

INCLUDES

17

GAMES

COMMAND & CONQUER

THE ULTIMATE COLLECTION

COMMAND & CONQUER™
COMMAND & CONQUER™ THE COVERT OPERATIONS™



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COMPLETE CONTROLS

Create & Select Teams	CTRL + #, #, ALT + #
Bookmarks/Set Views	CTRL + F9 – F12, F9 – F12
Unit Formations	F
Guard Mode	G
Force Fire	CTRL + left-click
Force Move	ALT + left-click
Scatter Unit(s)	X
Stop Unit(s)	S
Escort Unit	CTRL + ALT + left-click
Center On Selected Units	HOME
Go To Const. Yard	H
Select All Units On Screen	E
Go To Next Unit	N

STARTING THE GAME

CHOOSING YOUR SIDE: GDI OR THE BROTHERHOOD OF THE NOD

Near the end of the introduction, you are asked to choose a side to ally with. One is GDI—the United Nations' Global Defense Initiative peacekeeping force. The other is The Brotherhood of Nod, a secretive terrorist organization that has remained hidden for centuries. . .until now. Choose whichever one suits your tastes by left-clicking on the logo of the appropriate side.

If you choose the Brotherhood, you will fight against GDI. If you choose GDI, you will fight against the Brotherhood. Each side has its own characteristics and style of playing, as well as radically different units, buildings, and tactics.

TITLE SCREEN MENU

When you start the game for the first time, you'll be treated to the spectacular introduction. In subsequent games, you'll be taken directly to the Title Screen menu.

START NEW GAME

To start a new game, choose this option. You'll go straight to the screen for choosing your side. When starting a new game, the introduction is not shown again.

LOAD A MISSION

If you want to play a previously saved mission, choose this option.

LOAD MISSION SCREEN

From this Load Mission screen, click on the up-arrow or down-arrow to scroll through your saved missions. Select the saved mission you wish to reload and left-click on LOAD.

INTRO & SNEAK PEAK

If you want to see the introduction again, select this option.

EXIT GAME

Select this option to exit.

PLAYING THE GAME

SCROLLING AROUND

To scroll the main viewing window around the battlefield, move the cursor to the edge of the screen. The cursor will become a white solid arrow and the view will scroll in the indicated direction. If you're at the edge of the battlefield, a slash will appear over the arrow indicating that this is as far as you can go.

ORDERING YOUR TROOPS AROUND

To get your troops to act, select a unit by left-clicking on it. A bracket will appear around the selected unit and the unit's health will be displayed above the unit. Move the cursor to the location on the game map where you want the unit to go. If the cursor is over a potential target, it will change to the targeting cursor. Left-clicking here will cause the unit to attack the target. Otherwise, it will move the unit to that location, unless it is impassible (i.e. a cliff or trees).

To cancel out of this mode (or any mode), right-click and the unit will be deselected.



GROUP ACTIVITIES

To save time, you can combine your troops into groups. To select several units simultaneously, left-click and hold the mouse button down. Drag the mouse cursor to include all the troops you want selected. A white box outline indicates the range of this selection. Then, release the mouse button, and all the units within the white box will be selected. You can give that group an order the same way you'd give a single unit an order.

SIDEBAR

From the Main Game screen, the Sidebar may be opened by left-clicking the sidebar button in the upper right corner. If you have a Construction Yard, or, if you deploy an MCV, the Sidebar will open automatically. Click on the Sidebar once more to close it.

From the Sidebar, you can build units and buildings by left-clicking on the corresponding icons. The sidebar will also show you a radar map of the area (if you have radar stations) and also tells you how much power your base is producing vs. how much it needs.

CREDIT INDICATOR

To the left of the sidebar, and above the main game screen is the amount of credits you may spend. This indicator keeps track of the amount of money you have available to build structures and units. Your total credits will decrease as you build or repair units and structures. Credits will increase when a building is sold or when a harvester unloads Tiberium at a refinery.

PRODUCTION VS. NON-PRODUCTION MISSIONS

There are two types of missions: production and non-production. In production missions, you are given either a construction site or a Mobile Construction Vehicle (MCV).

In non-production missions, you must finish the mission with units you begin with. (This may sometimes lead to production situations. For instance, if you begin with an engineer unit and manage to capture an enemy production structure, then the mission type may change.)

BUILDING THINGS

Critical to the success of many missions is constructing your own field base, and constantly maintaining and defending this base during combat. A strong base is often necessary to win.

To begin building your base, you must have a Construction Yard. Unless the Construction Yard is set up when the mission begins, you'll have to deploy the Mobile Construction Vehicle (MCV). Left-click on the MCV and move it to where you want the Construction Yard to be placed. If you try to deploy the MCV where there isn't enough room, the deploy cursor will not appear. If there is enough room, left-click to deploy the MCV, and it'll turn into a Construction Yard.

Once the Construction Yard is set up, the Sidebar will pop up. In the upper portion of the Sidebar, you will see the symbol of your side (GDI or Nod). Later, this area becomes a radar display, when you've built a Radar Facility and have enough power to support it.

Below the radar display is a row of three buttons. These are the REPAIR, SELL, and MAP buttons. Each of the buttons has a specific game function that is discussed later in this section.

Underneath the REPAIR, SELL, and MAP buttons are two columns of icons. The left column displays which structures your Construction Yard can build; the right column displays the units you can create. The arrow buttons at the bottom of these icons allow you to scroll through these when there are more than four available.

To build a structure or unit, left-click on the appropriate icon. Construction will take a period of time, as indicated by the sweeping arc over the icon. Cost for construction and/or purchasing will be automatically deducted from your available credits. Only one unit and one structure can be built at any one time. If you move the mouse cursor over the icon (without clicking), you'll see what that icon represents and how much it would cost you to build, buy, or train it.

To place a completed structure, first select a structure and left-click on it. Once construction is completed, the word READY will appear across the bottom of the icon in the Sidebar. Left-click on the icon, and the mouse cursor will turn into a placement grid on the battlefield. The grid gives you an idea of how large the building will be on the field. Move the grid to where you want the building placed. The grid should be entirely white. Any red in the grid indicates that the placement area is blocked, and you will not be able to deploy the building. Once you've found a suitable location, left-click and the building will be placed where you indicated. Your new building must be adjacent to one of your existing structures or the entire placement grid will be red.

While there is a grid on the field, you will not be able to build anything else. You'll have to either place the building or cancel its placement. To cancel, right-click while the placement grid is still up. The grid will disappear, and READY will appear on the building icon (in the sidebar) again. Right-clicking again on the icon in the Sidebar will cancel the building and refund your credits.

POWER

To the left of the construction icons is a narrow bar with a horizontal indicator on it. This is your power bar—keep an eye on it! Every building that you place requires power to run. Knowing how much power you have and how much power you are using is very important.

The blue “threshold” bar shows how much power your base (and all its structures) needs to function optimally, while the vertical power production bar shows how much power your base is producing. If the vertical power production bar is yellow or red, your base doesn’t have enough power! If it’s green, your base has enough power to run all the structures you have built.

Lack of full power will cause construction to go slower, and will also shut down radar (if it was built), as well as deactivating some of the high-tech base defenses available in the game. Power Plants are good targets to go after if the enemy has defenses that are tough to destroy. Without power, the enemy is denied information, quick response time, and base defense.

The output of any power plant depends on how well it is functioning. Make sure to keep all of your Power Plants fully repaired, or you may find yourself losing power at an inopportune moment. Build an extra power plant or two to be safe.

CREATING ADDITIONAL UNITS

If you have a Construction Yard and enough credits, build a Power Plant and then build a Barracks or Hand of Nod, which will allow you to train infantry. At first, the type of troops you can train will be limited. As you win missions you’ll receive new technologies and upgrades. Once you do this, new troops with unique abilities will become available.

As the game progresses and you build up your base, you’ll have a chance to construct a Weapons Factory or an Airfield. With these, you can acquire new and more powerful units like Hum-vees, Attack Cycles, Dune Buggies, and eventually, Tanks. Keep in mind that all the units and buildings mentioned above won’t be available for both sides.

TIBERIUM AND HARVESTING

In order to make money, you need to harvest Tiberium. To harvest Tiberium, you need to build a Refinery and a Harvester. Every Refinery that you build comes with a Harvester, and you can build extra ones if you want to collect Tiberium faster. Once construction of the Refinery is complete, place it in a clearing. The closer the Refinery is to Tiberium, the faster you will make additional credits.

When the Refinery is built, a Harvester will appear with it. The Harvester will move to the nearest patch of Tiberium visible on your map, and proceed to harvest it. The Harvester will try to remember where it was collecting from, and after dumping all of the collected Tiberium into the Refinery, it will attempt to return to the Tiberium patch and continue harvesting from it. This process is automatic, but can be interrupted by you at any time by redirecting the Harvester to another location or by any obstacles which get in the way.

If there is no visible Tiberium around when you place your Refinery, the Harvester will appear, but will not move. Take one of your other units and scout around your base until you find some Tiberium. Once you find some, select the Harvester by left-clicking on it, and then move the cursor over the Tiberium. You will see it change to an Attack cursor. Since the Harvester doesn’t have a weapon, this cursor tells it to start harvesting. Left-click again, and the Harvester will proceed to the Tiberium and begin to harvest it. The automatic harvesting process will be started.

You can force the Harvester to return to the Refinery early. To do this, left-click on the Harvester, move your cursor over the Refinery, and left-click on the Refinery when the cursor changes into an Enter cursor. If the Enter cursor does not appear, this means there is a Harvester already on its way back to this particular Refinery. Select another Refinery or wait until the returning Harvester has delivered its load.

NOTE: If you move the Harvester somewhere, and do not tell it to collect Tiberium, it won’t. When it reaches its destination, it will stop there until you order it to move again. The automatic collection only happens when you have a Refinery, a Harvester and Tiberium in sight.

KEEP AN EYE ON YOUR HARVESTER! There is nothing worse than not watching your Harvester, only to have it wander into enemy territory in order to collect Tiberium. It is the weakest link in your financial operations—remember to protect it with additional units to keep it safe!

MANAGING YOUR MONEY

Always be sure your base has enough storage space for excess Tiberium. Your Refinery can only hold 1000 credits worth of Tiberium, but a Silo can hold up to 1500 credits worth. If you don’t have enough storage space, any new credits brought in by your Harvester will be lost!

LOADING UNITS INTO TRANSPORTS

Some units are capable of carrying infantry. These are the APC and the Chinook, each of which can carry five infantry. To load infantry into these units, select a group (or individual), and then move the cursor over the APC or Chinook. This should give you the Enter cursor. Click on the APC or Chinook, and the troops will move to, then enter the unit. You can then click on the APC or Chinook and move them to any area you wish. To deploy these troops, move the cursor over the unit (this should give you a Deploy cursor). Double click on the unit and your troops will leave the unit, ready for fighting.

CAPTURING ENEMY BUILDINGS



As the game advances, a special infantry unit, the Engineer, will become available. Engineers are unarmed, but they allow you to capture enemy buildings. To do this, left-click on the Engineer and place the cursor over an enemy building. Some buildings cannot be captured. If it is one you can take, you will see an Enter cursor. Left-click if you want the engineer to try and capture the building. If you are successful, the color of the building you targeted will change to the color of your side.

This building is now part of your base. You can build base structures around it, or sell it, or just leave it there, denying your enemy of its use. Depending on the structure you captured, you may be able to build some units or structures that are normally unavailable to you! Your enemy may attempt to re-take the building, so if you don’t plan on attacking from within, sell it or be prepared to defend it!

REPAIRING STRUCTURES



To repair a damaged building and keep it operating at full efficiency, left-click on the REPAIR button in the Sidebar. The mouse cursor will turn into a Wrench. Left-click the Wrench on the building you want repaired. Repair will begin immediately, indicated by a large, blinking wrench. The cost of repair will be deducted from your account automatically. Several buildings can be repaired simultaneously by left-clicking the spinning wrench on them.

If you wish to stop the repair process on a structure, left-click the Wrench icon on the building under repair. If you run out of credits while repairing, the repair process will cease. The repair process will not start up again if you get more credits—you must start the process again. Right-click when you want to cancel out of Repair mode.

SELLING STRUCTURES



To sell a building, left-click on the SELL button in the Sidebar. The mouse cursor will turn into a \$ sign. Left-click on the building you want to sell. It will deconstruct, and you'll be credited half of the structure's original cost.

BE CAREFUL! As long as the cursor is in \$ mode, any building you left-click on will be deconstructed and sold! To cancel out of \$ mode, right-click.

CHECK-UP

To check the health status of a unit or structure, select it by left-clicking on it when the cursor is in Select mode (deselect with a right-click). As long as the bar is green, it's healthy. As the bar shrinks and turns red, it's closer to being destroyed. This will affect the speed of the unit. In later missions, vehicles can be repaired if you build a repair facility and send them to it.

Some units (APCs, Harvesters, Orcas, Apaches) and some structures (Refineries, Silos) have a carrying capacity or a limited ammo supply, indicated by a series of tiny boxes in the lower left corner of the unit (when selected). This will tell you at a glance how much your unit is carrying. When all the boxes are full, so is the unit.

OPTIONS

Choosing the Options mode will stop all the action on the field while you adjust your visual, audio, and game controls. To access the Options Menu, left-click on the OPTIONS tab in the upper left-hand corner of the screen. You can also hit **ESC** or **SPACEBAR**.

LOAD MISSION

Select LOAD MISSION from the Options menu if you want to play a previously saved mission. The mission you are currently playing will be lost unless you save it first.

Left-click on the up or down arrow to scroll through your saved games. Then left-click on LOAD to load the selected game. If you wish to leave this screen without loading a game, left-click on CANCEL.

SAVE MISSION

Select SAVE MISSION from the Options menu when you want to save the mission you're currently playing.

In the Save Mission menu, choose the saved mission slot you wish to use. If you save a game over a slot already used, you'll overwrite the selected game. If you want to save into a new slot, choose EMPTY SLOT and name your mission.

Left-click on the up or down arrow to scroll through your saved games. Then left-click on SAVE to save the selected game.

If you wish to leave this screen without saving a game, left-click on CANCEL.

DELETE MISSION

Select DELETE MISSION from the Options menu when you want to get rid of some saved games. This is especially useful if you need to free up space on your hard drive.

In the Delete Mission menu, choose the mission you want to get rid of by left-clicking on it. Then left-click on DELETE to get rid of that mission.

A confirmation window will pop up just to make sure this is what you want. If you're intent on ridding yourself of that mission, left-click on OK. If not, left-click on CANCEL.

ABORT MISSION

Select ABORT MISSION if you decide you don't like how things are going and want to escape to the Title Screen. A confirmation window will come up, just to make sure.

GAME CONTROLS

SOUND CONTROLS

Select GAME CONTROLS, then SOUND CONTROLS, to adjust the volume of the music or sound effects, or to change the song currently playing.

To control the volume of music or sound effects, drag the knob left or right. Going right will make that audio track louder. Going left will make it softer. If you want to shut off music or sounds, drag the control knob all the way to the left.

MUSIC

To hear a new song, left-click on any track (as shown above) and then left-click on the PLAY button. To stop a song from playing, left-click on the STOP button.

Clicking the OPTIONS MENU button at the bottom of the menu will return you to the Options Menu, saving any changes you have made in the Sound Controls panel.

VISUAL CONTROLS

Visual Controls gives you display options. To adjust any of the controls, drag the control knob left or right. Going right increases a setting. Going left decreases a setting.

You can reset the Visual Controls to their default normal settings by clicking the RESET VALUES button.

Click on the OPTIONS MENU button to return to the Options Menu. The changes made in the Visual Controls take immediate effect.

RESUME

Left-click on RESUME to get back to the main game.

RESTATE

Left-click on RESTATE if you forget what your mission objective is. This will display a text version of the mission's objectives. If you want to see the video of the briefing again, left-click on the VIDEO button. When you are ready to go back to the Options Menu, left-click on the OPTIONS button.

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 1,500 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.



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

Repair Facility



This high-power laser effectively destroys troops and armament at long range. You must have excess power to operate safely.

Obelisk of Light (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.

Temple of Nod (Nod Only)



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

Sandbag Barrier



Chain Link fences stop light vehicles.

Chain Link Barrier



Concrete walls are the most effective barrier.

Concrete Barrier

UNITS



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.

Minigun Infantry



Using grenades as a principle form of attack, grenade infantry can throw over barriers to great effect.

Grenade Infantry (GDI only)



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.

Rocket Infantry



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

Flamethrower Infantry (Nod only)



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.

Commando Infantry



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.

Engineer



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

Recon Bike (Nod only)



These all-terrain vehicles are armed with assault weapons mounted in a turret.

Nod Buggy (Nod only)



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.



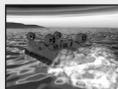
MCV

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.