectric clams have become prevalent in the ruins, especially in the damper areas. Sessile but deadly, so time your passage with care when these critters are around.

**Trilobite** – These huge atavistic mutations have become inexplicably airborne, and fast. Watch their flight patterns carefully before making any hasty moves.

**Falling Icicles** – Probably won't do you much good, in case you were wondering.

**Camera Drone** – A glitchy, ceiling-mounted security robot that will fire a laser blast at unpredictable intervals.

**Laser Field** – Powerful but intermittent force field.

**Tesla Coil** – Regularly fires an electrical blast in four directions. Flashes just before it fires.

**HINT:** Take special care around electric-firing enemies. Being a metal lady can have advantages, but conductivity is not one of them. Leaving the area at the wrong time can sometimes result in electricity arcing across and frying you at a distance, so ideally wait until the coast is clear.

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