SYNDICATE™ MANUAL

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INTRODUCTION

BUSINESS IS WAR

In *Syndicate™*, you play as Miles Kilo, a one-man army caught in the midst of a global corporate struggle for power and influence. Surrounded by corruption and deceit, all you have to rely on are your wits and the cutting-edge DART-6 bio-chip technology implanted in your brain.

Armed with the most advanced weaponry of the digital age, you can slow down time, breach the digital world around you, and bring down enemies with sophisticated hacking abilities. Let nothing stand in your way of uncovering the truth.

MAIN MENU

To play the single-player mode, select CAMPAIGN. To play co-op mode, select CO-OP.

From the Campaign sub-menu, select NEW GAME to begin a new playthrough, CONTINUE CAMPAIGN to load your most recent saved game, or CHAPTER SELECT to load a previously played chapter.

OPTIONS

The Options menu is sorted into four sections.

Game　　Toggle controller vibration, aim assist, and subtitles.

Video　　Adjust the gamma or blackness levels.

Audio　　Adjust the master and music volumes or switch between different speaker profiles.

Controls　Adjust the X- and Y-axis sensitivity and acceleration levels. You can also invert look, flip **LB**/**LT** and **RB**/**RT**, or alter the controller layout.

GAME SCREEN

MAIN HUD

Update notification

Objective marker

Breach mode

DART-6 updates

DART Overlay energy

BREACH MODE

The highlighted abilities indicate the currently selected breach ability. Cycle between the three by pressing ⟨◯ , ◯⟩ , and ⌂ .

DART-6 UPDATES

As you defeat hostile enemies, the DART-6 displays your accumulated energy based upon the accuracy, style, and method of dispatching foes. The more advanced the execution, the more energy is recovered for breaching abilities and DART Overlay.

DART OVERLAY ENERGY

This gauge measures how much energy remains for DART Overlay. This energy automatically regenerates over time and is replenished when you kill enemies.

JOURNAL

To access the Journal, press ◀ BACK . Here, you can upgrade the DART-6 bio-chip, check your objectives, and reference a database of in-game knowledge via the Agent and Infobank screens. Current objectives are displayed at the bottom of the screen.

AGENT

Select from a variety of upgrades to the DART-6 bio-chip.

INFOBANK

The Infobank is a database that organizes and displays all relevant information found in the game world. Check it out for more detailed descriptions of the people, places, and technology that drive this future society. It is also where all your acquired collectibles are logged.

COMBAT

DART OVERLAY

DART Overlay highlights enemies, weapons, and breachable targets once they've been spotted—even through walls. It also speeds up your reactions so that enemies appear to be moving slower. While the DART Overlay is active you take 10% less damage and deal 10% more.

In co-op, the DART Overlay highlights enemies your team has spotted as well as all weapons and breachable targets. It also increases both your damage output and the speed at which you breach targets by 10%.

TAKING COVER

When facing a hail of enemy gunfire, take cover safely behind low surfaces. To crouch near low surfaces, press **Ⓑ**. To briefly pop out of cover and fire back, pull and hold **LT**.

COMBAT

ALTERNATE FIRE

Most weapons feature an alternate fire mode activated by pressing ⬡ . Some alternate fire modes affect rate of fire or changes the ammunition type entirely. Experiment with every weapon you encounter to find new ways of using them.

MELEE ATTACK

If you're running low on ammo, you can always use your fists. To perform a lethal melee takedown, get close and click ®. When you are completely unarmed, your melee attack disarms an enemy and adds their weapon to your arsenal.

BREACHING

BREACH ABILITIES

You have three powerful breach abilities at your disposal. Switch between these abilities by pressing ⬡. To use the selected ability, hold **LB** while a breachable target is highlighted on the screen until the meter fills. Using these abilities depletes each one's separate pool of energy. Killing enemies replenishes energy for all three breach abilities at different rates. DART Overlay displays the flow of energy from defeated enemies as blue digital data.

BREACH SPIKE

To initiate a Breach Spike, release **LB** when the meter reaches the critical zone indicated by the solid white section. Successfully executing a Breach Spike both completes the breach and slightly replenishes the energy for all three breach abilities.

BREACHING

BACKFIRE

Backfire causes the ammunition in enemy weapons to detonate, stunning the enemy briefly and inflicting damage. Immediately after, enemies also sustain twice the damage from attacks for a brief window of time.

SUICIDE

Suicide overrides the target's bio-chip and forces them to take their own life.

PERSUADE

The target of this ability is brainwashed into becoming your ally and will attack their teammates. Once all nearby enemies have been eliminated, the target commits suicide.

BREACHING

ENVIRONMENTAL INTERACTION

Breaching is the key to opening certain doors, activating elevators, and interacting with control panels. A wide variety of mechanisms and puzzles require you to use your breaching ability to proceed.

NEUTRALIZING THREATS

Live grenades, mines, and automated turrets are all dangers you'll encounter in the field. Use breach to defuse or trigger explosives. Trigger mines from a safe distance to catch the enemy off guard, and hack hostile turrets to turn them on the enemy.

13

BREACHING

LIQUID ARMOR

Liquid armor protects UAV drones and high-level enemies. Breach the target to disable their liquid armor and leave them vulnerable to attack. Certain enemies have multiple layers of liquid armor that must be repeatedly breached before the foe can be defeated.

Enemies equipped with liquid armor possess health bars that indicate their armor strength with highlighted segments. Breaching gives you a temporary window to open fire and break through these layers of armor. Failure to destroy a foe during this window results in the enemy regenerating their armor and restoring that segment of health.

14

BREACHING

JAMMING

Some enemies are equipped with backpack-mounted breach jammers. They can be identified from a distance by a visible sphere of distortion. These targets and those nearby cannot be breached until the source of the jamming is neutralized. The closer you get to a jammer, the more your DART-6 display becomes disrupted.

UPGRADES

As you progress through the game, you are able to upgrade your abilities. Upgrades augment your energy efficiency, improve combat performance, or grant new abilities entirely. Purchase new upgrades with points acquired from performing a Chip-Rip on enemies. Creating network connections between selected upgrades grants a bonus to your health.

CHIP-RIP

Certain enemies you encounter possess advanced bio-chips. To extract their valuable technology, reduce their health until they are stunned. While they are vulnerable, close in and extract the bio-chip from your victim's brain. Collect bio-chips to unlock additional upgrades.

COLLECTIBLES

Collectibles are scattered throughout the game. As you discover them, they are added to the Infobank's database for review at any time.

BUSINESS CARDS

Holographic busts are projected from these cutting-edge business cards. Collect them to learn more about the various key characters involved in the game's events.

PROPAGANDA TAGS

Hidden graffiti tags can be found on various walls throughout the world. You can reveal them by engaging DART Overlay and adding them to the Infobank. Resistance tags contain anti-Syndicate propaganda aimed at stirring discontent. Syndicate tags subliminally promote the companies' corporate agendas.

CO-OP MODE

TEAM UP AND TAKE DOWN THE COMPETITION

Play through re-envisioned missions from the original *Syndicate* with friends in Co-op mode. Work cooperatively to defeat the opposition across nine different maps directly inspired by the original game. Compete against each other for the most kills and points while unlocking new abilities and weapon upgrades.

CO-OP MENU

WALL

The Wall keeps you up to date with the latest developments in *Syndicate*. Here you will find information and announcements such as completed research, new members joining your Syndicate, personal challenges, and Contracts.

LOBBY

Choose from a variety of settings to create and customize a co-op match.

CO-OP MENU

AGENT

Information about your co-op progress and performance can be found here. You can also customize your co-op character's equipment and abilities from the following options.

Chip Upgrades   Change your Agent's equipment, enhance existing abilities, or acquire new abilities. Purchase Chip Upgrades with the points you earn when you're promoted to a new rank.

Weapon Research   Access a list of every weapon in the game. In addition to detailed descriptions of their attributes, you can also see a list of acquired upgrade blueprints for each weapon and decide which to research next.

CO-OP MENU

Application Research

Co-op mode applications and their functions are listed here. Applications grant a wide range of abilities. These can be offensive or defensive, or provide support for your co-op team. New applications and tokens are awarded as you complete missions. Spend tokens to upgrade applications through research and increase their effectiveness. You earn tokens the first time you successfully complete a mission on each difficulty rating. Three tokens are awarded for Normal, four for Hard, and five for Expert.

Stats

Here you can find detailed statistics of your co-op performance and leaderboards.

CO-OP MENU

SYNDICATE

Syndicates are clans you can create with friends. You can customize your Syndicate's name, tag, and logo to craft a unique identity for you and your friends online.

INFOBANK

The Infobank displays accumulated information from both Campaign and Co-op modes.

SETTINGS

Customize the co-op match to your specifications, or view a list of your friends and their online status.

PLAY QUICK MATCH

Launch a co-op match with the current settings.

MAP SELECTION

Choose from available maps or set to Random. There are three acts in the co-op storyline but only the first act's first chapter is available from the start. Unlock the remaining chapters and higher difficulty settings by completing available missions.

You can always join your friends' games, even if you have not yet unlocked a specific mission or difficulty setting.

CO-OP LOBBY

DIFFICULTY

Set the difficulty of the mission. The more stars, the tougher the mission.

CREATE PRIVATE GAME

Select this option instead of Play Quick Match to ensure only your friends can join the match.

CO-OP UNLOCKABLES

CHALLENGES

Complete various challenges by performing specific actions or achieving a certain number of kills with each weapon. Finishing challenges rewards you with additional experience.

CONTRACTS

Contracts are issued to you if players in your friends list or your Syndicate have performed better in combat than you. Exceed their performance per the details of each Contract to gain additional experience.

CO-OP UNLOCKABLES

TOKENS

Tokens come in two varieties: application upgrade and weapon upgrade. Complete missions on every difficulty rating to earn application upgrade tokens. Weapon upgrade tokens are awarded when you perform a Chip-Rip on high-ranking enemies and also when you successfully complete missions. Tokens are awarded to all team members. Use tokens to unlock new blueprints for weapon and application upgrades, and to gain new abilities in Co-op mode. Token costs differ depending on the research upgrade you wish to unlock.

CO-OP UNLOCKABLES

BLUEPRINTS

Use tokens to purchase a wide range of blueprints for weapon and application upgrades. Tokens are awarded for successfully completing missions and for performing a Chip-Rip on high-ranking enemies. More powerful blueprints and projects have a higher token cost.

You must research blueprints and applications before the upgrade can be used. You can start your research manually from the research menu and queue different upgrades. If no manual selection has been made, upgrades are selected automatically in order.