



INCLUDES

17

GAMES

COMMAND & CONQUER

THE ULTIMATE COLLECTION

COMMAND & CONQUER RENEGADE™



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DEFAULT CONTROLS

MOVEMENT

Move forward/backward	W or up arrow/S or down arrow
Turn left/right	left arrow/right arrow
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 up arrow/S or down arrow

VEHICLES

Enter/Exit vehicle	E
Drive forward (accelerate)/backward (decelerate)	W or up arrow/S or down arrow
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-click
Secondary weapon effect (zoom, detonate, etc.)	right-click
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	up arrow/down arrow
Select menu choice	END
Pause game	ESC

MAIN MENU

Once you are linked with EVA you can select the type of game you wish to play or customize the performance of your computer's software.

On the Main menu, your selections include Single Player, Options, and Quit.

SINGLE PLAYER

Play the tutorial, start a new game, load up a previously saved game, or return to the Main menu.

OPTIONS

Customize a variety of options in the game, such as defining your key assignments, adjusting graphics settings, and fine-tuning audio options.

QUIT

Exits the game and returns to the desktop.

NOTE: At any time, while playing the game, you can call up the EVA Data Link or access the menu system by pressing ESC.

STARTING A GAME

SINGLE PLAYER GAME

To play a single player game, click on SINGLE PLAYER on the Main menu. A new menu is displayed with several new options to choose from, including Tutorial, Campaign, and Load Game. To return to the Main menu, click BACK at the bottom of the screen.

TUTORIAL

Click on this button to start a short tutorial mission where you will learn the basics of how to play *Command & Conquer Renegade*™.

CAMPAIGN

Click on this button to begin playing the campaign against the Brotherhood of Nod.

LOAD GAME

Click on this button to go to the Load Game screen. From here you can load or delete a saved game. To load a game, simply click the name of your saved game from the list, and then click LOAD. You can delete a saved game by choosing it from the list, and clicking DELETE.

EVA DATA LINK

The EVA Data Link provides you with the latest intel on current objectives, weapons, characters, vehicles, buildings, and topographical map information as your mission progresses.

While playing a mission, press **ESC** to access EVA. The game pauses whenever you access the Data Link or the menu system to adjust game options.

Use the mouse (or keyboard) to select a category you would like to examine and pick from the list of topics available. As you uncover data about weapons, characters, vehicles, buildings, and new objectives, EVA will be automatically updated. If you find a Data Disc in a level you may uncover additional information about items or objectives you will encounter in future missions.

In game, you can review abbreviated information on any objective by pressing the Objective Display key (default key is **TAB**).

OPTIONS

You can customize your EVA interface by clicking OPTIONS on the Main menu. The Options menu allows you to customize a variety of aspects of *Command & Conquer Renegade*.

Controls	Define a wide range of keyboard settings such as basic movement, weapon and attack keys, look and use keys, and communications.
Configuration	Make adjustments to video options, audio options, and fine-tune the game to match your system.
Movies	View any movie sequences previously seen while playing the game.
Credits	View the list of people who created <i>Command & Conquer Renegade</i> .

VIDEO OPTIONS

Video options can be adjusted using an external configuration program, WWCONFIG. This program was installed into the same directory as your *Command & Conquer Renegade* software (C:\Program Files (x86)\Origin Games\Renegade). This is the default installation path, it may differ from what you've selected. Once loaded, you can adjust various video options, such as:

- ▶ Selecting the Video Driver
- ▶ Adjusting the Video Display Size
- ▶ Adjusting the Color Depth
- ▶ Adjusting the Lighting Mode
- ▶ Shadow Brightness

SOUND OPTIONS

Click this button to adjust your audio preferences.

Driver	Select from a list of audio drivers available on your system.
Sound Effects	Adjust the volume of sounds such as explosions, units walking across the ground, or tanks firing salvos.
Music Volume	Musical scores are played in the background as you play a game. By adjusting this slider, you can turn the music up or down.
Dialog Volume	Adjust the volume of dialog heard throughout the game.
Quality	Choose either 8 or 16-bit mode. 8-bit will play faster, but 16-bit will sound better.
Playback Rate	Choose 11, 22, or 44 kHz mode. The lower levels will play faster, but the higher levels will sound better.
Speaker Setup	Select from a list of unique speaker configurations.
Stereo	Toggle between playing in stereo or mono mode.

PERFORMANCE OPTIONS

Here you can adjust the look of the game via the Detail slider. If you want to have more control over the game's visuals, you can click EXPERT MODE.

Detail	This slider determines the general look of the game. You can adjust it between lowest and highest quality, or you can click on EXPERT MODE and customize your settings. If you have a high-end machine with a fast graphics card, you should choose the highest detail setting. If the game seems to be running slow, you should set the slider to the middle or lowest detail setting. The lower the quality setting, the faster the game will run.
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EXPERT MODE

Geometry Detail	Adjust the slider from low to high to select the detail level of the objects in the game. The higher the level of detail for objects, the more system resources are required to draw them. You should set this to high only if you have a fast machine.
Character Shadows	Adjust the slider from low to high to select the shadow detail level in the game. The higher the level of detail in the shadows, the more system resources are required to draw them. You should set this to high only if you have a fast machine or hardware support.
Texture Detail	This slider controls the details of the textures in the game. The highest setting will look the best, but the lowest setting will play the fastest.
Particle Detail	This slider controls the amount of particles displayed in the game. The highest setting will display the most, but the lowest setting will play the fastest.
Surface Effects Detail	This slider controls the display of surface effects in the game (bullets hitting water or sand, etc). The highest setting will look the best, but the lowest setting will play the fastest.
Terrain Casts Shadows	You can choose to toggle this option on or off. On will look the best, but off will play the fastest.
Texture Mipmapping	You can choose to toggle this option on or off. On will look the best, but off will play the fastest.
Curved Surfaces (if hardware supported)	You can choose to toggle this option on or off. Certain items in the game will be displayed with a higher number of polygons.

HUD

Here is a breakdown of the HUD elements:



Radar	On the radar display you see various blips. The shape and color of the blip indicates what type of target/objective it is.
Keycards	There are three levels of keycards in the game: green, yellow, and red.
Health	Shows your current health level.
Armor	Shows your current armor level.
Direction Indicator	Displays the direction you are facing.



Name	Displays the name of the object being targeted.
Affiliation	Displays the team affiliation: GDI, Nod, or Neutral.
Health	Displays the health of the object being targeted.
Targeting Brackets	Indicates the aggressive state of the target. Enemies are displayed in red, Allies in green, and Neutral in white.
Aiming Reticle	Indicates if you are locked on a target and where you will shoot. The outer indicator turns red for a lock, green for no lock, white for an obstructed shot, and yellow for weapon reloading. The center indicator is where the shot will hit.



Ammo Count	Displays the current amount of ammo in the clip.
Clip Count	Displays the total number of rounds the player is carrying.
Weapon	Displays the current weapon icon and weapon name.



Vehicle Position	Displays your position in the vehicle. There are three positions: Driver, Gunner, and Passenger. The order in which you are placed inside is always the driver first, then the gunner, and if there is still space available, passengers. The driver controls the vehicle movement. The gunner controls the weapon on the vehicle. If there is no gunner present inside the vehicle, the driver assumes control of the weapon also. A passenger is just along for the ride. To enter / exit a vehicle at any time press the Use key (default key is E).
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Health Count	When you take damage, the indicator flashes briefly and displays your health. As your health reaches dangerous levels it will flash and stay on.
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Ammo Count	When you shoot, the ammo count indicator flashes briefly displaying the remaining number of bullets left in the clip.
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EVA Objectives	As you receive new objectives, the objective display is updated with a visual icon of that target / objective. Your current objective always appears in this area. To cycle through the images of your objectives use the Cycle Objectives key (default key is BACKSPACE). Make special note of the color around the objective image. Green is a primary and blue is a secondary objective. You must complete all primary objectives in order to complete the mission. Secondary objectives are optional but can provide you with additional bonuses when completed (such as information, supplies, vehicles, and reinforcements).
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Objective Direction Indicator	As you pursue the current objective, the distance to the target is displayed underneath the image along with the directional indicator that points in the direction of the target. It should be noted that the distance to the target is direct and the actual path to the objective may require some maneuvering to get there.
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Primary Mission Objective: Find and free the Civilians and GDI soldiers from the Nod Holding Pen. Open the Detention Center gate by accessing the nearby control panel.

EVA Messages	Any messages that you receive will be displayed briefly in this area.
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Damage Indicators When you take damage, an indicator flashes in the middle of the screen to signify the direction in which the damage originated. This indicator is very useful in pinpointing where an enemy is located. If all of the indicators flash, you may be in a dangerous zone such as a Tiberium field. You will continue to take damage until you leave this area.



Picking up Items When you pick up an item, EVA will flash an icon of the item, which will slowly fade away. If you pick up more than one item they stack along the side of the screen. Any item you pick up automatically goes into your inventory. If you are full of the item it remains on the ground. A list of items you can pick up is listed in the Powerups section.



Interacting with the Environment As you move around the environment you can interact with a number of various items. You can call elevators, use consoles to obtain information (which is stored in your EVA Data Link), activate switches, and interact with a building's MCTs. To use any of these items, just approach it and press the Use key (default key is **E**).



Mission Objectives Summary You can view the status of your objectives in-game by pressing the Mission Objectives key (default key is **TAB**). This screen displays each of the objectives that you have not completed. Once an objective is completed it is removed from this list. A complete listing of all objectives and their current status can be viewed in the EVA Data Link.



Mission Scoring After completing each mission you are presented with your mission score. You will be given a ranking of from one to five stars, with five being the best. Your overall mission score depends on four factors: level of play (Beginner - one star, Normal - three stars, Advanced - five stars), time to finish the mission (Each mission has a set of times associated with one-five stars), number of secondary mission objectives completed (100% - five stars, 90-99% - four stars, 80-89% - three stars, 60-79% - two stars, less than 60% - one star), and number of saved games (0 = five stars, 1-2 = four stars, 3-5 = three stars, 6-10 = two stars, more than 10 = one star).

POWERUPS

EVA has also compiled a list of the latest gear you might run across while on the battlefield. These items boost your health levels or replenish your armor. If you are already at your maximum health or armor levels, the item will remain on the ground.

	Box of Bandages	Boosts Health +25		Kevlar Vest	Boosts Armor +25
	Boosts Health	Boosts Health +50		Breast Plate	Boosts Armor +50
	First-Aid Kit	Boosts Health +100		Body Armor	Boosts Armor +100

CHARACTERS

EVA data files contain background intel on many different character classes; starting at the lowest level, Civilian, and moving up through Enlisted, Officer, Special Forces, and finally Boss. Each class has its own unique qualities and weapon type. The higher the class the tougher, and more deadly they are.

VEHICLES

EVA files contain extensive data schematics on a wide variety of ground, water, and air vehicles. Based on an extensive background check, you are able to commandeer empty ground-based vehicles.

NOTE: Watch for EVA's Entry indicator over a vehicle to signify that you can enter.