INCLUDES **17** GAMES

COMMAND
& CONQUER™

— THE —
ULTIMATE COLLECTION

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

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MAIN MENU

When you start the game, you will be presented with a short cinematic sequence of the Soviet invasion of the United States. Following this, you will be taken to the Main menu, where you will select the type of game you wish to play or determine a variety of options to optimize the performance of the game on your computer.

On the Main menu, your selections include Single Player, Movies & Credits, Options, and Exit Game.

SINGLE PLAYER

Allows you to select new campaigns, load previously saved games, replay missions and set up Skirmish matches against the computer.

MOVIES & CREDITS

Watch movies from the missions you've completed or meet your friends from the *Command & Conquer™ Red Alert™ 2* team.

OPTIONS

Adjust your game settings.

EXIT GAME

Exits the game and returns you to your desktop.

SINGLE PLAYER GAME

To play single-player game of *Command & Conquer Red Alert 2*, click on this button on the Main menu. You will be taken to a new menu with several new options to choose from. These are New Campaign, Load Saved Game, and Skirmish. To return to the Main menu, click the Main Menu button in the bottom-right corner of the screen.

NEW CAMPAIGN

Clicking on NEW CAMPAIGN takes you to the Campaign menu. Here, you can choose to play either as the Allies or the Soviets. You can also elect to go through Boot Camp, which will teach you many of the basics of the game, including how to move your units around the map, how to target enemies, how to build your base, and more. It is highly recommended that players new to the real-time strategy genre or the *Command & Conquer* series play through the Boot Camp levels to familiarize themselves with the interface. While experienced players can skip the Boot Camp, it does include many new features that can help you tremendously.

If you decide not to start a new campaign, click on BACK to return to the Single Player menu.

DIFFICULTY

On the Campaign menu, you can select the difficulty of the campaign you will play. There are three settings ranging from Easy to Hard. Players new to real-time strategy gaming should start with the Easy level, while experienced players will find the Hard level quite challenging.

LOAD SAVED GAME

Clicking on this button takes you to the Load Mission menu. Here, you can select a previously saved game and continue playing where you left off. Select the mission you wish to continue, and then click on LOAD. If you decide not to load a previously saved game, click on the Back button to return to the Single Player menu.

SKIRMISH GAMES

Skirmish games are unique. In a sense, a Skirmish is like playing a multiplayer game, but instead of playing against other people, you play against computer-controlled opponents. Clicking on this button will take you to the Skirmish menu.

MOVIES & CREDITS

Click on this button on the Main menu to go to the Movies & Credits menu. Here you can view movie sequences you have earned in campaign play, and see the credits for *Command & Conquer Red Alert 2*.

OPTIONS

The Options menu allows you to customize a variety of aspects of your game.

When you click on the Options button on the Main menu, you'll be taken to the Options menu.

DISPLAY OPTIONS

Visual Details	Choose Low to High. Higher detail will look more attractive, but requires increased processor speed. Slower computers will have difficulty playing the game with high detail. Visual details refer to special effects like smoke, lighting, or water wakes behind ships.
Set a Video Resolution	Setting higher resolution is more attractive and crisper, but requires a more powerful computer. You will also be able to see more of the battlefield during gameplay. Playing the game in 640 x480 (lowest resolution) will increase the performance of the game on your system.

GAME OPTIONS

Game Difficulty	Change the difficulty to Easy, Normal, or Hard. Newcomers to the *Command & Conquer* universe should play on the Easy level to begin.

USER INTERFACE OPTIONS

The user interface options give you additional control over the game and allow you to tailor it to your preferences. There are several tabs under this heading.

Tooltips	Displays helpful text when a cursor is left on a game object for two seconds.
Target Lines	When you tell a unit to move to a particular location or attack a certain enemy, a line from the unit to the target will appear. With this box clicked off, these target lines will not appear.
See Hidden Objects	Allows you to spot units behind buildings and other obstacles. With this box clicked on, units and defensive structures behind obstacles will be indicated. If this box is clicked off, hidden units will not be visible.
Scroll Rate	Determines how quickly you can scroll around the screen with the mouse.

AUDIO OPTIONS

The three bars under Audio Options allow you to control the volume of the various sounds in the game. Values range from 0 (off) to 10 (loud).

Music Volume	Adjusts the mission and menu music volume.
Sound Volume	Adjusts sound effects (gunfire, explosions, etc.).
Voice Volume	Adjusts the character voices.

KEYBOARD

Click on the Keyboard button to customize your keyboard commands.

Categories	The keyboard commands are broken down into various categories, which you can find by clicking on the arrow in the Category menu in the top left. The group of commands in that category will appear in the Commands box on the right.
Commands	Select the command you wish to change. The current key for that command will appear below Current Hotkey.
Current Hotkey	Click in the Press New Hotkey and select the key you wish to use for that command. To assign the selected key to that command, click ASSIGN. You may choose a key that is already assigned to another command. When this happens, the command that the selected key is currently assigned to will appear below the Assign New Hotkey box. You can still assign the selected key to the chosen command, but the command for which that key was the default will no longer have a Hotkey.
Reset All	To return to the Westwood sponsored default key commands, click RESET ALL at the bottom of the screen.

THE INTERFACE

THE TACTICAL MAP

The Tactical Map dominates the bulk of your screen. It is here that you command your troops, build your base, and attack the enemy. The Tactical Map shows only a portion of the actual battlefield. To scroll your view around the battlefield, move your cursor to the edge of the screen. The cursor will change to a green arrow, and your view will scroll in the indicated direction. If you are currently at an edge of the battlefield, a slash red arrow will appear.

THE GAME MOUSE

Command & Conquer Red Alert 2 can be played almost exclusively using a mouse. By left-clicking the mouse you can order and select your troops, choose targets to destroy or move your army around the battlefield. Right-clicking the mouse will cancel or negate orders. You can also scroll the view faster by holding down the right mouse button and dragging the cursor in the direction you wish to scroll.

THE COMMAND BAR

On the right side of the screen you will find the Command Bar. The Command Bar contains a number of important tabs and information you will need to operate your base successfully and efficiently.

CREDITS

At the top of the Command Bar is your current amount of credits. This represents how much money you possess, and indicates how much you can build. Building an army costs money!
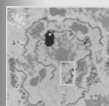
BRIEFING BUTTON

This button will allow you to quickly review the objectives of the current mission. It is located at the very top of the command bar.

OPTIONS BUTTON

Clicking on this will allow you to load or save your game, abort the mission, or change your keyboard commands, visual display and sound options. This is very similar to the option menu already noted in this manual. It is located at the very top of the command bar.

RADAR SCREEN

On the main screen, you can only see a small portion of the current battlefield. The radar display, located just below the Briefing/Diplomacy and Options buttons, shows you the entire battlefield in a glance. You will be able to see any parts of the map you have revealed through troop movements. You can use the Radar Screen to move both your troops and your view of the battle. With units selected, click on the Radar Screen to give your troops an order to move to the selected location. If you do not have units selected and click on the radar screen, your view will move to the selected location. This is a way to move your view from place to place on the battlefield quickly and without scrolling.

NOTE: The radar screen will appear only if you have a Soviet Radar Tower or Allied Airforce Command and your base has enough power.

REPAIR BUTTON

In the course of battle, many of your buildings will become damaged. To fix them, click on the small wrench icon located just below the Radar Screen. This will turn your cursor into a wrench. Clicking with this cursor on a damaged building will cause it to start repairing. The cursor will appear with a slash when over buildings that are in full repair or that cannot be repaired. Keep in mind that repairing a building will cost you credits, but that this is cheaper and faster than allowing your buildings to be destroyed and having to replace them.

SELL BUTTON

Next to the wrench icon is a dollar sign icon. Clicking on this will turn your cursor into a dollar sign. Clicking with this cursor on one of your buildings will sell it. You will receive a portion of the building's creation price in credits and will often get a few Conscripts or GIs to aid your cause.

PRODUCTION TABS

Located below the Repair and Sell tabs are the four Production tabs. These show all of the structures and units that you can currently build. From left to right, the tabs are Buildings, Armory, Infantry, and Vehicles. When a tab is clicked, you will see a number of pictures located in the boxes below the Production tabs. These icons represent the various items you can choose to build. As you create new and more powerful structures, you will gain the ability to produce additional units, buildings, and defenses. For many portraits you can left-click on them continuously to queue up future construction or training. Some times, the number of items you can build in a particular category will exceed the portraits available to you. When this happens, you'll see arrows below the portraits, which you can use to scroll the list up and down.

POWER METER

Your base needs power to run its various buildings and operations. The Power Meter, located to the left of the Production tabs, indicates your current level of power. When a power meter is fully red, certain defenses and structures won't function. To increase power, build more Tesla Reactors or Power Plants.

ADVANCED COMMAND BAR

Clicking on the small box below the main screen reveals the Advanced Command Bar. Details on the commands available here are listed in the Advanced Command Bar section.

GAME BASICS

Command & Conquer Red Alert 2 has been designed to give you maximum control over your units at all times and with little effort.

MOUSE CONTROL

The mouse controls your pointer on the screen, and depending on where you click, you can direct your units, attack enemies, build structures, mine Ore, and more. Unless otherwise mentioned, left-clicking with the mouse selects units and structures and gives orders while right-clicking deselects units and structures and cancels orders.

SELECTING UNITS

To select a unit on the battlefield, move the cursor over the unit and left-click. To deselect the unit, right-click. In addition to selecting single units, you can also select groups of units. To do this, left-click and hold the mouse button down just outside a group of units. Now drag the cursor around the units you want to select. You'll notice this creates a box around these units. When you release the left mouse button, you will select all of the units inside the box. You can give groups movement and firing orders just as you can a single unit. However, some units cannot respond to all commands. Large vehicles cannot enter, Flak Tracks, for instance.

MOVING AND FIRING

To get your unit to act, select a unit, then move the cursor to a point on the battlefield you would like the unit to move to. If the unit or units can move to that location, you will see a green movement cursor, and the units will start moving as soon as you click. If your units cannot move to the selected location, the cursor will appear with a red slash. If the cursor is placed over an enemy unit or structure, it will change to a red targeting cursor, and your selected units will start firing as soon as you click on the target. When you tell your units to move, they will move to their target in the most direct route possible.

THE SHROUD

When you start a mission, most of the battlefield will be covered with a black Shroud. The areas covered by the Shroud are those parts of the battlefield you have not yet explored. As you move units toward the edges of the shroud, more is uncovered depending on the unit's sight range. You can order units into the Shroud, uncovering large sections at once.

GATHERING ORE/EARNING CREDITS

At various places on the battlefield, you will find fields of Ore, a valuable resource. Ore must be collected and refined, which produces credits. Credits can then be used to build additional structures and units for your war effort. Both the Allies and Soviets have mining vehicles that collect this Ore and take it to Refineries, where it is processed. To collect Ore, click on a mining vehicle (either a Chrono Miner or a War Miner), and then move your cursor over an Ore field. Click again, and your miner will head to the Ore field and begin working. When full, the miner will return to the closest friendly refinery automatically, and will then automatically return to the Ore field to collect more resources. If you send a miner to a location where there is no Ore to collect, it will not seek out and collect Ore. You must target a source of Ore for the miner to start the collection process.

There are two types of Ore: the standard yellow Ore and multi-colored jewels. The yellow Ore is quite plentiful. The more rare, multi-colored gems will return about double the credits of the normal Ore, and are thus highly prized. You can force a miner to return to a Refinery early by selecting the miner and placing the cursor over a refinery. The cursor will change to an enter cursor. Click again to send the miner back to the Refinery with its current load.

BUILDING UNITS AND STRUCTURES

To build units and structures, you will need to use the production menus, located just below the production tabs. Each of the four tabs displays structures or units you can currently build at your base. To start building a structure or unit, click on the appropriate tab to display your choices, and then click on the item you wish to build. Building will begin immediately. Construction of units and buildings takes time, which is represented by the sweeping arm on the portrait of what you are building. The cost of the item you are building is deducted from your credits (the cost can be displayed by moving the cursor over the portrait). If you run out of money during the production of a unit or structure, production will be suspended until you acquire more funds. Once you have credits again, production will continue automatically. You can suspend production of an item currently being built by right-clicking on the portrait of that item. Left-clicking on the portrait resumes production of the item. Right-clicking again cancels production and returns any credits spent on the item.

BUILD QUEUING

You can queue multiple infantry and vehicle units. All infantry units are created at a Barracks, and will be created in the order in which you queue them. Vehicles are created at several different buildings. The vehicles created by a specific building will be created in the order in which you queued them. For instance, you can build both a tank (created at the War Factory) and a ship (created at the Naval Yard) simultaneously. Simply click the number of units or infantry you would like to build and they will be produced from the appropriate building automatically.

RALLY POINTS

You can route units to move to specific locations once they are built by selecting the building and then clicking on the battlefield location to which you want the units to move. A dotted line will be drawn, indicating the location selected. Once a unit is created, it will automatically move to the selected location.

PLACING STRUCTURES ON THE BATTLEFIELD

Once a structure or arsenal item is created, the word READY will appear over its portrait in the production menu. Click on the portrait and move the cursor onto the battlefield. A solid, flat box will appear below the cursor. This indicates the size and shape of the structure you have created. Move the box to the location in which you wish to place the building and click again. If the box is entirely green, the building will be

placed and will start functioning. If the box is red, this indicates that a part of the area is blocked, and the building will not deploy. Additional structures cannot by built until the completed structure has been placed. Structures can only be placed on flat land, in close proximity to your other structures.

POWER

The Power Meter to the left of the Production Tabs is of critical importance. Virtually every building you create needs power to run. Keeping track of how much power you are producing and how much you need, can make the difference between success and failure. The two important facts to keep track of are your power requirements and your power output. The height of the red on the Power Meter indicates your current power requirements. In effect, this is the power you are using. The height of the entire meter indicates your current power output. The sections of the Power Meter that are yellow and green are excess power you can use to run additional buildings. Just remember – green is good and red is bad. The amount of power you are producing depends on the health of your power sources (Tesla Reactors and Power Plants). Keep them in top repair, or you may find yourself running out of power at the wrong time. When your power requirements exceed your production, many of your basic operations will be slowed, while others will shut down entirely. Construction of new buildings and units will drop off, radar will shut down, and many base defenses will go off-line.

TECH BUILDING

In many scenarios, neutral tech buildings appear at certain points on the map. These are captured by moving an Engineer into the building. Unlike other buildings, tech buildings cannot be sold and do not require power. Capturing a tech building gives you particular abilities on the battlefield. There are four types of tech building: Airport, Hospital, Outpost, and Oil Derrick.

FORTIFYING CIVILIAN BUILDINGS

Many civilian buildings can be occupied by your troops. Troops occupying a civilian building will fire out of doors and windows, causing damage to any enemy units who come too close. Only Allied GIs and Soviet Conscripts can occupy civilian buildings. To occupy a building, select a GI or Conscript and place the cursor over a neutral building. This will change the cursor to an enter cursor. Click on the building, and the selected soldier will enter. When occupied, the windows on the building will be boarded up, and barbed wire will appear on the roof. Click on the building. The row of soldier icons on the bottom of the building indicates the maximum capacity of the building. Each filled icon represents a single soldier in the building. Increasing the number of units inside the building increases the rate of fire. Units inside a building cannot be targeted directly. Instead, the building itself must be damaged. When the building is heavily damaged, all of the units inside will leave. You can direct units occupying a building to leave by placing the cursor over the occupied building. It will change into a deploy cursor. If you click again, your units will exit the building and the building will return to neutral.

CAPTURING ENEMY BUILDINGS & REPAIRING BRIDGES, CIVILIAN STRUCTURES

Two of the main functions of Engineers are capturing enemy buildings and repairing destroyed bridges. To capture an enemy building, select an Engineer and place the cursor over an enemy building. If the building can be captured, the cursor will change to the enter cursor. Click on the building, and the Engineer will move to capture the building. If the Engineer reaches the enemy building, the structure will come under your control immediately. Engineers can also enter your own damaged buildings and they will quickly repair (a portion of the damage is repaired instantly). Engineers can enter a bridge repair hut (hut next to a bridge) to fix the bridge. They can also enter civilian structures that you have garrisoned using your GIs or Conscripts. The Engineer will repair any damaged occupied civilian buildings.

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

Barracks → GI
Engineer
Attack Dog
Guardian GI

Barracks + Air Force Comm. → Rocketeer
SEAL

Barracks + Battle Lab → Spy
Tanya   Chrono Legionnaire

War Factory → Chrono Miner   Grizzly Tank
IFV   Nighthawk

War Factory + Service Depot → Allied MCV

War Factory + Robot Control → Robot Tank

War Factory + Battle Lab → Prism Tank
Mirage Tank   Battle Fortress

Air Force Comm. → Harrier

Naval Yard + Air Force Comm. → Aegis Cruiser

Naval Yard → Destroyer   Amphibious Transport

Naval Yard + Battle Lab → Dolphin   Carrier

Country Specific Units

America
Air Force Comm. → Paratroopers

Korea
Air Force Comm. → Black Eagle

Germany
War Factory + Air Force Comm. → Tank Destroyer

France
Allied Con Yard + Air Force Comm. → Grand Cannon

Britain
Barracks + Air Force Comm. → Sniper

ALLIED TECH TREE

```
                    CONSTRUCTION YARD
                            |
                      POWER PLANT
              |             |              |
        ORE REFINERY  ─── (+) ───     BARRACKS
          |        |          |       |      |       |
   AIRFORCE    NAVAL YARD  WAR FACTORY  PATRIOT  PILLBOX  WALLS
 COMMAND HQ                            MISSILE
      |          (+)         |         SYSTEM
      |           |          |      |
 PRISM TOWER  BATTLE LAB  ROBOT CONTROL  SERVICE DEPOT
                          CENTER*
     |       |        |        |         |          |
ORE PURIFIER  WEATHER  CHRONOSPHERE  SPY SATELLITE  GAP GENERATOR  FORCE SHIELD
            CONTROL DEVICE          UPLINK
```

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.

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.

Tanya

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.

Chrono Legionnaire

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.

Guardian GI
(*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.

Navy SEAL
(*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.

Robot Tank
(*Yuri's Revenge* only)

VEHICLES

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

Grizzly Battle Tank

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.

Infantry Fighting Vehicle (IFV)

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

Harrier

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 singlehandedly 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.

Aegls 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 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 designed 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
(*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.
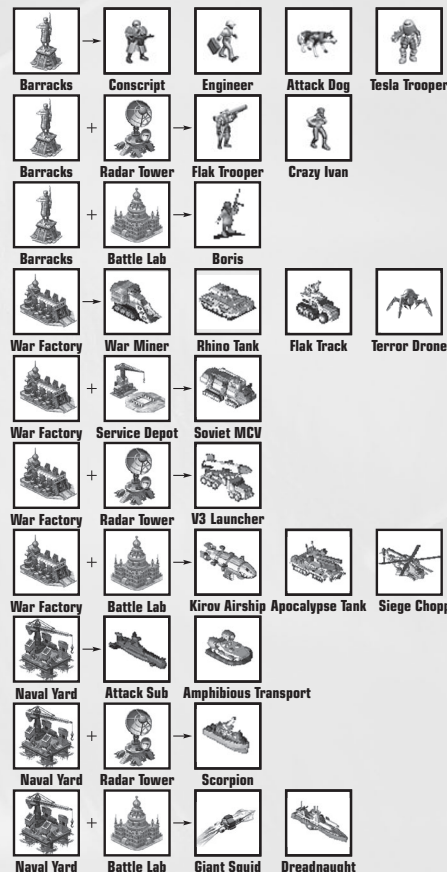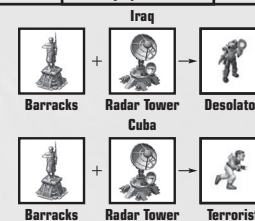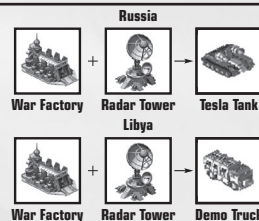

Robot Control Center
(*Yuri's Revenge* only)

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.
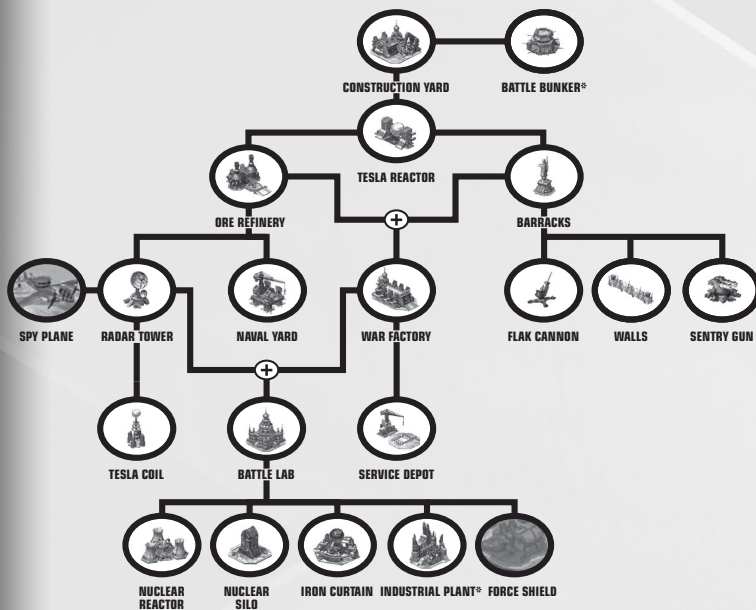
SOVIET FORCES

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
(*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, dismantling it from within. 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
(*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
(*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 particular nuisances.

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
(*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
(*Yuri's Revenge* only)

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

YURI'S FORCES
(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

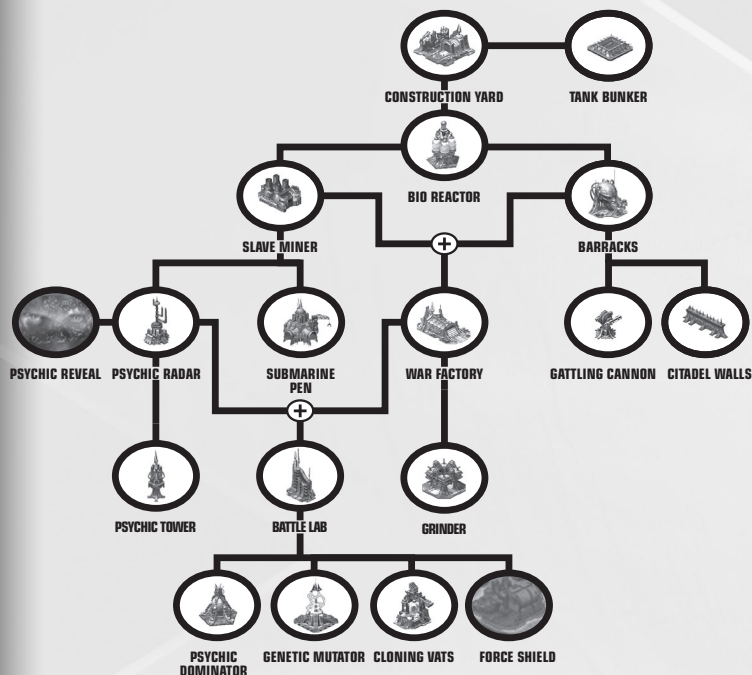BATTLE LAB

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, which 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, sending an Engineer into it can repair the structure. 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 the Psychic Dominator captures a unit, it can never be mind controlled again. The Dominator's psychic bursts also damage nearby structures.