COMMAND & CONQUER™

THE FIRST DECADE

EA

CONTENTS

This product has been rated by the Entertainment Software Rating Board. For information about the ESRB rating please visit www.esrb.org.

Check out EA™ online at www.ea.com.

INSTALLING THE GAME

NOTE: For system requirements, see www.CommandAndConquer.ea.com.

To install *Command & Conquer™ The First Decade*:

1. Close all open programs and background tasks, including virus scanners (see *Performance Tips* on p. 61 for more info).

2. Insert the GAME DVD into your DVD-ROM drive. The Autorun menu appears.

NOTE: If the Autorun menu does not automatically appear, click the ⊞**Start** button from the Windows Taskbar and select **Run…**. Type **D:\autorun.exe** in the Run dialog box, then click OK (substitute the correct letter of your DVD-ROM drive if other than 'D:').

3. Click the INSTALL button on the Autorun menu, then follow the on-screen instructions to complete the installation.

STARTING THE GAME

To start *Command & Conquer The First Decade* (with disc already in drive):

1. Close all open programs and background tasks, including virus scanners (see *Performance Tips* on p. 61 for more info).

2. Click the ⊞**Start** button from the Windows Taskbar and select **All Programs** (or **Programs**) > **EA Games** > **Command & Conquer The First Decade** > **Conquer The First Decade.**

USING THIS MANUAL

This manual is intended to give a brief overview of each *Command & Conquer* game. Please refer to www.CommandAndConquer.ea.com for more information.

IMPORTANT INFORMATION ABOUT ONLINE PLAY INCLUDING AVAILABILITY, CAN BE FOUND AT www.CommandAndConquer.ea.com.

ONLINE PLAY FOR GAMES IN THIS COMPILATION MAY BE DISCONTINUED AND IS NOT GUARANTEED.

COMMAND & CONQUER™/ COMMAND & CONQUER™: THE COVERT OPERATIONS™

STRUCTURES

Construction Yard
The foundation of a base that allows the construction of other buildings.

Power Plant
Provides power to adjoining structures. Constructing more buildings might require more power plants. Power output is directly related to the Power Plant's condition, so protect them during battles.

Advanced Power Plant
This high-yield structure handles the energy strains of some later, more power-intensive structures.

Barracks (GDI only)
A field training center for all available infantry units.

Hand of Nod (Nod only)
Creates elite infantry units for the Brotherhood of Nod.

Guard Tower (GDI only)
Armed with a high-velocity machine gun, this structure provides manned defense against Nod ground attack.

Advanced Guard Tower (GDI only)
Provides stronger fortification against Nod ground and air units. Weapons complement includes a rocket launcher.

Refinery
Processes Tiberium into its component elements. Building the refinery immediately deploys a Tiberium harvester. The refinery stores 1,000 credits of processed Tiberium.

Silo
This unit stores up to 1,000 credits of processed Tiberium. If destroyed, the amount stored is deducted from your account.

Turret (Nod only)
Provides broad sweep, short-range protection against heavy assault vehicles.

SAM Site (Nod only)
Fires surface-to-air missiles at airborne GDI units.

Communications Center
Allows the use of the radar screen as long as there is sufficient power.

Advanced Communications Center / Ion Cannon (GDI only)
An upgrade to the Communications Center, this is the uplink center for the Orbital Ion Cannon.

Weapons Factory (GDI only)
Produces all GDI light and heavy vehicles.

Helipad
Allows the use of attack aircraft.

Airstrip (Nod only)
Allows cargo planes to land safely and deliver vital equipment.

Repair Facility
Repairs damaged vehicles. All repairs are deducted from your credits. Damage to the facility significantly slows repair work.

Obelisk of Light (Nod only)
This high-power laser effectively destroys troops and armament at long range. You must have excess power to operate safely.

Temple of Nod (Nod Only)
Heavily armored housing of the central computer core that is the hub of all Nod communications and command. This structure also gives Nod players the ability to fire nuclear missiles.

Sandbag Barrier
Used to deter the enemy from advancing, these provide limited cover and may slow units down.

Chain Link Barrier
Chain Link fences stop light vehicles.

Concrete Barrier
Concrete walls are the most effective barrier.

UNITS

Minigun Infantry
Equipped with the GAU-3 "Eliminator" 5.56mm chaingun, and light body armor, this troop is the key player in both GDI and Nod international forces.

Grenade Infantry (GDI only)
Using grenades as a principle form of attack, grenade infantry can throw over barriers to great effect.

Rocket Infantry
Portable rocket launchers create more ground and air damage at a greater range. These units can fire from lower to higher elevations and attack air units.

Flamethrower Infantry (Nod only)
Effective for maximum close-range destruction. Produces fire that burns more slowly than normal, allowing more effective elimination of humans and armament.

Commando Infantry
This unit uses a high-powered "Raptor" 50cal. assault rifle with suppressor and long range/IR vision enhancement goggles and is extremely specialized in demolitions and stealth.

Engineer
Engineers are used to capture enemy buildings. Since they carry no weapons, they are extremely vulnerable on the battlefield and must be directed very carefully.

Recon Bike (Nod only)
These light attack vehicles provide rapid, short-range deployment. Using rockets, the cycles give great flexibility due to their speed and strength.

Nod Buggy (Nod only)
These all-terrain vehicles are armed with assault weapons mounted in a turret.

Humm-Vee (GDI Only)
These all-terrain attack vehicles are the fastest vehicle in GDI's arsenal and are armed with a 7.62mm chaingun.

APC (GDI only)
The Armored Personal Carrier (APC) transports and protects up to five troops.

Light Tank (Nod Only)
This highly mobile tread vehicle, delivers maximum weaponry and personnel destruction with minimum weight, maintenance, and weaponry.

Medium Tank (GDI only)
From its single barrel, this fires armor-piercing shells. It is faster, heavier, and more destructive than Nod's Light Tank.

Mobile Artillery (Nod only)
The biggest weapon in the Nod arsenal, this massive mobile cannon has great range and ballistic power. Slow and unwieldy, it needs close-quarter protection.

Rocket Launcher (GDI only)
Mobile devastation. GDI's longest-range attacker fires 227mm rockets. With no short-range fighting ability, this unit needs close-quarter backup.

Flame Tank (Nod only)
When strategy calls for total short-range annihilation with minimum exposure, this light-armored tank fits the bill. Especially useful against infantry.

Stealth Tank (Nod only)
This lightly armored, mobile tank is equipped with the "Lazarus" shield, which makes it invisible. This shield is neutralized during firing. Backup protection is provided by two high-powered missiles.

Mammoth Tank (GDI only)
Armed with dual 120mm cannons, this giant has dual missile packs to help compensate for its lack of speed and mobility.

MCV
The mobile construction vehicle lets you search for suitable base sites. Once you find one, convert the MCV into a full-service Construction Yard and use it to build other structures.

Harvester
This slow and unwieldy armor-plated vehicle seeks out and scoops up raw Tiberium then transports it to refineries for processing.
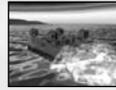
Hover Craft
This heavily armored unit deploys men and vehicles during amphibious assault.

Transport Helicopter
Provides field transportation for all infantry, rapidly deploying troops.

Cargo Plane (Nod only)
This carrier ships purchased units to the Brotherhood of Nod.

Orca Aircraft (GDI only)

This vertical takeoff and landing (VTOL) craft has four Fang rockets. When you use the Orca, it flies to the designated target, releases missiles, then returns to the helipad.

Ground Support Aircraft (GDI only)

These highly maneuverable, ground-hugging units level enemy units with napalm.

Gunboat (GDI only)

Heavily armored and armed with surface-to-surface missiles, this unit is the backbone of GDI's naval forces.

COMMAND & CONQUER RED ALERT™/COMMAND & CONQUER RED ALERT™ THE AFTERMATH™/ COMMAND & CONQUER RED ALERT™ COUNTERSTRIKE™

STRUCTURES AND UNITS USED BY BOTH SIDES

STRUCTURES

Construction Yard

The Construction Yard is the foundation of a base and allows the construction of other buildings.

Power Plant

Power output is directly related to the Power Plant's condition, so protect them during battles.

Advanced Power Plant

This large, high-yield structure handles the energy strains of some later, more power intensive structures and defenses.

Ore Refinery

The Refinery smelts ore into its component elements. Building the refinery immediately deploys an Ore Truck. The Refinery can store up to 2,000 credits of smelted ore.

Ore Silo

This Silo can hold up to 1,500 credits of smelted ore. Guard it carefully. If destroyed or stolen, the amount stored is deducted from your account.

War Factory

Responsible for the building of all ground-based vehicles. Building multiple War Factories speeds up vehicle building.

Helipad

Allows construction and reloading of helicopters. Each new Helipad comes with a helicopter.

Service Depot

Repairs any damaged vehicle moved onto it. Mine Layer units can be reloaded by parking on the pad. Repairing a vehicle is much faster than building one, and costs a fraction of the original price.

Radar Dome

Gives you an overhead view of the battlefield when fully powered, and repaired of serious damage.

Concrete Walls

Concrete Walls are not crushable and block tank ordnance.

Technology Center

Allows the construction of high-tech units like the Cruiser and Gap Generator for the Allied, or the GPS Satellite Mammoth Tank and Tesla Coil for the Soviets.

UNITS

Rifle Infantry

Armed with an M-16 (Allied) or AK-47 (Soviets), this unit is at its best against other Infantry and Tanks.

Engineer

Engineers fully repair any damaged buildings instantly. When sent to enemy buildings, an Engineer may damage or capture it.

Ore Truck

This collects raw, unprocessed ore. It is heavily armored and able to withstand a hammering and still escape intact.

Demolition Truck (*Command & Conquer Aftermath* and *Command & Conquer Counterstrike* only)

These drone units carry an atomic bomb triggered to detonate on impact or destruction. Targeting a Demolition Truck on any unit or structure, or force firing on terrain makes the truck move to its destination and detonate.

MCV

Allows creation or expansion of a base. Although expensive, it's useful if the original Construction Yard is destroyed or captured. As with any other construction facility, the more of them you have, the faster construction proceeds.

Transport

Allows transportation of up to five ground-based units across water. Transports can only be loaded or unloaded on shore terrain, and they are at their most vulnerable while unloading.

ALLIED STRUCTURES AND UNITS

ALLIED STRUCTURES
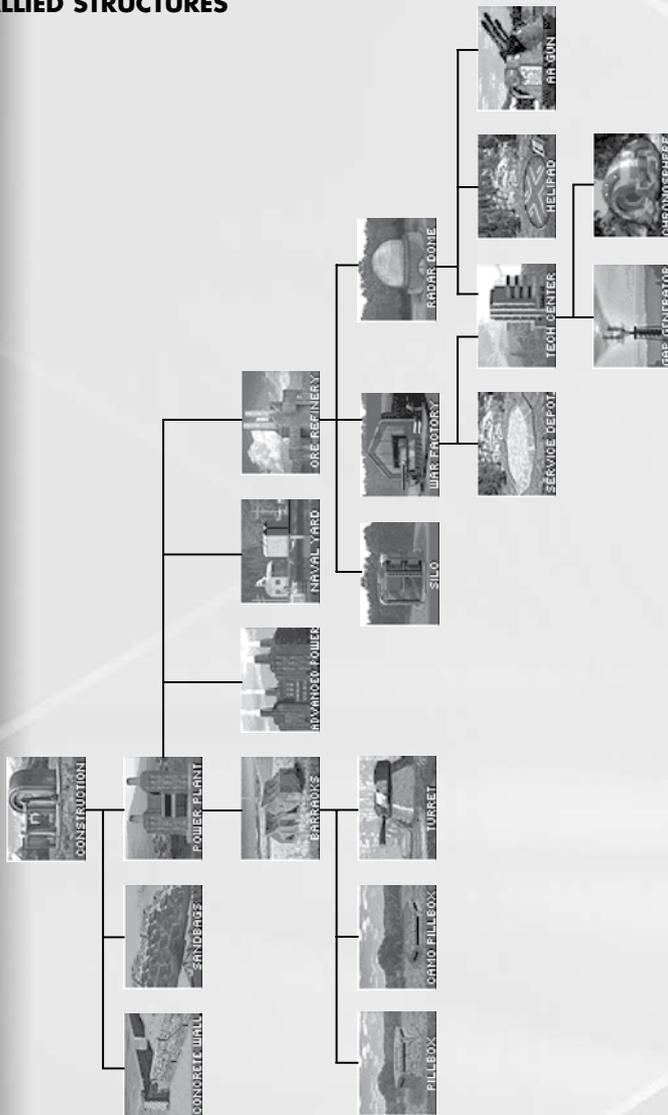
Tent Barracks

Where all Allied infantry are trained. Some advanced and special infantry units may not be available until other structures are built.

Naval Yard

Builds and launches all Allied naval vessels. Damaged sea craft docked at the Naval Yard can be repaired. Building multiple Naval Yards speeds up naval vessel creation.

Pillbox

Armed with a rapid fire Vulcan cannon, this is ideal for defending your base from enemy infantry attacks.

Camouflaged Pillbox

Identically equipped as the Pillbox, this defensive structure has the advantages of better armor and near-perfect camouflage. It blends with the surrounding terrain, making it virtually invisible.

Turret

Heavily armored with good range, this Turret-mounted 105mm cannon is effective against armored threats.

AA Gun

Although its range is not great, any enemy aircraft flying over these are guaranteed to be heavily damaged, if not destroyed. They are accurate and deadly.

GAP Generator

Allows the Allies to hide associated bases from enemy sight. The Shroud immediately closes up once the invading unit is destroyed or leaves the area.

Chronosphere

This allows the transportation of a unit from one location to another without crossing the space in between. The unit only exists in its new location for a brief time before returning to its point of origin. Using it on certain units or using it constantly could produce unusual side effects.

Fake Structures

The Construction Yard, War Factory, Radar Dome, and Naval Yard have a fraction of the hit-points of a normal structure, but can be used to create the illusion that critical structures are in a different location.

Sandbag Barrier

The Sandbag Barrier is good for stopping non-tracked vehicles and infantry.

ALLIED UNITS

Medic
Any friendly infantry near the Medic is automatically healed to full health.

Rocket Soldier
Capable of rapidly damaging armored units and airborne attackers, these infantry make up for their lack of speed with a powerful punch.

Spy
Master of disguise, the Spy can slip by enemy forces undetected. A versatile unit, the Spy can gather many kinds of information on an enemy player—what they're building, how much money they have, how many units they have, etc. Beware—Attack Dogs are not fooled by the Spy's appearance.

Thief
Any Thief entering an enemy Ore Silo or Refinery steals half the structure's credits.

Tanya
Tanya can mow through infantry and her C-4 explosives can destroy buildings. Unlike other units, she can never be put in guard mode—you must manually target all enemies you want to attack.

AT Mine Layer
Can destroy most units with just one mine, making it possible to neutralize an enemy force before it gets near a base. The Mine Layer carries five mines and can be reloaded at the Service Depot.

Ranger
Fast and lightly armored, this unit is ideal for scouting an area quickly.

Light Tank
The standard Allied Tank. Fast with decent armor, the Light Tank works well in mixed groups and large divisions. What it lacks in firepower it makes up for in speed and rapid fire.

APC
With the Armored Personnel Carrier, the Allies can transport up to five infantry. A tracked vehicle, this is the lightest unit with the ability to crush Sandbag and Barbed-Wire Barriers.

Artillery
Very effective, if somewhat inaccurate, Artillery devastates infantry and structures from afar. Its slow speed and light armor require that it be protected.

Medium Tank
The higher-grade Allied Tank, this unit is just as well armored, faster, and less costly than the Soviet Heavy Tank, though armed with only a single barrel.

Mobile Gap Generator
The mobile version of the Gap Generator Functions the same way the stationary one does. Although it projects a smaller gap field, you can hide several units under its cover, blocking the enemy from seeing what you're sending.

Gunboat
The fastest and lightest of the Allied naval vessels, the Gunboat is good at scouting naval routes, and detecting Submarines before they can cause any mischief. Its depth charge launcher automatically fires at any Submarine

Destroyer
This mid-level naval vessel is effective against land, air, and sea-based threats. Its fast-firing stinger missiles can hit air targets easily and decimate nearby ground targets. If it detects a Submarine, its dual depth-charge launcher takes it out of commission.

Cruiser

Slow moving death. What it lacks in speed it makes up for in firepower and range. Able to lob destruction onto targets at incredible distances, this ship can decimate an enemy base in minutes. Favorite targets of Submarines, these ships have no sea-based defenses, relying on the faster moving Destroyer and Gunboat to protect them.

Apache Longbow

The Allied attack helicopter is loaded with hellfire missiles, allowing it to destroy armored targets with ease. Used in conjunction with naval or ground attacks, the Longbow is an ideal support aircraft, able to rapidly inflict additional damage to a target—usually with little or no return fire.

GPS Satellite

When launched from the tech center, the Global Positioning System (GPS) Satellite provides free, unpowered radar and reveals the entire map when it reaches orbit.

Sonar Pulse

Reveals all enemy Submarines on the map for a few seconds. This can be incredibly useful in planning naval campaigns and devising countermeasures. This is acquired when a Spy enters an enemy Sub Pen.

Field Mechanic (*Command & Conquer Aftermath* and *Command & Conquer Counterstrike* only)

Repair vehicles in the field. Slow and unarmored, he is an easy target for Soviet infantry and tanks, but his ability to repair any nearby friendly units makes up for his lack of defense.

ChronoTank (*Command & Conquer Aftermath* and *Command & Conquer Counterstrike* only)

The latest advancement in Allied technology. When this tank is fully charged, it has the unique ability to Chronoshift itself, allowing it to appear anywhere on the battlefield. Its missile launchers are accurate and fast, adding punch to any assault. Unlike the regular Chronosphere ability, the ChronoTank does not automatically return to its original pre-shift location. To activate the Chronoshift ability, select the unit and click it again. You receive a destination selector. If you left-click anywhere with the destination cursor, the unit Chronoshifts to that location. Right-clicking cancels Chronoshift. Note that the unit can only use this ability when all the pips on the unit are filled.

SOVIET STRUCTURES AND UNITS

SOVIET STRUCTURES
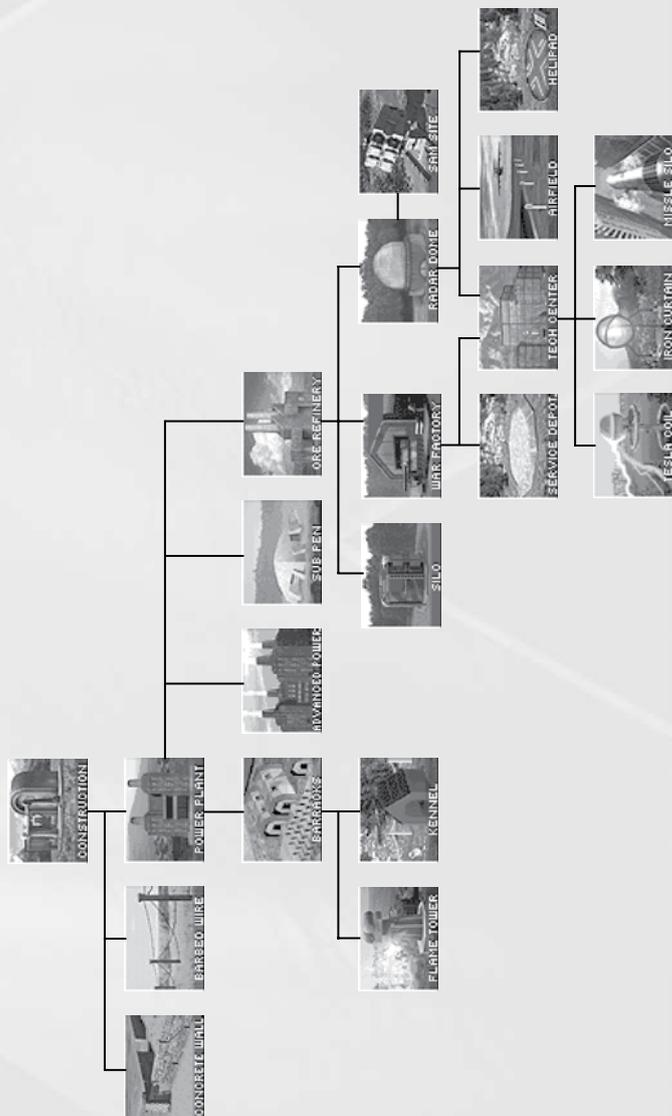
Barracks

Where all Soviet infantry are trained. Some infantry units may not be available until other structures are built.

Kennel

The Kennel trains Attack Dogs.

Sub Pen

Builds and launches Submarines and Transports and repairs those that are damaged.

Airfield

Allows construction of MIG and Yak planes and allows access to Paratroopers, Parachute bombs, and Spy Planes. Only one plane is allowed per Airfield. If an in-use Airfield is destroyed while its associated plane is in the air, the plane crashes.

Flame Tower

The Flame Tower targets and destroys approaching enemy ground units by shooting balls of fire. It is best used against large groups of infantry and armored units. Its volatile fuels damage nearby units and structures if destroyed.

Tesla Coil

Automatically directs bolts of lightning at enemy ground units, reducing men to ash and tanks to molten steel in seconds.

SAM Site

Automatically launches long-range missiles at enemy aircraft. Slower moving or hovering aircraft fare the worst against this defensive structure.

Iron Curtain

Renders a vehicle or building invulnerable for a short period of time.

Missile Silo

Readies an Atomic Bomb that can cause massive destruction to structures and infantry. Heavily armored units fare better, but not by much.

Barbed-Wire Barrier

Stops non-tracked vehicles and infantry. Tracked vehicles can destroy the barrier by shooting or running over it.

SOVIET UNITS
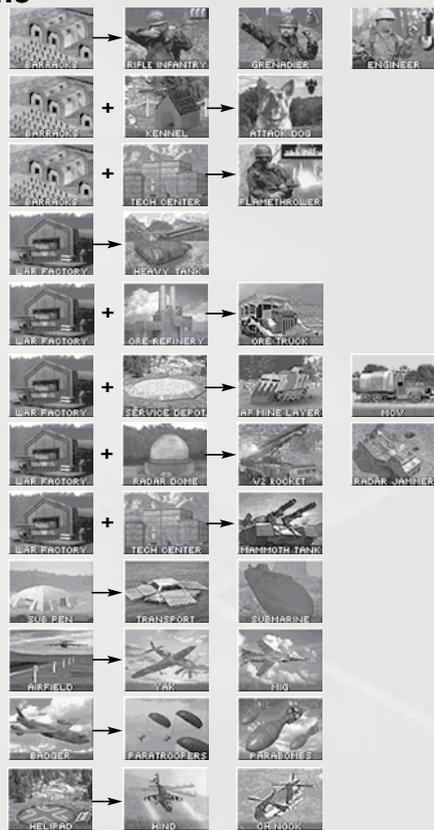
Attack Dog

The only unit that can detect Spies trying to infiltrate the base, dogs make the perfect in-base guard unit against sneak attacks by Engineers, Spies, and Thieves.

Grenadier

With a longer range and more destructive power than regular infantry, Grenadiers are effective against heavily armored units and structures in groups.

Flame Infantry

Slower and more susceptible to damage than other infantry, the Flame Soldier can decimate structures and infantry in seconds with his flamethrower.

Heavy Tank

This beast is equipped with twin 105mm cannons, giving it twice the punch of the nearest Allied equivalent.

AP Mine Layer

Deploys Anti-Personnel Mines to thwart the Allied heavy infantry ranks. This Mine can destroy entire groups of infantry with one explosion. The Mine Layer carries five mines, and can be reloaded at the Service Depot.

V2 Rocket Launcher

The V2 Launcher can destroy most buildings with two rockets. Factor in its incredible range, and it is easy to see why this weapon is feared. Its light armor, long reload time, and inability to hit fast-moving targets are drawbacks.

MRJ

The Mobile Radar Jammer (MRJ) disrupts enemy radar functions, shutting down transmissions and display. The range of this unit allows it to hide a good distance away from the enemy base while other forces use the radar blackout to attack.

Mammoth Tank

The largest land-based weapons platform, this tank can take and dish out a lot of punishment. Its twin cannons are unmatched in power on land, and its missiles make it effective against infantry and air units.

Submarine

Silent and stealthy, Submarines can attack ships from afar. Subs must surface to fire, giving away their position, and opening them up to attacks.

Yak

Sometimes called the "Infantry Eraser," the Yak fires in strafing runs, swooping down on groups of marching infantry and potentially destroying them in a single run. The Yak is not very fast, making it an easy target for Allied Rocket Soldiers that survive the first strafing run.

Badger Bomber

A transport plane used for dropping Paratroopers and Parachute Bombs onto a designated target, its slow speed and lack of armor make it an easy target for enemy AA-guns.

Paratroopers

Dropped from the Badger, this squad of five infantry soldiers is the same as regular ground-based infantry. Paratroopers can be dropped anywhere on the map.

Parachute Bombs

Dropped from Badger Bombers, these explosives fall in a line over their target, removing the object targeted and anything in the area around it. Troops can see these falling and will attempt to leave the targeted area.

Spy Plane

When targeted, the Spy Plane swoops in from off board and takes a snapshot of the targeted area, removing the shroud.

MIG

This fast-attack craft carries a limited number of powerful and accurate missiles. Used in hit-and-run tactics, the MIG can remove armored craft before they can become a threat.

Hind

Large and armored, the Hind uses its high-velocity Vulcan chain-gun to tear apart enemy units and structure. Equipped with a large ammo supply, the Hind follows its target while wearing away its defenses.

Transport Helicopter

Able to transport five infantry-type units through the air, the Transport Helicopter is ideal for landing engineers and other assault squads in an enemy base.

M.A.D. Tank (*Command & Conquer Aftermath* and *Command & Conquer Counterstrike* only)

The Mutually Assured Destruction Tank is a final-solution weapon. Once activated, it builds up a powerful harmonic shock wave that, when fully charged, detonates to destroy itself and damage every unit and structure within a large radius. However, infantry are unaffected by its detonation. If the unit is destroyed before it detonates, the destructive effect is neutralized. To activate the M.A.D. Tank for destruction, select it, and then click it again. The warning siren starts the countdown to destruction. Once the unit is activated, the only way to stop it is to destroy it.

Missile Sub (*Command & Conquer Aftermath* and *Command & Conquer Counterstrike* only)

This class of submarine is capable of launching attacks on inland targets. Its weapons are nearly as powerful as those of the dreaded Allied Cruiser, with the added advantage that they can submerge and surface before the enemy knows what hit them.

Tesla Tank (*Command & Conquer Aftermath* and *Command & Conquer Counterstrike* only)

With its long range and powerful electrical discharges, this is effective in both offensive and defensive roles. The electrical discharge from the Tesla Tank jams enemy radar. Used in conjunction with normal Tesla Coils, Tesla Tanks provide added security against assaults, and ensure that low-power conditions won't hurt defenses.

Shock Trooper (*Command & Conquer Aftermath* and *Command & Conquer Counterstrike* only)

Sturdy (if somewhat slow) infantry units that carry a portable Tesla generator, capable of delivering large jolts of electricity to any unit or structure. Shock Troopers can not be run over by enemy vehicles.

COMMAND & CONQUER™ TIBERIAN SUN™/ COMMAND & CONQUER™ FIRESTORM™

KEYBOARD CONTROLS

Bring up Options Menu	ESC
Guard object	G
Scatter units	X
Stop units	S
Follow unit	F
Force fire	CONTROL + left-click
Force move	ALT + left-click
Set Rally Point for War Factory or Barracks	CONTROL + ALT + left-click
Move to Radar/EVA Event	V
Enter/Exit Way-Point mode	W
Loop Way-Points	SHIFT + left-click
Way-Point guard patrol	CONTROL + ALT + left-click
Delete player-set Way-Point	DELETE
Set Tactical Map Location 1	CONTROL + F9
Set Tactical Map Location 2	CONTROL + F10
Set Tactical Map Location 3	CONTROL + F11
Set Tactical Map Location 4	CONTROL + F12
Center Tactical Map on Base	H
Sidebar up	PAGE UP
Sidebar down	PAGE DOWN
Toggle power mode	P
Screen capture	CONTROL + C
Next/Previous unit	N / B
Select all	E
Create team	CONTROL + 0 – 9
Select team	0 – 9
Center on team	ALT + 0 – 9
Add unit to team	SHIFT + 0 – 9
Add new unit to team	SHIFT + left-click

STRUCTURES AND UNITS USED BY BOTH SIDES

UNITS

Light Infantry

The mainstay of the GDI and Brotherhood troops. Armed with an M16 Mk. II pulse rifle, they deliver light damage to most targets. Although slow, they are capable of movement over varied terrain types with little loss in speed. They are also able to pass through certain terrains or hazards inaccessible or damaging to vehicles.

Engineer

Slow and unarmed, the Engineer is still deadly. Since they're the only units able to capture enemy structures, tactical use of engineers is considered an art among many commanders.
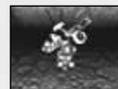
Hunter Seeker Droid

The Hunter Seeker Droid is a lightning-fast drone unit deployed to "clean up" the battlefield. They randomly search out an enemy unit or structure and latch on to it. Once attached, they self destruct, destroying the object. The unit cannot be controlled and automatically seeks prey when released.

Harvester

Critical to the financial success of both sides, this is the only unit capable of collecting Tiberium for refinement. They automatically collect Tiberium if a patch is nearby. The Harvester can be ordered to a specific location by selecting it and targeting the new spot. The Harvester automatically avoids threat areas and informs you when it cannot enter an area because of nearby threats. Harvesters do not enter a hostile area unless specifically ordered.

Limpet Drone (*Command & Conquer Firestorm* only)

An optional method of detecting enemy bases blanketed with a stealth generation field. When deployed, the drone buries itself and waits for any passing vehicle before it attaches itself to the underside of that unit. First, it interferes with the electrical system of the vehicle, slowing it down to a crawl. Second, it contains a highly sophisticated sensor/camera device that reveals terrain and relays the recon data back to the radar facility.

STRUCTURES

Construction Yard

This is where all life begins. It allows you to build other structures, so defending it should be a top priority of any commander. In some missions, the player starts with an MCV, which can be deployed into a Construction Yard. In other missions, the Construction Yard has already been placed.

Tiberium Refinery

The Refinery converts the Harvester loads of Tiberium into credits. It also stores a certain amount of Tiberium. Once a Refinery is full, Tiberium Silos must be created to store excess Tiberium. If there is no available capacity at a Refinery or Silo, excess Tiberium is lost.

Electromagnetic (EMP) Pulse Cannon

These fire a high-powered blast of electro-magnetic energy that renders any mechanized vehicle inoperative until the effect wears off.

Tiberium Silo

Stores excess Tiberium when the Tiberium Refineries are at maximum capacity. If a Tiberium Refinery is filled to capacity and there are no empty Silos available, excess Tiberium from a Harvester is lost.

Pavement

Designed to protect bases from burrowing units and heavy weapons fire and explosions from making craters in your base. In addition, units on pavement move faster compared to those on normal terrain.

GDI UNITS AND STUCTURES

GDI UNITS

Disk Thrower

A light infantry unit carrying a long-range grenade delivery system, the Disk Thrower uses aerodynamic grenades designed for longer flight. These grenades can bounce along terrain if they do not impact their intended targets.

Jump Jet Infantry

The airborne divisions of GDI's infantry, these soldiers are able to perform surgical hits on targets normally inaccessible to standard infantry. Armed with a Vulcan cannon, these flying soldiers can provide an anti-air defense as well as quick air-to-ground attacks on poorly defended targets.

Medic

Solely responsible for treating the injured and getting downed soldiers back in the fight. Left on his own, he automatically heals any nearby friendly soldiers. Medics can be targeted to treat a specific soldier.

Ghostalker

Part of Forgotten, Ghostalker carries a small rail gun capable of eliminating rows of enemies in a single hit, and is armed with C4 charges that can destroy any enemy structure when a C4 icon appears. Left-clicking sends Ghostalker to the building and once he touches it, it flashes for a few seconds and then explodes. Ghostalker can heal in Tiberium.

Wolverine

The Powered Assault Armor, or "Wolverine", is a small eight to nine foot bipedal unit piloted by a single soldier. Fast and agile, these lightly armored suits excel at suppression fire and in light skirmishes. Handling large groups of enemy infantry is no problem for a squad of these troopers.

Amphibious APC

A heavily armored unit that can ferry up to five infantry units over land and sea. To load the APC, select the infantry soldier(s) you wish to load and highlight the APC. A blue "enter" cursor appears. Left-click to load the units into the APC. To make the units exit the APC, select it, and click it again when the "deploy" cursor appears. Note that an APC cannot be unloaded while in water.
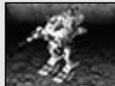
Titan

The Medium Battle Mechanized Walker, or "Titan," is GDI's all-purpose assault and defense unit. Standing 25 feet tall and packing a 120mm cannon, the Titan's long range makes it an ideal unit for use in base assaults, as it can pummel defenses without fear of retaliation.

MLRS

A medium to long range missile delivery system mounted on a hover chassis, capable of crossing both land and sea. Because of its hover capability, it is unaffected by most terrain types, making it an ideal unit for scouting enemy territory. Its rockets are capable of hitting both air and land targets with equal effectiveness.

Disrupter

Firing a harmonic resonance wave, the Disrupter is capable of shattering any unit or structure caught in the wave—enemy and ally alike.

Mammoth Mk. II

This prototype behemoth is GDI's most powerful weapon with its dual rail guns and back-mounted anti-aircraft missile launcher. The rail guns are capable of destroying most units in a matter of seconds, while its AA launcher ensures air protection. Virtually indestructible, the Mammoth Mk. II is still in its testing phases, and only one can be deployed at any time.
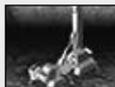
Mobile Sensor Array

The MSA is a vehicle equipped with a state-of-the-art sensor package that can detect the presence of enemy units even if they are cloaked or burrowing underground. Detected units are not uncloaked, but are displayed on radar and the tactical view.

Orca Fighter

Fast, lightly armored, and armed with dual missile launchers, this versatile and lightweight attack aircraft can deliver a missile barrage to any location on the battlefield within moments of receiving orders. The Orca must return to a helipad in order to reload its weapons.

Orca Bomber

Heavier and better armored than its fighter cousin, the Orca bomber trades speed for firepower. Delivering a stream of high-explosive bombs in strafing runs, the Orca bomber is ideal for softening up ground defenses during the beginning of a base assault.

Orca Carryall

This transport aircraft has the critical job of rescuing or delivering units to or from any destination. Using a large grappling device, it's capable of picking up any vehicle found on the battlefield. To pick up a unit, select the Carryall, then left-click the unit you wish to pick up. To put the unit down, select the Carryall when it is on the ground, highlight it, and left-click it when the "deploy" cursor appears. You can drop units directly onto repair pads and refineries without detaching them first.

Dropship

These allow the delivery of crucial supplies and reinforcements to specific areas. The arrival of a dropship with reinforcements during a heated battle can mean the difference between victory and defeat. Dropships are only available in certain solo play missions and can never be directly controlled.

Kodiak

The Kodiak is GDI's mobile command center. Commander McNeil and his crew reside on the Kodiak and use it to travel from battle to battle. Typically, the Kodiak observes the battle from afar. However, certain conditions could cause the Kodiak to be vulnerable to attack. If it is destroyed, the battle is over.

Orca Transport

Available only in certain solo-play missions, this can carry up to five infantry units to any location on a battle map.

Mobile Construction Vehicle

The foundation of any base starts with the MCV. Able to deploy itself into a fully functioning construction yard, the MCV is a highly prized piece of equipment.

Mobile EMP Cannon (*Command & Conquer Firestorm* only)

This lightly armored unit takes down small groups of vehicles in a quick radial blast. The pulse blast is capable of incapacitating vehicles, destroying cloaked drones, and shorting out a subterranean unit's guidance system, causing it to surface.

Juggernaut (*Command & Conquer Firestorm* only)

The Juggernaut, although slow, delivers a lethal barrage of shells at long range. This unit can soften up even the most well protected bases with relative ease. Its effective minimum range is limited, so avoid deploying it close to the front lines of battle.

Drop Pod Control Plug (*Command & Conquer Firestorm* only)

These drop pods can deliver their troops from the orbital command stations to any battle location with greater accuracy and speed. They're equipped with an anti-personnel weapon built into the exterior to help clear the path for deploying troops.

Mobile War Factory (*Command & Conquer Firestorm* only)

Although slow and costly to produce, this unit sets up a mobile staging ground anywhere the battle lines move.

GDI STRUCTURES

GDI Power Plant

These provide power for base structures and are critical to keeping base defenses online. GDI Power Plants are upgradeable via Add-on Power Generators. There are two empty upgrade pads for add-on generators per Power Plant. Each increases the power output of the structure by 50% over a non-upgraded Power Plant.

Barracks

The Barracks allow infantry units to be trained. It is also a prerequisite for base defensive structures.

Firestorm Generator

Creates an infinitely high force field. Once the generator is constructed, special Firestorm Wall Sections must be placed on the perimeter of an area to be defended, just like a wall. When activated, the force field that results from these emitters is impenetrable. The Firestorm Generator consumes massive amounts of power. Because of this, it can only be active for a short period before it needs to recharge. The shield can be turned on and off at will.

Firestorm Wall Sections

Used in conjunction with the Firestorm Generator, these emitters are placed like a wall and control the placement of the Firestorm Defense Shield. These emitters can be used to completely encircle a base or can be used at key defensive positions.

Radar Installation

Allows commanders to view the battlefield and the relative locations of all units. In order for the radar view to remain active, the Radar Installation must be constantly powered.

Ion Cannon

This is an upgrade to a GDI Upgrade Center that allows targeting control of GDI's orbital ion cannon weapon. Without this control the ion cannon cannot be used.
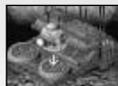
Seeker Control

This upgrade to a GDI Upgrade Center allows two-way communication with a Hunter Seeker Droid, allowing it to acquire enemy targets. This upgrade is required in order to build Hunter Seeker Droids.

Power Turbine

Up to two of these can be added to a Power Plant to increase power output. The output of each turbine is less than that of a new Power Plant, but the cost is much lower.

GDI War Factory

Allows for the construction of vehicles. Certain advanced vehicles require additional structures before they can be built.

Component Tower

Serving as the basis for all GDI base defenses, these can be built as individual structures or as part of a wall. A Vulcan Cannon, RPG launcher, or SAM launcher can be mounted.
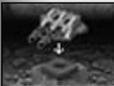
Vulcan Cannon Component

Consists of two mini-guns firing 50mm projectiles at high speed. The cannon is primarily intended for use against infantry, but can be used less effectively against vehicles.
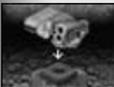
RPG

Designed to use grenades against vehicles but can be used against infantry as well. Its explosive charge ensures splash damage to any units caught around its target.

Surface to Air Missile Upgrade

GDI's anti-aircraft defense, which can only be used against flying units.
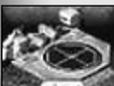
Helipad

Allows for the construction and rearming of Orca Fighters, Bombers, and Carryalls. Without the Helipad, aircraft cannot be constructed and cannot be rearmed.
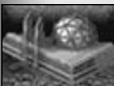
GDI Tech Center

This is where GDI conducts its high-tech weapons research, therefore, it's required prior to the construction of certain high-tech units and structures.

GDI Upgrade Center

Used to communicate with various units and structures on the battlefield. Upgrade centers have two available upgrade pads and can accept Ion Cannon Uplink or Seeker Control upgrades.

Service Depot

Used to repair vehicles and aircraft that land on it—if enough credits are available, the unit is fully repaired. Units can be queued onto the pad by bandbox selecting all the units and targeting the Service Depot.

Concrete Walls

A more robust defensive structure than Sand Bags, Concrete Walls are effective at stopping both infantry and vehicles. Only certain units can shoot over these defensive walls.

GDI Automatic Gate

Prevents enemy units and Tiberium growth from entering a base by automatically opening for friendly units but not for enemy units.

NOD UNITS

Cyborg Infantry

The result of recent Nod experiments in melding tiberium-mutated humans with machines, these are armed with heavy body armor and a high-power pulse rifle.

Rocket Infantry

Nod's heavy infantry carry shoulder-mounted rocket launchers effective against vehicles, structures, infantry, and aircraft. They're slower than Light Infantry but are more heavily armored.

Cyborg Commando

Cyborgs that perform well are modified and promoted to the Nod Cyborg Commando ranks. Packing enough firepower to take out entire bases, they are a large threat on the battlefield. Armed with a chain gun and flame-thrower, the Commando can make quick work of vehicles, infantry, and structures.

Mutant Hijacker

The hijacker has the ability to commandeer any vehicle. When the hijacker is selected and the cursor is placed over an enemy vehicle, the cursor becomes an "enter" cursor to signify the vehicle can be stolen. Clicking a vehicle when the cursor is in this stage sends the hijacker to the unit to steal it. Once a vehicle is stolen, the hijacker cannot be removed from the vehicle until the vehicle is destroyed. When it is, he pops out and is able to steal another vehicle. The mutant hijacker can heal in Tiberium when he is not inside a vehicle.

Subterranean APC

Capable of carrying up to five infantry units underground to a target, where it is invisible to the enemy but can be detected by a GDI Mobile Sensor Array. The APC cannot surface from under certain terrain types, such as rough terrain and water.

Attack Cycle

Primarily used as a scouting unit, this is Nod's fastest ground unit. Although it trades armor for speed, it's capable of sustaining moderate damage before being destroyed. It carries twin rocket launchers capable of hitting both air and ground units.

Weed Eater

A massive lawnmower used to harvest Tiberium veins for use in a Chemical Missile, it behaves like a harvester. However, it harvests Tiberium veins, not Tiberium crystals, and dumps its cargo at a Tiberium Waste Facility, not a Refinery. The harvested Tiberium veins, once processed at a Waste Facility, can be used to create a deadly Chemical Missile.

Tick Tank

This light battle tank has the ability to burrow into the ground to increase its defenses and perform mobile battery defense. When burrowed, only the turret and a small part of the unit remain above ground. To burrow the Tick Tank, select it, then left-click it. The unit burrows and becomes immobile. To move the unit again, select it, then left-click it again. Once the tank has dug out from the ground, it can be moved again.

Stealth Tank

The newest in covert warfare, this is a light battle tank able to cloak itself to remain undetected by enemies. The tank is unable to remain cloaked while firing thanks to the enormous power drain of the stealth generator. Only infantry and base defenses can reveal the stealth tank. However, GDI's Mobile Sensor Array can detect a stealth tank's presence.

Artillery

A long-range artillery platform that is unable to fire while un-deployed, and cannot move while deployed. To deploy the unit, select it, then left-click it. To un-deploy the unit, select the deployed unit, then left-click it again.

Harpy

Excellent against infantry and lightly armored vehicles, the Harpy is the newest generation of combat helicopters. Like all flying units, the Harpy must return to a helipad in order to reload its weapons.
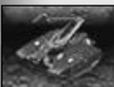
Mobile Repair Vehicle

This robotic vehicle is capable of repairing damaged vehicles on the battlefield with its extendible arm that houses all of the necessary tools. Placing this unit in guard mode enables it to automatically repair any vehicles in its immediate vicinity.
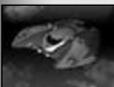
Banshee

The next generation of fighting aircraft, code-named the Banshee, is capable of decimating any unit or structure with its twin plasma cannons.

Mobile Construction Vehicle

The foundation of any base starts with the MCV. Able to deploy itself into a fully functioning construction yard, the MCV is a highly prized piece of equipment.

Devil's Tongue Flame Tank

Capable of burrowing through all but the hardest of substances, the Devil's Tongue can unleash deadly jets of flame on unsuspecting targets with impunity. The flame is especially effective against infantry and structures although prolonged exposure to its blasts can even melt steel.
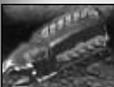
Montauk

The Nod's mobile command center where Commander Slavik and his crew travel between battles. Capable of burrowing underground, the Montauk typically remains safely away from the battlefield so as not to endanger the command crew. However, certain conditions can cause the Montauk to enter the battlefield. If this should happen, it is imperative that the Montauk be protected at all costs.

Fist of Nod (*Command & Conquer Firestorm* only)

Although slow and costly to produce, this unit sets up a mobile staging ground anywhere the battle lines move.

Mobile Stealth Generator (*Command & Conquer Firestorm* only)

The MSG is Nod's mobile version of their stealth generator. The MSG must be fully deployed in order to function (movement interferes with the stealth fields when used on such a large scale). This unit also has a much smaller area of effect than its immobile equivalent.

Reaper (*Command & Conquer Firestorm* only)

A cyborg torso attached to an all-terrain walker base, this is equipped with dual cluster-missile cannons and an anti-personnel net launcher.

NOD STRUCTURES

Nod Power Plant

These supply power to all structures in a base. Without enough power, structures don't function at all or function in a reduced capacity.

Hand of Nod

This is where Nod infantry units are trained, and it's a prerequisite to building base defenses.

Stealth Generator

The Stealth Generator can cloak all units and structures in a large area. The base remains cloaked until the Stealth Generator is turned off, the base becomes underpowered, or the stealth generator is destroyed. Base defenses and units under the effect unclock only when firing or leaving the area of effect. Units exiting from a War Factory or Hand of Nod and Harvesters exiting a Refinery are visible briefly before the Stealth Generator cloaks them.

Nod Radar

Allows commanders to view the battlefield and the relative locations of all units. In order for the radar view to remain active, the Radar Installation must be constantly powered.

Advanced Power Plant

Generates twice as much power as a regular Power Plant.

Nod War Factory

Allows for the construction of vehicles. Certain advanced vehicles require additional structures before they can be built by a Weapons Factory.

Tiberium Waste Facility

Serves as the drop-off point for the Weed Eater unit. This structure refines and concentrates harvested Tiberium veins for use in the Chemical Missile. Once enough has been collected, it is automatically loaded into a Chemical Missile, provided a Missile Silo is available. The Waste Facility comes with a Weed Eater unit.

Laser

The Nod's main base defense fires a focused laser beam at enemy units, and generates its own power so that it can remain operational during low power conditions.

SAM Site

The primary defense against enemy aircraft, it can only be used against flying units.
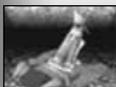
Obelisk of Light

A frighteningly powerful weapon whose power output has been increased to create a devastating laser bolt.

Nod Tech Center

This is where Nod conducts its high-tech weapons research, and is required prior to the construction of certain high-tech units and structures.

Nod Helipad

Required for the construction and re-arming of the Banshee and Harpy aircraft.

Missile Silo

Allows Nod to launch long-range weapons at an enemy, specifically a Multi-Missile or Chemical Missile.

Temple of Nod

Construction of the temple enables the Hunter-Seeker droid, and allows the recruitment of the Cyborg Commando and the Mutant Hijacker. Because of the resources required to produce these special soldiers, only one of each may be in your army at any one time.

Nod Walls

This basic base defense structure is effective at stopping both infantry and vehicles. Certain units can fire over Nod walls.

Laser Fencing

Consists of emitter posts that project a continuous laser beam between them, effectively stopping vehicles and infantry. Because they can be placed up to four cells from one another, a defensive perimeter can be constructed quickly. However, Laser Fencing requires significant external power to remain online.

Nod Automatic Gates

Prevents enemy units and Tiberium growth from entering a base. The gate automatically opens to allow friendly units to pass but doesn't open for enemy units.

COMMAND & CONQUER RENEGADE™

DEFAULT CONTROLS

MOVEMENT

Move forward/backward	W or ↑ / S or ↓
Turn left/right	← / →
Step left/right	A / D
Jump	SPACEBAR
Crouch (while key is pressed)	C
Walk (while key is pressed)	Left SHIFT
Use switch, item, console, ladder	E
Move up/down ladder	W or ↑ / S or ↓

VEHICLES

Enter/Exit vehicle	E
Drive forward (accelerate)/**backward** (decelerate)	W or ↑ / S or ↓
Turn left/right	A / D

IN-GAME MISSION HELP

Mission objectives	TAB
Cycle through objectives	BACKSPACE
EVA Data Link	ESC
EVA Data Link objectives/Map	O / M
First/Third-person mode	F
Screenshot	PRINT SCREEN

WEAPONS

Handguns	`1`
Automatic weapons	`2`
Sniper weapons	`3`
Chemical weapons	`4`
Rocket launchers	`5`
Grenade launchers	`6`
Energy weapons	`7`
Tiberium weapons	`8`
Mines	`9`
Beacons	`0`
Next/previous weapon	`ENTER` or mouse wheel up/`.` or mouse wheel down
Fire primary weapon	left mouse button
Secondary weapon effect (zoom, detonate, etc.)	right mouse button
Reload	`R`
Zoom in/out sniper scope	`T` or mouse wheel up/`G` or mouse wheel down

MENUS

Help	`F1`
Quick Save	`F6`
Move up/down in menus	`↑`/`↓`
Select menu choice	`END`
Pause game	`ESC`

MULTIPLAYER

Team information	`J`
Battlefield	`K`
Chat	`F9`
Team chat	`F3`
Server info	`L`

COMMAND & CONQUER RED ALERT™2/COMMAND & CONQUER RED ALERT™ YURI'S REVENGE

BASIC KEYBOARD FUNCTIONS

Deploy item/unit	`D`
Guard current area	`G`
Attack move	Click unit, `CONTROL`/`SHIFT`, move to area
Scatter	`X`
Stop	`S`
Force fire	`CONTROL` then guide cursor over unit, then left-click
Force move	`ALT` then guide cursor over unit, then left-click
Options menu	`ESC`
Create team	`CONTROL` + `1`–`9`
Select team	`1`–`9`
Ally with chosen side	`A`
Type select	`T`
Chat to all listeners (in multiplayer)	`ENTER` to bring up chat cursor, `ENTER` to send message. Right-click to cancel message
Chat to all allies (in multiplayer)	`BACKSPACE` to bring up chat cursor, type message, and then `ENTER` to send message
Chat to all players (in multiplayer)	`\` to bring up chat cursor, type message, and then `ENTER` to send message
Place beacon	`B`, `ENTER`, write message, `ENTER` to send message; Press `DEL` to delete beacon
Enter Way Point mode	Click unit, press and hold `Z`, set down way points, release `Z` to initiate movement command
Set rally point	Click Barracks, War Factory, Shipyard, or Cloning Vats, and then select the rally point on the battlefield
Go to event on radar	`SPACEBAR`
All units cheer!	`C`
Go to Diplomacy menu	`TAB`
Follow	`F`
Guard destination/structure	`CONTROL`/`ALT` + click area/structure
Escort unit	`CONTROL`/`ALT` + click unit
Structure tab	`Q`
Armory Tab	`W`

Infantry Tab	`E`
Unit Tab	`R`
Next/previous unit	`M`/`N`
Select all	`P`
Cycle through elites	`Y`
Cycle through health	`U`
Modify selected units	Hold `SHIFT` and click selected unit to de-select; Click unselected unit to add to group
Center tactical map on base	`H`
Repair mode	Left-click structure, `K`
Sell mode	Left-click structure, `L`
Bookmark creation	`CONTROL` + `F1`–`F4`
Go to bookmark selection	`F1`–`F4`
Multiplayer taunts	`F5`–`F12`

STRUCTURES AND UNITS USED BY ALL SIDES

UNITS

Engineer
Repairs destroyed bridges (enter the bridge huts), steals enemy structures, repairs your own structures, and captures neutral tech buildings.

Attack Dog
Extremely effective against infantry, but are completely worthless against vehicles and structures. They are the only line of defense against Spies.

MCV
When deployed, this vehicle becomes a Construction Yard, providing you with all of the benefits of that building. To deploy an MCV, select the vehicle and hold the cursor over it. If the cursor changes to a golden circle with four arrows, left-clicking it deploys the vehicle. If instead the cursor has a red circle with a line through it, there is either not enough room to deploy or something is in the way. Move the vehicle (or the offending object) to find a suitable deployment site.

Amphibious Transport
Used to transport units, the hovercraft is capable of carrying vehicles and infantry. It can cross both land and water and has no armament.

STRUCTURES

Construction Yard
The heart of every base is the Construction Yard. This structure is responsible for the creation of all other buildings in your base from simple walls to the technologically advanced Battle Labs. Protect it at all costs and at all times.

Barracks
The creation of all infantry units is performed here. Many of the more powerful and effective structures and base defenses require the Barracks.

Ore Refinery
Where Ore is converted to credits, which can be used to purchase structures and units.

War Factory
All ground vehicles are created at the War Factory, although many require the addition of other buildings to allow for production.

Battle Lab
Many of the advanced units and defenses depend on additional technology found here.

ALLIED FORCES

ALLIED TECH TREE

CONSTRUCTION YARD

POWER PLANT

ORE REFINERY + BARRACKS

AIRFORCE COMMAND HQ — NAVAL YARD — WAR FACTORY — PATRIOT MISSILE SYSTEM — PILLBOX — WALLS

+

PRISM TOWER — BATTLE LAB — ROBOT CONTROL CENTER* — SERVICE DEPOT

ORE PURIFIER — WEATHER CONTROL DEVICE — CHRONOSPHERE — SPY SATELLITE UPLINK — GAP GENERATOR — FORCE SHIELD
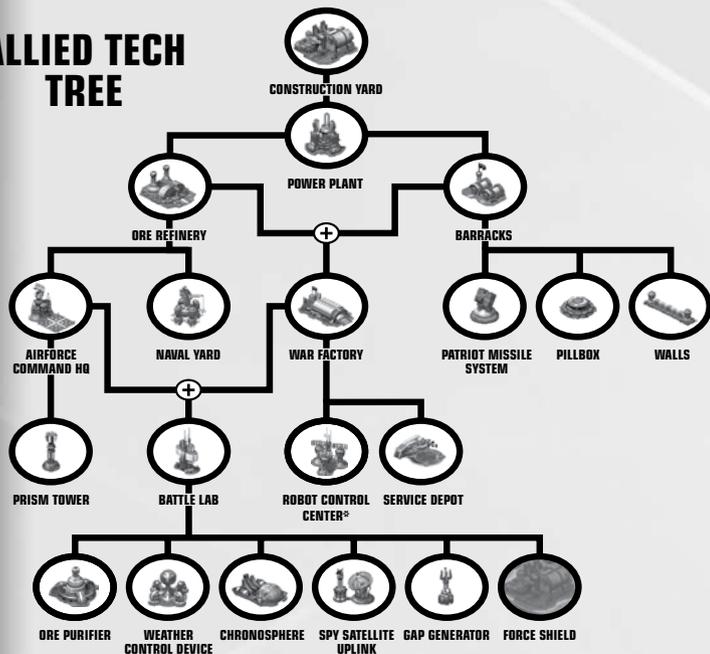
INFANTRY

GI
The GI is the basic Allied infantry unit. Slow and capable of only light damage, GIs are nonetheless necessary because of their low cost and ability to set up sandbags around them like a bunker.

Rocketeer
Armed with a powerful weapon and strapped into an equally powerful jet pack, the Rocketeer hovers over the battlefield and provides anti-air defense and air-to-ground attacks on weaker targets.

Spy
A stealth unit who sneaks past enemies and into enemy structures, providing substantial benefits. Attack Dogs are never fooled by the Spy's disguise.

Tanya
About as fast as a typical GI, Tanya also has the ability to swim across rivers and oceans. While not that powerful against vehicles, Tanya's powerful weapon kills off enemy infantry units with a single shot. Tanya can also plant C4 charges on enemy buildings, bridges, or ships, destroying them instantly.

Chrono Legionnaire
A Chrono Legionnaire teleports around the map—the distance of the teleport determines how long it takes him to "phase" back in at his new location. While phasing back in, the Chrono Legionnaire is vulnerable. His unique weapon simply erases them out of time.

Guardian GI (*Command & Conquer Red Alert Yuri's Revenge* only)
When deployed, the Guardian GI cannot be crushed and switches to a powerful anti-tank weapon, effective against vehicles and aircraft. Guardian GIs cannot be used to garrison structures.

Navy SEAL (*Command & Conquer Red Alert Yuri's Revenge* only)
Equipped with a high-powered machine gun and C4 charges, SEALs are excellent against enemy infantry and can defend themselves against vehicles as well.

Robot Tank (*Command & Conquer Red Alert Yuri's Revenge* only)
Impossible to mind control, this assault vehicle can hover, allowing them to cross water. The ability to create Robot Tanks is granted with the construction of a Robot Control Center.

VEHICLES

Grizzly Battle Tank
Useful for base assaults, these all-purpose tanks are capable of grinding enemy infantry units under their powerful treads.

Infantry Fighting Vehicle (IFV)
An incredibly versatile vehicle, this transport alters its weapon depending on what type of infantry unit is placed inside it. For instance, putting an Engineer into this craft turns it into a mobile repair vehicle, able to repair your damaged vehicles without the necessity of bringing your units back to your base. GIs enhance the vehicle's ability to mow down infantry, etc. Explore the many unique abilities the IFV has to offer.

Harrier
This fast jet is used for ground attacks, and is useful for strafing enemy structures or incoming columns of enemy units.

Mirage Tank
When not moving, this unit changes in appearance to look like a tree, and can fire on enemy units from this camouflaged state.

NightHawk Transport
This massive transport helicopter is completely invisible to enemy radar and is used to move infantry units across the map quickly and efficiently.

Prism Tank
The powerful and deadly beam of light launched from this vehicle cannon disperses from the target to hit other nearby enemies, allowing it to single-handedly destroy entire groups of enemy units.

Chrono Miner

The heart of your economy is the Chrono Miner, a small vehicle that collects Ore and returns it to your Refineries. This Ore is then converted into money, which allows you to produce units and structures to increase your power.

Destroyer

Designed to automatically defend against submerged enemy units like submarines, it can also be used to bombard shorelines and enemy installations, allowing for easier amphibious invasions.

Aegis Cruiser

Used to defend against aerial attacks, it's also equipped with anti-missile defenses that can protect vital installations against missile attacks.

Aircraft Carrier

Planes from an Aircraft Carrier land, reload, and continue attacking until the selected target is destroyed. Any aircraft lost by the Aircraft Carrier are automatically replaced without cost.

Dolphin

These are cloaked and invisible to enemy radar and attack with an enhanced sonar device. They are effective against any Soviet naval units, particularly Giant Squids.

STRUCTURES

Power Plant

These physically weak yet critically important structures put out a good deal of energy. Larger bases require multiple Plants to operate effectively.

Naval Shipyard

All your naval units, including Dolphins, are created at your Naval Yard. This structure must be placed entirely in water. Damaged ships can be returned to the Naval Yard to be repaired.

Air Force Command Headquarters

Provides radar, which activates your Radar display and allows you to see the areas of the shroud you have removed on your Radar map. Also, allows for the creation of aircraft. Each structure can control up to four Harriers.

Service Depot

Moving a damaged vehicle into a Service Depot begins the repair process. Repairing damaged vehicles costs credits, with the cost depending on the severity of the damage to the unit.

Ore Purifier

While an expensive structure, the Ore Purifier allows provides credits from every load of Ore miners return to Refineries.

Spy Satellite Uplink

Completely removes the shroud, showing all locations on the battlefield and on the Radar display.

Fortress Walls

A passive defense system designed to stop enemy infantry and vehicles. Multiple pieces of wall section can be placed at once for quick building.

Pill-Box

Fortified gun emplacements designed to protect an area against attacks, they're not very effective against vehicles or walls.

Prism Tower

A powerful base defense, these fire a concentrated beam of light at any approaching enemy ground units. If placed close enough together, they can fire one large, powerful beam.

Patriot Missile System

An anti-aircraft device design to keep bases protected from all enemy flying units, the Patriot can also target and destroy incoming enemy missiles.

Gap Generator

Creates a shroud over a wide radius, hiding a base from radar. The Gap Generator requires a great deal of power to maintain.

Weather Control Device

Gives the Allied commander the ability to control the forces of nature by creating a powerful lightning storm that can be deployed over any part of the map to cause incredible destruction over a wide area.

Chronosphere

A device that moves vehicles in a selected wide radius to another point on the map. Enemy vehicles can be transported and placed on land or dropped in water, destroying them instantly.

Battle Fortress (*Command & Conquer Red Alert Yuri's Revenge* only)

This massive construction grinds over the battlefield, crushing infantry, vehicles (even tanks), and walls with equal ease. Up to five infantry units, each of them firing out the Fortress's ports, can be placed inside.
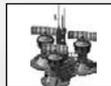
Robot Control Center (*Command & Conquer Red Alert Yuri's Revenge* only)

Allows the creation of Robot Tanks. This structure can be built after the production and placement of an Allied War Factory. This building ceases to function if your base is low on power.

SOVIET FORCES

Barracks	Conscript	Engineer	Attack Dog	Tesla Trooper
Barracks + Radar Tower	Flak Trooper	Crazy Ivan		
Barracks + Battle Lab	Boris			
War Factory	War Miner	Rhino Tank	Flak Track	Terror Drone
War Factory + Service Depot	Soviet MCV			
War Factory + Radar Tower	V3 Launcher			
War Factory + Battle Lab	Kirov Airship	Apocalypse Tank	Siege Chopper	
Naval Yard	Attack Sub	Amphibious Transport		
Naval Yard + Radar Tower	Scorpion			
Naval Yard + Battle Lab	Giant Squid	Dreadnaught		

Country Specific Units

Russia

War Factory + Radar Tower	Tesla Tank

Libya

War Factory + Radar Tower	Demo Truck

Iraq

Barracks + Radar Tower	Desolator

Cuba

Barracks + Radar Tower	Terrorist

SOVIET TECH TREE

- CONSTRUCTION YARD
- BATTLE BUNKER*
- TESLA REACTOR
- ORE REFINERY
- BARRACKS
- SPY PLANE
- RADAR TOWER
- NAVAL YARD
- WAR FACTORY
- FLAK CANNON
- WALLS
- SENTRY GUN
- TESLA COIL
- BATTLE LAB
- SERVICE DEPOT
- NUCLEAR REACTOR
- NUCLEAR SILO
- IRON CURTAIN
- INDUSTRIAL PLANT*
- FORCE SHIELD

INFANTRY

Conscript
The counterpart to the Allied GI is the Soviet Conscript. Not able to deploy into a fortified position, Conscripts are cheaper to build than the Allied GI.

Tesla Trooper
Attacking with a powerful electrical charge generated from portable Tesla coils, these units cannot be steamrolled by enemy tanks. In times of emergency power shortages, Tesla Troopers can charge up the Tesla Coils defending bases to keep them operating.

Crazy Ivan
Attacks by placing dynamite around the map—virtually anything can be wired to explode, from enemy structures to individual Conscripts, even wandering cows.

Flak Trooper
Useful against both ground and air targets, this unit attacks with explosive flak, allowing him to damage aircraft and seriously wound enemy infantry.

Yuri

Yuri has the ability to mentally control most organic units and vehicles. If Yuri is killed, the connection with the enemy vehicle is broken and it returns to its original team. Yuri cannot control War-Miners, Chrono Miners, Attack Dogs, aircraft, or other Yuri units. Yuri can boil the minds of others with his mind blowing attack; simply double-click him and watch surrounding infantry sizzle.

Boris (*Command & Conquer Red Alert Yuri's Revenge* only)

Highly effective against infantry thanks to his rapid rate of fire, Boris calls in airstrikes of MiG fighters to bombard any structure he targets with his laser designator.

VEHICLES

Rhino Heavy Tank

Larger and slower than the Allied Grizzly, this tank is geared toward pure power, and is extremely effective against structures.

Flak Track

This light Soviet vehicle is designed to defend against both air and light ground assaults. This vehicle can operate as a troop transport, although it's not amphibious.

V3 Rocket Launcher

While physically weak and easily destroyed, the V3 is a great support weapon, one capable of tremendous devastation. It launches very powerful long-range rockets that create huge amounts of damage.

Kirov Airship

Able to withstand tremendous amounts of damage, these huge, slow zeppelins attack with massive payloads of heavy iron bombs.

Terror Drone

These small mechanical spiders scuttle across the battlefield looking for enemy vehicles. When a vehicle comes within range, they jump inside it and dismantling it from the inside. Only a Service Depot or Outpost can remove a Terror Drone once it attacks.

Apocalypse Assault Tank

The ultimate Soviet tank, the Apocalypse Assault Tank packs a massive gun. A huge vehicle in and of itself, the Apocalypse can take huge amounts of damage before succumbing. This vehicle can be used to attack both ground and air targets.

War-Miner

Collects Ore to be processed into credits. It's armed with a sizable mounted gun, which gives it the ability to protect itself from minor threats.

Typhoon Attack Sub

This naval vessel attacks from below the waves, launching powerful torpedoes at its foes. Not capable of attacking land-based targets, the Typhoon can take complete control of waterways. Typhoon Attack Subs are stealth units, and do not appear on enemy radar.

Dreadnought

This large ship is useful in attacking ships and ground installations. It hits with powerful long-range missiles, making it difficult for enemy units to approach within range to destroy it.

Sea Scorpion

This fast ship is capable of attacking all targets. It is also equipped with an anti-missile system, and can be used to protect valuable structures and locations from missile attack.

Giant Squid

Captured and trained by Soviet scientists, these huge creatures are capable of grasping enemy ships and rending them to bits with their huge, powerful tentacles. Giant Squids are stealth units and do not appear on enemy radar.

Siege Chopper (*Command & Conquer Red Alert Yuri's Revenge* only)

When flying, this vehicle is mobile and effective against enemy infantry units. When deployed, the Siege Chopper lands and reveals a massive weapon capable of quickly destroying buildings and stationary targets from long range.

Spy Plane (*Command & Conquer Red Alert Yuri's Revenge* only)

As it passes over the targeted terrain below, it reveals the shroud, allowing the Soviets to see new areas of the map.

STRUCTURES

Tesla Reactor

The Soviet army depends on the Tesla Reactor to run its base operations. Tesla Reactors are extremely important, but are very vulnerable. These structures must be protected at all times. Spies are a particular nuisance.

Naval Shipyard

All your naval units are created at your Naval Yard. This structure must be placed entirely in water. Damaged ships can be returned to the Naval Yard to be repaired.

Radar Tower

Activates the Soviet Radar display.

Service Depot

Moving a damaged vehicle into a Service Depot begins the repair process. The cost of repairing a damaged vehicle depends on the severity of the damage to the unit.

Nuclear Reactor

This large building puts out the equivalent of many Tesla Reactors, supplying virtually all of the power ever needed. The destruction of a Nuclear Reactor causes a large nuclear explosion and creates fallout that kills infantry and lightly armored vehicles.

Cloning Vats

Allows you to duplicate any infantry unit you create for free. Once you have built and placed a Cloning Vat, any unit you create in your Barracks also produces an identical unit at the Cloning Vat.

Fortress Walls

A passive defense system designed to stop enemy infantry and vehicles. Multiple pieces of wall section can be placed at once for quick building.

Sentry Gun

This stationary gun is used to defend against enemy infantry. This is not very effective against vehicles.

Tesla Coil

Attacks with a powerful bolt of electricity, and can be charged by Tesla Troopers. Remains active even if the base loses power.

Flak Cannon

The Soviet Flak Cannon is a basic form of defense against aerial units, including Rocketeers.

Psychic Sensor

This device allows you to see the orders given to any enemy units planning to attack any friendly units or structures within the device's radius.

Nuclear Missile Silo

Creates a huge nuclear missile that can cause incredible devastation in the chosen area. The aftermath of the missile leaves radiation that kills any infantry units in the area and damages lightly armored vehicles.

Iron Curtain

Makes all structures and units in a small area completely invulnerable to attack. The force of the Iron Curtain kills any infantry units it is used on.

Battle Bunker (*Command & Conquer Red Alert Yuri's Revenge* only)

Having no defenses of its own, it can be fortified by conscripts to provide formidable firepower. When Conscripts are placed inside a Battle Bunker, it operates exactly like a garrisoned building.

Industrial Plant (*Command & Conquer Red Alert Yuri's Revenge* only)

When built and placed, this structure significantly reduces the cost and build-time of all vehicles.

YURI'S FORCES (*Command & Conquer Red Alert Yuri's Revenge* only)

| Barracks → Initiate | Engineer | Brute |
| Barracks + Psychic Radar → Virus | Yuri Clone |
| Barracks + Battle Lab → Yuri Prime |
| War Factory → Slave Miner | Lasher Tank | Chaos Drone | Gattling Tank |
| War Factory + Grinder → Yuri MCV |
| War Factory + Psychic Radar → Magnetron |
| War Factory + Battle Lab → Master Mind | Floating Disc |
| Sub Pen → Amphibious Transport |
| Sub Pen + Psychic Radar → Boomer |

YURI TECH TREE

CONSTRUCTION YARD — TANK BUNKER

BIO REACTOR

SLAVE MINER + BARRACKS

PSYCHIC REVEAL PSYCHIC RADAR SUBMARINE PEN WAR FACTORY GATTLING CANNON CITADEL WALLS

PSYCHIC TOWER BATTLE LAB GRINDER

PSYCHIC DOMINATOR GENETIC MUTATOR CLONING VATS FORCE SHIELD

UNITS

Initiate
Initiates use the power of their minds to do damage, and can garrison civilian buildings.

Attack Dog
Extremely effective against infantry, and your only defense against Spies.

Virus
Equipped with a long-range rifle capable of slaughtering any infantry unit with a powerful toxin that leaves a dangerous residue that damages other infantry units unfortunate enough to walk through the poisonous cloud left by a Virus's victim.

Yuri Clone
Equipped with a powerfully altered brain that allows it to take control of almost any enemy unit. While Miners, Attack Dogs, Master Minds, Yuri Clones, hero units, and any flying unit are immune to the power of the Yuri Clone, all others are susceptible to being taken over by this unit and added to Yuri's war effort.

Brute
A genetically engineered monstrosity designed to crush everything that blocks its path including tanks. Dogs avoid Brutes and do not attack them.

Yuri Prime
Seated on a massive flying chariot, Yuri Prime cannot be crushed by vehicles, regenerates automatically, and is immune to mind control. It can control most vehicles and enemy infantry units, as well as most enemy structures and units. Additionally, Yuri is equipped with an improved Psi Wave attack that instantly kills infantry in its area of effect and even damages units outside of the immediate blast radius.

Lasher Tank
Designed to attack and defend against enemy artillery.

Chaos Drone
Releases clouds of hallucinatory toxins that drive enemies berserk. A berserk unit's attack power is greatly magnified and automatically targets friendly units before they attack enemies.

Gattling Tank
Equipped with twin .50 caliber machine guns that spin rapidly, spitting out hordes of deadly shells that rip through infantry and aerial units. The longer they fire, the faster the barrels spin and the more damage they cause.

Magnetron
Unleashes a powerful magnetic force that levitates enemy vehicles, pulling them toward Yuri's forces where they can be mind controlled. It can significantly damage structures by firing an intense magnetic beam at them; however, it is defenseless against enemy infantry.

Master Mind
Capable of safely mind controlling a group of three enemy units at a time. However, this unit can't stop itself from mind controlling additional enemy units. Exceeding its unit limit causes the device to break down and self-destruct, releasing all of its formerly captured units.

Floating Disc
Effective against infantry units including Allied Rocketeers, its small laser can cause damage to vehicles and structures. If placed over an enemy Power Plant, the Floating Disc immediately powers down the entire base, or when stationed over enemy Refineries, it draws credits away. Placed over any defensive structure that requires power effectively shuts off that structure.

Boomer Submarine
A stealth unit, capable of closing in on an enemy position without being spotted. Against other naval foes, the Boomer is capable of launching deadly torpedoes. However, it is its ballistic missiles, which are used against land targets, that make the Boomer such a deadly foe.

STRUCTURES

Bio Reactor
Yuri's main power source. In times of energy shortage, infantry units can be placed inside one to significantly increase the amount of the power output. The infantry can be deployed at any time and are released if the Reactor is destroyed.

Slave Miner
This structure moves next to a mining site and deploys Slaves to gather ore. When mobile, damaged Slave Miners auto-repair. When deployed, the structure can be repaired by sending an Engineer into it. Any Slaves killed by enemy action are automatically replaced by the Slave Miner.

Submarine Pen
Allows production of Yuri's Hover Transports and Boomer Submarines.

Psychic Radar
When placed, this indicates the target of enemy attacks within its area of effect, operating as Yuri's radar. When placed, it immediately begins developing the Psychic Reveal technology.

Psychic Reveal
Not truly a structure or a unit, this ability is created with the placing of a Psychic Radar. When fully charged, the Psychic Reveal allows Yuri to uncover a sizable radius of the shroud, much like the Soviet Spy Plane.

Grinder
Allows for the recycling of any vehicle or infantry unit currently under Yuri's control. Any unit sent into the Grinder is destroyed instantly, refunding all or part of the production cost of the unit.

Citadel Walls

Designed to protect vulnerable and fragile structures.

Tank Bunker

When placed, this structure has no means of defense on its own. However, any turreted vehicle except a Magnetron can be garrisoned inside the Tank Bunker, giving it both added defenses and additional firepower.

Gattling Canon

This defensive structure operates on the same principles as the Gattling Tank, with sustained fire causing additional damage and mayhem. This weapon is always effective at ripping through infantry, regardless of the speed at which the cannons are spinning.

Psychic Tower

Automatically mind controls the first three units that come within range of it, turning them against their former friends. These units are fully controllable and can be sent into battle or to the Grinder. Once it controls its maximum number of units, the Psychic Tower is otherwise defenseless against assaults.

Cloning Vats

Each time a new infantry unit is created at the Barracks, a duplicate is produced for free here.

Genetic Mutator

The first of Yuri's super weapons, when fully charged and deployed, this device turns all friendly and enemy infantry in its area of effect into one of his Brutes. Attack Dogs and any beasts (including Dolphins and Giant Squids) are simply killed.

Psychic Dominator

When fully charged and deployed, this weapon causes a massive burst of psychic energy that turns all units in its area of effect into units under Yuri's control. Units normally immune to mind control, and garrisoned units, are immune to the effects of the Psychic Dominator. Once a unit is captured by the Psychic Dominator, it can never be mind controlled again. The Dominator's psychic bursts also damage nearby structures.

COMMAND & CONQUER™ GENERALS/COMMAND & CONQUER™ GENERALS ZERO HOUR

SELECTION COMMANDS

Select a unit	Left-click
Add a unit to selection	SHIFT + left-click
Select previous/next unit	CONTROL + ←/→
Select previous/next dozer/worker	CONTROL + ↑/↓
Select all on-screen units of a type	E or double left-click
Select all units on the map that match current selection	Double-tap E
Select all of your combat units on the screen*	Q
Select all of your combat units on the map*	Double-tap Q
Select all of your air combat units on the screen*	W
Select all of your air combat units on the map*	Double-tap W
Define selected units as a group	CONTROL + number key
Select numbered group	Number key
View (not select) numbered group	ALT + number key
Select and jump to numbered group	Double-tap number key
Jump to last radar event	SPACEBAR
Jump to Command Center	H
Rapid scroll	Hold down right mouse button, move mouse
Scroll the screen*	Arrow keys

* Command & Conquer Generals Zero Hour only

UNIT MODES

Force-fire mode	Hold down CONTROL and left-click location/select target
Attack-move mode	Tap A and left-click location
Instruct selected units to guard	Tap G and left-click location
Stop selected units	S
Scatter selected units	X
Set waypoints for units	ALT + left-click for each waypoint
Set unit Formations	Position, then select units, press CONTROL + F

SCREENS AND POP-UPS

Toggle Diplomacy/Communicator screen in multiplayer and skirmish games/Toggle Mission Objectives in single player	TAB
Toggle Command Bar	F9
Options screen	ESC
Capture screenshot	

CAMERAS

Set bookmark for camera	CONTROL + F1 – F8
Jump to camera bookmark	F1 – F8
Jump to hero unit	CONTROL + H
Rotate camera	Numeric keypad 4 rotate left, 6 rotate right
Zoom camera	Numeric keypad 8 zoom in, 2 zoom out
Reset camera to DEFAULT position	Numeric keypad 5

MULTIPLAYER

Chat with everyone	ENTER
Chat with allies	BACKSPACE
Place beacon	CONTROL + B
Selected unit's cheer	CONTROL + C

USA UNITS AND STRUCTURES

BARRACKS — RANGER, MISSILE DEFENDER, COL. BURTON, PATHFINDER — CAPTURE BUILDING, FLASH BANG

WAR FACTORY — CRUSADER, HUMVEE, AMBULANCE, TOMAHAWK, PALADIN — TOW MISSILES

AIR FIELD — RAPTOR, COMANCHE, AURORA BOMBER, STEALTH FIGHTER — ROCKET PODS, LASER MISSILES

SUPPLY CENTER — CHINOOK

COLD FUSION REACTOR — CONTROL RODS

STRATEGY CENTER — BOMBARDMENT, HOLD THE LINE, SEARCH & DESTROY — ADVANCE TRAINING, COMPOSITE ARMOR, DRONE ARMOR

BASE ——— PRODUCTION	NEED GENERALS ABILITY – – – – –	NEED STRUCTURE UPGRADE ·········· RESEARCH UPGRADES

USA UNITS

Construction Dozer
Use to construct all of the USA military structures and repair occupied structures or clear minefields.

Ranger
Trained with the latest techniques and armed with the best weapons, the Ranger is effective in urban combat. Rangers can also combat drop into neutral structures via Chinooks and capture enemy facilities or tech buildings.

Missile Defender
Missile Defenders provide flexible support for your base's perimeter defenses. Garrison neutral structures to provide protection—your Missile Defenders can stop heavy air and ground attacks. Use the laser missile attack to improve the Missile Defender's accuracy.

Pathfinder (Generals Ability)
These advance scouts for the USA infantry are lethal to enemy infantry. With a long-range sniper rifle, a Pathfinder can take out an enemy soldier before he is even seen. When stationary, Pathfinders enter stealth mode.

Colonel Burton (Structure Upgrade)
An expert in covert operations, Colonel Burton can wreak havoc against enemy infantry of all types. Armed with a sniper rifle, knife, and remote or timed demo charges, Colonel Burton's stealth training allows him to move invisibly across almost any terrain.

Pilot (non-trainable)
When titanium-plated vehicles are destroyed, the Pilot can escape into the battlefield. An escaped Pilot retains the veterancy status of his vehicle, so send him a new vehicle to apply his veterancy level to it.

Ambulance
This mobile infirmary can return injured soldiers to fighting form. Additionally, it can release a foam to clean up poisoned or radiated ground, which helps to keep infantry on the battlefield.

Humvee
This infantry transport can carry up to five soldiers at a time. Fast yet reasonably durable, the Humvee has firing slots in its side panels for infantry inside. It can be upgraded to carry a Battle or Scout Drone and TOW anti-tank missiles. The TOW missile upgrade is developed at the War Factory.

Crusader Tank
The fastest and most lethal tank in the world, the Crusader can deliver 125mm shells onto near and far targets. Upgrades can improve the armor or add a scout or battle drone. The Composite Armor upgrade is developed at the Strategy Center.

Paladin Tank (Generals Ability)
An advanced prototype, the Paladin tank fires a jet-assisted shell and automatically targets enemy missiles with its small, powerful laser. Still in development, the laser has a slow rate of fire, so the Paladin should be used with other anti-air defensive systems. Upgrades can improve armor and add a scout or battle drone. The Composite Armor upgrade is developed at the Strategy Center.

Tomahawk Missile Launcher (Structure Upgrade)
This vehicle carries a Tomahawk ground-to-ground missile. Battle or scout drone upgrades are available. A fantastic support weapon, the Tomahawk Missile Launcher can bombard targets from long range.

Chinook
The workhorse of the USA forces, the Chinook acquires and delivers supplies to the Supply Center. As circumstances require, the heavy-duty helo can be redirected to carry two vehicles and two infantry units or up to eight infantry units alone.

Raptor
The Raptor has the best performance characteristics and weapons systems of any aircraft in the world. Its four underwing missiles can be targeted at both air and ground targets. When its ordnance has been delivered, the Raptor automatically returns to its home base. It can only land at friendly Air Fields, which can develop laser missile upgrades for it. It is especially vulnerable to Chinese MiGs.

Comanche
The Comanche has multiple weapons systems to suppress hard and soft targets. A 20mm nose cannon can keep infantry behind cover, while its four missiles can damage heavy armor. Developed at the Air Field, the Rocket Pods upgrade places a pod of rockets on each Comanche. When its weapons are exhausted, it reloads on the fly and never needs to return to base unless repairs are needed.

Aurora Bomber (Structure Upgrade)
Traveling at supersonic speeds on its attack runs, the Aurora Bomber is invulnerable to enemy AA fire. After ordnance is released, the jet slows and regresses to base at subsonic speeds. On its return flight or in large groups, the Aurora can be hit by ground fire.

Stealth Fighter (Generals Ability)
The ideal weapon against anti-air weapons, the Stealth Fighter can move unseen through most enemy defenses. It's invisible to the enemy except when it drops its payload. The Stealth Fighter can be upgraded with laser missiles from the Air Field.

Sentry Drone (*Command & Conquer Generals Zero Hour* only)
This stealthed vehicle provides a forward-looking eye that doesn't need much coordination or supervision. When the drone is upgraded, a nose-mounted 20mm machine gun is automatically deployed against infantry and small vehicles.

Microwave Tank (*Command & Conquer Generals Zero Hour* only)
The Microwave Tank can disable the electronics in structures via microwave frequencies. Defensively, a microwave field harms infantry.

Avenger (*Command & Conquer Generals Zero Hour* only)
A mobile platform, the Avenger can paint airborne and ground targets with its Point Defense Laser. When targets are painted, other units in the vicinity can fire faster and with better success at them. The Avenger can also down enemy aircraft.

USA STRUCTURES

Command Center
The entire base of operations for the USA side grows from the Command Center. From the Command Center comes your fleet of Construction Dozers, which you use to build and repair. Additionally, the Command Center controls the USA radar systems and Spy Satellite. After they are acquired, the A10 Missile Strike, Spy Drone, Fuel Air Bomb, Paradrop, and Emergency Repair ability are deployed from the Command Center.

Supply Center
The Supply Center dispenses Chinook helicopters to retrieve supplies from the nearest depot. While Chinooks are vulnerable to anti-air fire, they can cross any terrain, including mountains, to keep your Supply Center full of resources and money.

Supply Drop Zone
When a base is isolated from its supplies, a Supply Drop Zone can add a trickle of supplies to your stores. Periodically, transport planes drop supplies that add to your money. In large or small battles, a Supply Drop Zone can make a difference.

Cold Fusion Reactor
The power plant of the USA side, a Cold Fusion Reactor produces five units of power and can be upgraded with control rods.

To increase your overall power level, build more power plants or upgrade existing ones.

Barracks
All infantry personnel are created in the Barracks. Injured Rangers, Missile Defenders, and even Colonel Burton can return to their Barracks to get healed. The Flash Bang and Capture Building upgrades are developed here.

War Factory
In addition to building all USA vehicles, the War Factory can repair vehicles, too. Damaged vehicles can enter the repair bay one-by-one for repairs. It can also create the TOW missile upgrade.

Air Field
Each USA Air Field can build, arm, control and repair up to four airplanes at a time. To build more than four airplanes, you must build multiple Air Fields. Note that the Comanche does not need an Air Field to resupply. The Rocket Pod and Laser Missile upgrades are developed here.
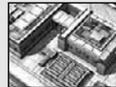
Strategy Center
The Strategy Center is the key element to building and controlling the more sophisticated structures in the USA arsenal. When you build a Strategy Center, new structures become available for creation. Once a Strategy Center is built, you can apply one of the following battle plans to your units:

★ **Search and Destroy** increases sight range of all troops on the battlefield. The Strategy Center sprouts a large radar array to detect units in stealth mode.

★ **Hold the Line** improves the armor defenses of all troops on the battlefield. The Strategy Center becomes twice as tough and is fortified with sand bags and.

★ **Bombardment** increases the firepower of all units. When this plan is enacted, a battle cannon deploys from within the Strategy Center.

Advanced Training, Composite Armor, and Drone Armor upgrades are developed here.

Patriot Missile System
The Patriot Missile System is the base defensive unit of the USA side. Multiple units can be linked in a network to unleash targeted firepower on both land and air targets. The Patriots are weak against infantry, so protect your missile system with fortified infantry units.

Particle Cannon
The most advanced USA weapon, the Particle Cannon fires a focused particle beam off of an orbiting mirror and onto enemy targets at any distance from the source.

To target the particle beam, left-click a location in the map. Continue clicking targets until the beam dissipates.

The Particle Cannon requires a great deal of technology, energy, and money to build.

Detention Camp
From the Detention Camp, you can activate the Intelligence special weapon, which reveals everything that enemy units see for a period of time.

Fire Base (*Command & Conquer Generals Zero Hour* only)
Packing a 155mm cannon, this small firing base can deliver a tremendous amount of ordnance a long way. If inbound hostiles manage to avoid the barrage, they may be weak enough to be dispatched by the four infantrymen that can be garrisoned inside.

CHINA
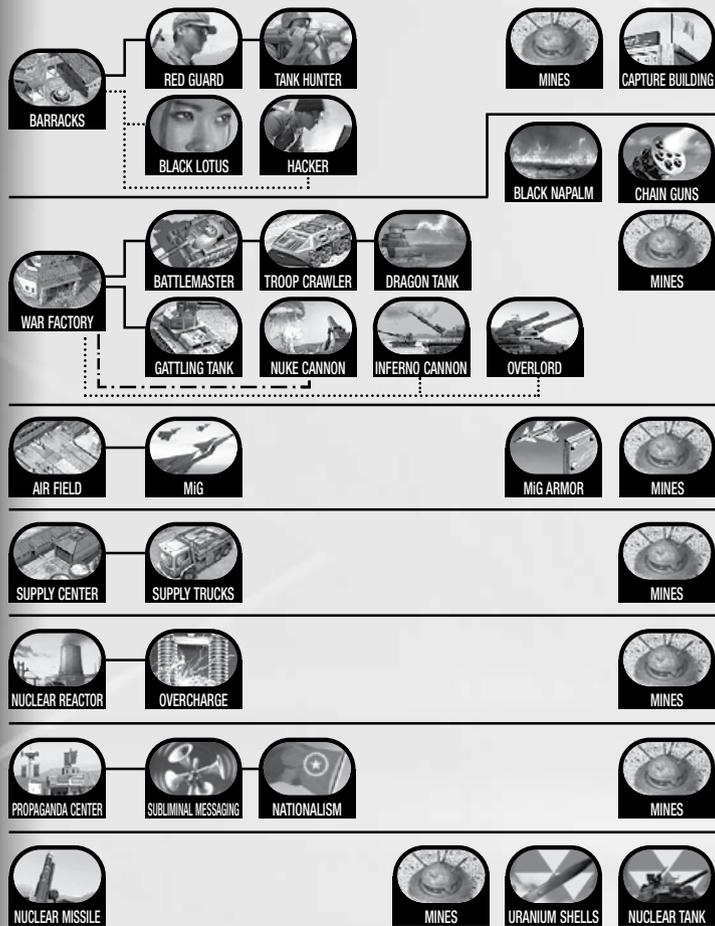
BARRACKS — RED GUARD, TANK HUNTER, BLACK LOTUS, HACKER
MINES, CAPTURE BUILDING
BLACK NAPALM, CHAIN GUNS, MINES

WAR FACTORY — BATTLEMASTER, TROOP CRAWLER, DRAGON TANK, GATTLING TANK, NUKE CANNON, INFERNO CANNON, OVERLORD

AIR FIELD — MiG
MiG ARMOR, MINES

SUPPLY CENTER — SUPPLY TRUCKS
MINES

NUCLEAR REACTOR — OVERCHARGE
MINES

PROPAGANDA CENTER — SUBLIMINAL MESSAGING, NATIONALISM
MINES

NUCLEAR MISSILE
MINES, URANIUM SHELLS, NUCLEAR TANK

BASE ⎯⎯ NEED GENERALS ABILITY - - - - NEED STRUCTURE UPGRADE ·········· NEEDS BOTH ⎯ · ⎯
PRODUCTION
RESEARCH UPGRADES

CHINA UNITS

China Dozer
The Chinese Construction Dozer works much like the USA Dozer.

Red Guard
The front-line trooper of the Red Army, the Red Guard operates best in large groups. Red Guard units can capture enemy facilities. When fighting in close quarters, the Red Guard can switch from his bolt-action rifle to his bayonet, which can do considerable damage.

Tank Hunter
A squad of Tank Hunters can ruin a tank division. Armed with an RPG rocket launcher, the Tank Hunter can hit-and-run against slow tanks or fire down from occupied structures. However, he may be even more dangerous when cornered. A zealous Tank Hunter can place a TNT charge on a vehicle, which can stop it in its tracks. Works very well in groups.

Hacker (Structure Upgrade)
While the enemy prepares for hardened soldiers, it is the Hacker who may de-liver the most important strike. When the Hacker gets within range of an enemy structure, he can set up his satellite uplink to neutralize the structure and all of its dependent units and structures. In the rear of your own base, Hackers can hack into the world economy through the Internet to drain resources from it.

Black Lotus (Structure Upgrade)
A master hacker, Black Lotus can capture structures, disrupt vehicles, and steal money from the opposition. Always stealthed, she is difficult to detect and harder to apprehend.

Supply Truck
The main link in the Chinese supply chain, the Supply Truck ferries freight from depots to its Supply Center. While its capacity is less than the Chinook, the Supply Truck is cheap to produce and can be quickly built in quantity.

Battlemaster Tank
The basic tank platform for the Chinese side, the Battlemaster is cheap to produce and very flexible. When deployed in invasion-sized attacks, the Battlemaster can wear down enemy defenses and overrun installations. It can be upgraded with Uranium Shells and Nuclear Tank ability at the Nuclear Missile structure.

Inferno Cannon (Structure Upgrade)
This long-range cannon can launch napalm shells over perimeter defenses and onto enemy structures. When a shell lands, it explodes and burns. It can be upgraded with Black Napalm at the War Factory.

Dragon Tank
A mobile hose of fiery napalm, the Dragon Tank is extremely effective against infantry, especially when garrisoned in buildings. When enemy forces are clos-ing, Dragon Tanks can create a 180-degree wall of fire.

Troop Crawler
This large troop transport can carry up to eight Red Guards and dispense them in an instant. Equipped with stealth detection. When loaded with troops, this unit is ideal for rapidly capturing key structures on the battlefield.

Overlord Tank (Structure Upgrade)

Large and slow, the Overlord Tank is a battlefield force to be reckoned with. In addition to basic firing, this tank can run over enemy vehicles. A single Bunker, Gattling Cannon, or Propaganda Tower can be erected on its back. The Overlord can be upgraded with Uranium Shells and Nuclear Tank ability at the Nuclear Missile structure.

Gattling Tank

The Gattling Tank spews lead and more lead. This weapon is particularly lethal against infantry and other soft targets. The Chain Gun upgrade from the War Factory can increase its rate of fire.

Nuke Cannon (Generals Ability and Structure Upgrade)

The most dangerous artillery weapon ever created, the Nuke Cannon can fire small nuclear charges considerable distances. Detonating shells cause tremendous damage and radiate the ground for a long time. Enemy units continue to take damage from radiation.

MiG

This multirole fighter is the basic air unit of the Chinese side In the early stages of a war, the Chinese can dominate the air and do considerable damage. Each is armed with two napalm missiles, and groups of MiGs can create firestorms. The MiG can be upgraded with Black Napalm at the War Factory and with MiG Armor at the Air Field.

Listening Outpost (*Command & Conquer Generals Zero Hour* only)

China has developed advanced surveillance technologies that can be deployed in low-cost units for the front line. The Listening Outpost can detect the movements of units across a wide radius, including stealthed units, and is fortified with Tank Hunter units.

Helix (*Command & Conquer Generals Zero Hour* only)

This large helicopter can transport infantry and some vehicles across any terrain. A flexible platform, the Helix can be upgraded with the Propaganda Tower, Gattling Gun, or Bunker. Napalm Bombs can also be added for additional firepower.

ECM Tank (*Command & Conquer Generals Zero Hour* only)

This vehicle-based suite of electronic countermeasures protects advancing Chinese columns. A multi-frequency jammer effectively disrupts guided missile and rocket attacks, which can cause them to miss their targets. Its directed beam can also disable the electronics of vehicle units.

CHINA STRUCTURES

Command Center

The first structure in a Chinese base, the Command Center generates Construction Dozers to build the rest. Upgrades include a Radar Map and Mines. When they are acquired, the Cash Hack, Emergency Repair ability, Cluster Mines, Artillery Barrage, and EMP Pulse are deployed from here.

Supply Center

The Chinese Supply Center receives and holds resources that are found and delivered by the Supply Trucks it creates. Building extra Supply Trucks speeds your gathering of supplies.

Bunker

A Chinese Bunker can garrison up to five soldiers guarding an area. Units can be evacuated individually or simultaneously from the Bunker. It's best to garrison with a variety of Chinese infantry.

Nuclear Reactor

A strong yet volatile source of power, the Nuclear Reactor should be built a safe distance from other structures. When switched into Overcharge mode, the Nuclear Reactor generates additional power yet takes damage. If left in Overcharge mode, the reactor eventually explodes.

Barracks

All Chinese infantry, including the Red Guard, Tank Hunter, Hacker, and Black Lotus, are trained and released from the Barracks. The Capture Building upgrade is developed here.

War Factory

The Chinese War Factory builds and repairs Chinese vehicles. The Chain Guns and Black Napalm upgrades are developed here.

Air Field

The Air Field can produce, rearm, and maintain up to four MiG aircraft. The MiG Armor upgrade can be developed here.

Gattling Cannon

A vicious machine gun, the Gattling Cannon can be targeted against air and ground attackers. A steady stream of bullets from the Gattling Gun can make short work of most enemy units–especially infantry. Its rate of fire can be increased by 25% with the Chain Gun upgrade from the War Factory.

Propaganda Center

From the Propaganda Center come inspiring messages to troops in the field. Upgrades can inspire Nationalism among Chinese units. Nationalism and Subliminal Messaging upgrades are developed here.

Nuclear Missile

The Chinese special weapon, the Nuclear Missile can nearly destroy an enemy base with a single blow. While the Nuclear Missile takes time to set up and arm, its missile can destroy multiple structures and irradiate the vicinity of its detonation. It requires plenty of power to build and arm. The Uranium Shell and Nuclear Tank upgrades are developed here.

Speaker Tower

When the Red Army is hurting, its units turn to the Speaker Tower for inspiration. All units within range of its propaganda automatically heal their wounds. The Speaker Tower is a great way to heal units and get them back into the fight quickly.

Internet Center (*Command & Conquer Generals Zero Hour* only)

Stronger than the sum of its parts, the Internet Center can hold up to eight Hackers, who perform better when working together. The Internet Center can be upgraded with Satellite Hack 1 and Satellite Hack 2.

GLA

BARRACKS
REBEL
RPG TROOPER
TERRORIST
CAPTURE BUILDING
HIJACKER
ANGRY MOB
JARMEN KELL

WAR FACTORY
SCORPION
TECHNICAL
RADAR VAN
SCORPION ROCKET
QUAD CANNON
TOXIN TRACTOR
BOMB TRUCK
ROCKET BUGGY
SCUD LAUNCHER
MARAUDER

PALACE
CAMOUFLAGE
TOXIN SHELLS
ANTHRAX BETA
ARM THE MOB

BLACK MARKET
AP BULLETS
AP ROCKETS
RADAR SCAN
SUPPLY STASH
WORKERS
JUNK REPAIR
BUGGY AMMO

BASE —— NEED GENERALS ABILITY ---- NEED STRUCTURE UPGRADE .... NEEDS BOTH —-—
PRODUCTION
RESEARCH UPGRADES

GLA UNITS

Worker
The basic construction unit of the GLA, the Worker can be directed to erect GLA structures and repair them. When a structure is mined or a bomb is set, the Worker can remove it. Cheap to build, he has little natural protection against enemy attack.

Rebel
The GLA Rebel has more spirit than training or equipment. The basic unit of infantry for the GLA carries a simple rifle. The Rebel can be upgraded with Armor Piercing bullets at the Black Market, with Camouflage at the Palace, and with Capture Building at the Barracks.

RPG Trooper
The RPG Trooper is the basic GLA weapon against armored vehicles. Upgrade to AP Rockets at the Black Market for more destructive force. RPG Troopers are especially useful in garrisoned structures guarding against quick tank assaults.

Terrorist
There are few defenses against the motivated Terrorist. The GLA Terrorist costs little to train. Armed with several kilos of C4, the Terrorist charges opposing units or structures and self-destructs on impact. Terrorists can capture cars for faster, more lethal attacks.

Hijacker (Generals Ability)
These daring thieves have been recruited to steal vehicles for the GLA. When he is idle, the Hijacker blends invisibly into the crowd. When he is directed to attack, he jumps into a vehicle, kills the driver, and takes control of the wheel. He cannot take Elite or Heroic units.

Jarmen Kell (Structure Upgrade)
This mercenary is an outstanding sniper with stealth capabilities. Working alone, he can occupy structures without detection from the enemy. Using a scope, he can pluck drivers inside vehicles. When an enemy driver is dropped, the vehicle can be taken over by GLA infantry.

Radar Van
From a moving Radar Van, the GLA can keep track of enemy movements. This mobile unit can be hidden or repositioned based on the evolving battlefield conditions. Upgrade to the Radar Scan at the Black Market to temporarily show all the enemy's positions across the map.

Technical
A mounted machine gun on the back of a truck, the Technical can be an effective weapon against infantry and other light vehicles. When an enemy is destroyed, a Technical can salvage parts to upgrade its own gun and bullets. Infantry can pile into a Technical, making it an impromptu troop transport for the GLA. It can be upgraded with Armor Piercing bullets at the Black Market.

Scorpion Tank
These light and ancient tanks are a vital leg of the GLA hit-and-run attack strategy. Fast and lightly armored, the Scorpion is a poor match against heavy weapons. It can be upgraded with the Scorpion Rocket at the Arms Dealer and with Toxin Shells at the Palace.

Rocket Buggy

This light all-terrain vehicle carries a small battery of long-range rockets across most surfaces on the map. When attacking an enemy, the Rocket Buggy launches all of its rockets and must then reload. So, attack and then move away quickly to reload. The Rocket Buggy can be upgraded with Armor Piercing Rockets and Buggy Ammo at the Black Market.

Angry Mob

The GLA can incite an Angry Mob to attack enemy positions. Starting with a group of five, an Angry Mob can grow in size. GLA generals can arm the Mob with AK-47s and direct it to make a fire bomb attack against an enemy unit or installation. It can be upgraded to "Arm the Mob" at the Palace.

Toxin Tractor

From several on-board tanks, the Toxin Tractor releases a vicious poison that can contaminate the ground for a period of time, inducing illness and even death in infantry that touch it. When parked, the tractor can continuously contaminate the area, creating an effective defense against enemy personnel. The Toxin Tractor is especially effective at clearing out enemy garrisoned buildings. It can be upgraded to Anthrax Beta at the Palace.

Bomb Truck

Disguised as any enemy vehicle, the Bomb Truck can catch the enemy by surprise with terrible consequences. The fanatic at the wheel drives the truck into an enemy unit or structure to detonate the bomb on-board. Upgrades add more explosiveness or biological effects and can be used in combination.

Quad Cannon

Acquired through the Arms Dealer, these Soviet-era weapons can protect GLA units from airborne attack. Equipped with four heavy machine guns, the Quad Cannon can target both air and ground units. When an enemy unit is destroyed, the Quad Cannon may be able to salvage it to upgrade its own weapon systems. It can be upgraded to Armor Piercing bullets at the Black Market.

SCUD Launcher

Dating from the Soviet era, these ground-to-ground missile systems can do significant damage against enemy installations. The SCUD launcher can be toggled to launch one of two projectiles: a high-explosive shell or an anthrax bomb that poisons the area where it detonates. It can be upgraded to Anthrax Beta at the Palace.

Marauder Tank

Acquired via the Arms Dealer, these tanks have improved range and defensive capabilities over the Scorpion. The Marauder Tank can salvage its defeated enemies to improve its cannons. One-star generals can develop the Marauder Tank. It can be upgraded to Toxin Shells at the Palace.

Saboteur (*Command & Conquer Generals Zero Hour* only)

This infantry unit receives special training in stealth and sabotage. Capable of climbing cliffs, the Saboteur can infiltrate enemy bases, sneak into buildings, and power them down. If a Saboteur enters an enemy Command Center, all Generals Powers are reset.

Combat Cycle (*Command & Conquer Generals Zero Hour* only)

Manned by infantry personnel, the Combat Cycle is a low-cost, highly mobile fighting unit. Excellent for reconnaissance operations, the Combat Cycle acquires the abilities of any GLA infantry unit that drives it.

Battle Bus (*Command & Conquer Generals Zero Hour* only)

A re-enforced civilian bus, the Battle Bus can carry infantry units to the front line. Transported units can fire weapons from the windows of the Battle Bus. When immobilized, the Battle Bus becomes bunkered cover for the remaining troops.

GLA STRUCTURES

Command Center

GLA recruits and trains its workers at the Command Center. When they are acquired, the Ambush, Anthrax Bomb, and Emergency Repair ability are deployed from here.

Supply Stash

The GLA stores its resources in one or more Supply Stashes. When created, the Supply Stash is manned by a Worker, who immediately begins gathering supplies.

Tunnel Network

The Tunnel Network can put GLA fighters in the enemy camp very early in the battle. You can build multiple entrances to the Tunnel Network, which can hold up to ten units at a time. Each unit can be directed to a different exit. Manned by two RPG Troopers and a gun turret.

Demo Trap

These hidden bombs can provide excellent perimeter and choke point security. A Demo Trap can be activated in either of two modes: Proximity detection or Manual control.

To put a Demo Trap in Manual mode, click it and then click the Manual Control icon in the Context window. To detonate it, click the Detonate icon.

Barracks

All GLA infantry including the Rebel, Terrorist, Angry Mob, RPG Trooper, and Jarmen Kell are trained in the Barracks. The Capture Building upgrade is developed here.

Stinger Site

To protect its bases against aerial bombardment, the GLA uses shoulder-launched Stinger missiles. Behind the barricade of sand bags at each Stinger Site, three soldiers can target inbound aircraft. When one soldier drops, the other two keep fighting until a replacement arrives. The Stinger can be used against ground forces, too. The Stinger Site can be upgraded with Armor Piercing Rockets at the Black Market.

Arms Dealer

When the GLA needs vehicles, it comes here. The local Arms Dealer can acquire or build fine weapons from all over the world. The Scorpion Rockets upgrade is developed here.

SCUD Storm

Under serious threat, the GLA can unleash its SCUD storm. The nine SCUD rockets of this super-weapon contain biological weapons that can damage or kill enemy units on impact. It can be upgraded with Anthrax Beta at the Palace.

Palace

The source of secrets for the GLA, the Palace can create important upgrades to weapons, defense, and biological attacks. Up to five GLA fighters can garrison the Palace, and it cannot be captured by enemy units. Camouflage, Anthrax Beta, Arm the Mob, and Toxin Shells are developed here.

Black Market

The GLA knows how to use the shifting hidden markets of the world. Through its Black Market, the GLA can acquire hard-to-find ammunition and technologies. Additionally, through its activities in the market, the GLA can earn a small yet steady income. Armor Piercing Bullets, Junk Repair, Radar Scan, Armor Piercing Rockets, and Buggy Ammo upgrades are developed here.

Fake Structures

Effective diversionary instruments, Fake Structures can force the enemy to change tactics or waste resources. However, Fake Structures can be upgraded to real structures, changing the battlefield circumstances once again.

PERFORMANCE TIPS

SYSTEM REQUIREMENTS

It is essential that your PC meets the Minimum Requirements as detailed on the game's packaging. If you are experiencing poor performance, check to make sure your system hardware supports the requirements.

BACKGROUND TASKS

In some cases programs that are running on your system can monopolize resources that the game needs in order to install, load, and run properly. Not all of these programs are immediately visible. There are a number of programs, called "background tasks," that are always running on your system.

IMPORTANT NOTE: While shutting down background tasks will optimize your system for running *Command & Conquer The First Decade,* these background tasks' features will be unavailable once shut down. Be sure to re-enable background tasks after playing *Command & Conquer The First Decade* by restarting your computer.

If your system is running anti-virus or crash guard programs you will need to close or disable them to run *Command & Conquer The First Decade*. To do this, find the icon for the program on the Windows Taskbar and then right-click the icon and select "close," "disable," or the relevant option. Please note that these programs will be reactivated the next time you restart your computer.

Once anti-virus and crash guard programs have been disabled, you should end all unnecessary general background tasks.

To view and close background tasks (Windows XP):

1. Hold down CONTROL and SHIFT and then tap ESC. Select the Windows Task Manager.
2. Click the **Processes** tab. This tab displays a list of all background tasks running on your system.
3. Click the **User Name** column heading. This sorts all the processes together by user name.
4. Select an item with a user name, but DO NOT select one from the SYSTEM, LOCAL SERVICE, or NETWORK SERVICE groups. Also, DO NOT select the *explorer.exe* or *taskmgr.exe* items.
5. Click END PROCESS. You may receive a warning message, if so click YES. The selected item disappears from the list.

6. Repeat steps 4 and 5 until only *explorer.exe* and *taskmgr.exe* remain in the user name group.

To view and close background tasks (Windows Me or 98):

1. Hold down CONTROL and ALT and then tap DELETE. The Close Program window appears. This window displays a list of all background tasks running on your system.
2. Select an item, but DO NOT select the *Explorer* or *Systray* items.
3. Click END TASK. The Close Program window closes and the task is ended.
4. Repeat steps 1 through 3 until only *Explorer* and *Systray* remain.

VIDEO AND SOUND DRIVERS

An outdated video or sound driver can lead to slow and choppy gameplay, or in some cases can prevent the game from running at all. To ensure an enjoyable experience with *Command & Conquer The First Decade,* be sure that you have the most recent video and sound drivers installed. These drivers are typically available for download from your system or hardware manufacturer's website. If you are not sure what type of video or sound card you have, or you don't know how to update the drivers on your system, please refer to the documentation that came with your system or peripheral.

INTERNET PERFORMANCE ISSUES

To avoid poor performance during Internet play, be sure that you close any file sharing, streaming audio, or chat programs prior to entering gameplay. These applications can monopolize your connection's bandwidth, causing lag or other undesirable effects.

Command & Conquer The First Decade uses the following TCP and UDP port(s) for Internet play:

TCP: 7000, 7001, 7002, 3840, 4005, 4808, 4810, 4995

UDP: 1234, 1235, 1236, 1237, 5400, 4000

Please consult your router or personal firewall documentation for information on how to allow game related traffic on these ports. If you are attempting to play on a corporate Internet connection, contact your network administrator.

TECHNICAL SUPPORT

If you have trouble with *Command & Conquer The First Decade*, EA Technical Support can help. The *EA Help* file provides solutions and answers to the most common difficulties and questions about how to properly use this product.

To access the EA Help file (with *Command & Conquer The First Decade* already installed):
Click the ⊞**Start** button from the Windows Taskbar and select **All Programs** (or **Programs**) > **EA GAMES > Command & Conquer The First Decade > Technical Support**.

To access the EA Help file (without *Command & Conquer The First Decade* installed):

1. Insert the GAME DVD into your DVD-ROM drive.
2. Double-click the My Computer icon on the Desktop. (For Windows XP, you may need to click the ⊞**Start** button and then click the My Computer icon).
3. Right-click the DVD-ROM drive that has the GAME DVD and then select OPEN.
4. Double-click the Support folder.
5. Double-click the EA Help folder.
6. Double-click the Electronic_Arts_Technical_Support.htm file in this folder.

If you are still experiencing difficulty after utilizing the information in the EA Help file you can contact EA Technical Support. EASy Info is a utility that detects your system's hardware and organizes this information into a detailed report. This report can tell you whether you are meeting minimum requirements and helps EA Technical Support solve your problem in the quickest possible time.

To run the EAsy Info utility (with *Command & Conquer The First Decade* already installed):
Click the ⊞Start button from the Windows Taskbar and select **All Programs** (or **Programs**) **> EA GAMES > Command & Conquer The First Decade > EAsy system Info**.

To run the EAsy Info utility (without *Command & Conquer The First Decade* installed):
1. Insert the GAME DVD into your DVD-ROM drive.
2. Double-click the My Computer icon on the Desktop. (For Windows XP, you may need to click the ⊞Start button and then click the My Computer icon).
3. Right-click the DVD-ROM drive that has the GAME DVD and then select OPEN.
4. Double-click the Support folder.
5. Double-click the easyinfo.exe file.

When the utility finishes gathering hardware information you can view your system information by looking through the various categories. You can save this information to a file by clicking File on the top menu bar, then clicking Export to Desktop > Easy Info Report. A copy of the report is saved to your Windows desktop for viewing and printing. Please be sure to have this report available when contacting Technical Support.

EA Technical Support on the Internet

If you have Internet access, be sure to check our EA Technical Support website at:

http://support.ea.com

Here you will find a wealth of information on DirectX, game controllers, modems, and networks, as well as information on regular system maintenance and performance. Our website contains up-to-date information on the most common difficulties, game-specific help, and frequently asked questions (FAQs). This is the same information our support technicians use to troubleshoot your performance issues. We keep the support website updated on a daily basis, so please check here first for no-wait solutions.

If you are unable to find the information you need on our website, please feel free to contact EA Technical Support via e-mail, phone, or letter. *Please be sure to include the Easy Info report in your e-mail or letter*.

If you need to talk to someone immediately, call us at US 1 (650) 628-1005. *Please have the Easy Info report printed and ready when you call.* This will help us service your call in the quickest possible time. This number is available Monday through Friday 8 AM – 5 PM PST. **No hints or codes are available from Technical Support.**

EA Technical Support Contact Info

E-mail and Website: http://support.ea.com
Mailing Address: EATechnical Support
P.O. BOX 9025
Redwood City, CA 94063-9025

If you live outside of North America, you can contact one of our other offices.

In the United Kingdom, contact:	In Australia, contact:
Electronic Arts Ltd.	Electronic Arts Pty. Ltd.
P.O. Box 181	PO Box 432
Chertsey, KT16 OYL, UK	Southport Qld 4215, Australia
Phone (0870) 2432435	
http://eauk.custhelp.com	

In **Australia:** For Technical Support and Game Hints & Tips, phone: 1 902 261 600 (95 cents per minute) CTS 7 days per week 10:00 AM – 8:00 PM. If you are under 18 years of age, parental consent required.

LIMITED 90-DAY WARRANTY

NOTICE

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