



REFERENCE GUIDE

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Mini Glossary of Commonly used terms

Unless otherwise specified, "click," "choose" and "select" all have the same meaning in this guide. Use your mouse to point to or highlight an item, then press the mouse's left button once to choose the item. "Double-click" means to press the left button twice in quick succession. "Right-click" means to press the right mouse button once. "Toggles" are options that can be turned on or off by pointing with the mouse and clicking the mouse's left button. To adjust a "slider", use the mouse to point to the control knob. Press down on the mouse's left button and move the mouse to drag the knob in the desired direction. When the control knob is where you want it, release the mouse's button. A "default" is the automatic setting for an option. An option will remain on the default setting unless you change it. When a "dialog box" appears on the screen, it provides a place for you to enter information by typing. "Drivers" are sets of instructions (software) that help your computer communicate with different pieces of hardware, such as your video card, sound card or 3D card.

SYSTEM REQUIREMENTS

MINIMUM SYSTEM REQUIREMENTS

- Windows® 95/98 or Windows NT (with Service Pack 3 or higher)
- 166MHz or faster Intel® Pentium® processor or compatible
- 32 MB RAM
- 200 MB available hard drive space plus space for saved games
- 4x CD-ROM drive
- 16-bit colour video card
- 2MB video card (in 640x400 mode, the default). You can run in higher resolution modes with a 4MB or higher card.
- 100% Microsoft® compatible mouse
- DirectX 6™ (included on game CDs)
- DirectSound™ compatible sound card; 8 bit, 16 bit, 32 bit or 100% Sound Blaster™ compatibles

RECOMMENDED SYSTEM REQUIREMENTS

- Windows 95/98 or Windows NT (with Service Pack 3 or higher)
- 233MHz or faster Intel Pentium II processor or compatible
- 64 MB RAM
- 200 MB available hard drive space plus space for saved games
- 4x CD-ROM drive
- 16-bit colour video card
- 4MB video card
- 100% Microsoft compatible mouse
- DirectX 6 (included on game CDs)
- DirectSound compatible sound card; 8 bit, 16 bit, 32 bit or 100% Sound Blaster compatibles

ADDITIONAL REQUIREMENTS FOR MULTIPLAYER GAMES

Internet (2-4 Players)

- 28.8 Kbps Modem
- Internet service with TCP/IP connection
- 1 game CD per PC

Null Modem (2 Players)

- Null modem cable
- High speed serial port
- 1 game CD per PC

Modem (2 Players)

- 28.8 Kbps Modem
- 1 game CD per PC

Network (2-8 Players)

- Local Area Network running IPX
- 1 game CD per PC

CLEAN UP YOUR SYSTEM BEFORE RUNNING THE GAME

Before you install any software, it is critical that your hard drive be in proper working order. We recommend that you perform regular "house keeping" by running ScanDisk and Disk Defragmenter.

- ScanDisk searches your hard drive for any lost data.
 - Disk Defragmenter ensures that your data is sorted properly. Failure to verify this may result in corrupt data.
1. First, run ScanDisk.
 2. To start ScanDisk, left-click on the **START** button from the Taskbar. The **Start** menu opens.
 3. From the **Start** menu, select **RUN**.
 4. Then, in the Run dialog box, type **scandisk** and click **OK**.
 5. Once the program starts, ensure that you have selected **T**HOROUGH in the Type of test section. The process will take a while to complete on "Thorough" but the results are well worth the time invested. Make sure there is a check mark in the **AUTOMATICALLY F**IX ERRORS box and select the hard drive you are installing the game to (e.g., C:).

6. Once everything is set up correctly, click **START** to have the program scan the drive and correct any errors.
7. Next, run Disk Defragmenter. To start Disk Defragmenter, left-click on the **START** button from the Taskbar. The Start menu opens.
8. From the Start menu, select **RUN**. Then, in the Run dialog box, type **DEFRAG** and click **OK**. As with ScanDisk, select the drive you are installing the game to and click **OK**.

DIRECTX™ INSTALLATION NOTES

Read this section completely before installing *Command & Conquer Tiberian Sun* or installing the DirectX drivers.

Note: This section refers to specific instructions for Windows 95 & 98. Under Windows NT 4.0, "service pack 3" (an operating system update that includes the DirectX components) is required. NT 4.0 service pack 3 is not included on the *Command & Conquer™ Tiberian Sun™* game disks and must be obtained separately from Microsoft.

DirectX is an Application Programming Interface (API) that helps Windows 95/98 work faster and more efficiently with your hardware. It also simplifies installing and configuring (setting up) your hardware. *Command & Conquer Tiberian Sun* uses the DirectX 6 API (the latest version of DirectX at the time of release) and includes DirectX 6 files you can install. While you are installing the game, you will be asked if you want to install DirectX 6. If you do not have DirectX installed on your computer or you have a version older than 6.0 installed, we recommend you click **YES** when prompted. If you have DirectX 6.0 or higher installed on your computer, we recommend you click **NO**.

You need to use video, sound and 3D card drivers that have DirectX 6 support. The DirectDraw, DirectSound and Direct3D components of DirectX may require updating your video, sound or 3D card drivers. During the installation of DirectX 6, your video, sound and 3D card drivers will be updated if required. The DirectX 6 files provided with *Command & Conquer Tiberian Sun* include drivers for most video, sound and 3D cards from the major manufacturers of these cards. For new hardware and for lesser-known brands, you may have to contact the manufacturer to obtain drivers that have DirectX 6 support.

After installing DirectX 6, check to see if your video, sound and 3D card drivers have DirectX 6 support:

- 1) Click **START** on your Windows 95/98/NT taskbar.
- 2) Click **RUN**.
- 3) In the **RUN** dialog box, type "**c:\program files\directx\setup\dxdiag.exe**", then click **OK**.

The DirectX diagnostics program gives you information on your video, sound and 3D card drivers. To check your video card drivers, click the **DISPLAY 1** tab; to check your sound card drivers, click the **SOUND** tab; and to check your 3D card drivers, click the **DISPLAY 2** tab. On each of these screens, the Drivers section tells you whether your driver is certified by Microsoft as supporting DirectX 6.

If your driver is reported as "**Certified: Yes**" your device has DirectX 6 support and should work properly in DirectX 6 applications.

If your driver is reported as "**Certified: No**" your device does not have DirectX 6 support and may experience problems running DirectX 6 applications. If this is the case, please consult the Notes section at the bottom of the DirectX Diagnostic Tool application. Windows 98 users may also consult the **TROUBLESHOOT** option accessed from the **STILL STUCK?** tab.

Important Note: During the installation of DirectX 6, the setup program determines whether your drivers can be updated successfully. If the driver being replaced has not been tested or replacing the driver is known to cause problems, the setup program warns you accordingly. We recommend you abide by these warnings.

INSTALLING THE GAME

- 1) Start the Windows 95/98 operating system.
- 2) Insert either *Command & Conquer Tiberian Sun* CD into your CD drive and the Autorun menu appears.

Note: If the Setup menu does not automatically appear, double-click the "My Computer" icon on the Desktop. Then double-click the icon corresponding to your computer's CD drive. The Autorun menu appears.

- 3) Select **Install**. (Note that if you have previously installed the game, the install option will not be present on the Autorun menu.)
- 4) Follow the on-screen instructions step by step.

You will be prompted to enter your product serial number during the installation process. This number can be found at the base of the rear of the jewel case containing the game CDs. This serial number is unique to your version of the game and it is important that you keep it in a safe place in case you ever need to reinstall the game. It is also important that you do not give your serial number to others as this may result in your inability to play the game in certain modes.

Note: If you do not have DirectX installed on your computer or you have a version previous to 6.0 installed, we recommend you click Yes when prompted. If you have DirectX 6.0 or higher installed on your computer, we recommend you click No.

Note: For more information on DirectX 6.0, see the *DirectX Installation Notes* section (page 4).

At the end of the installation process, you may choose to play the game, view the readme file or return to Windows. The readme file may contain important information that became available after this Reference Card and Manual went to press.

UNINSTALLING/RE-INSTALLING THE GAME

If you are having problems or the game did not install correctly the first time, we recommend re-installing the game. If problems persist, try uninstalling first, then re-installing it.

To uninstall *Command & Conquer Tiberian Sun*:

- 1) Insert the *Command & Conquer Tiberian Sun* CD into your CD drive and the Autorun menu appears.

Note: If the Setup menu does not automatically appear, double-click the "My Computer" icon on the Desktop. Then double-click the icon corresponding to your computer's CD drive. The Autorun menu appears.

- 2) Select **UNINSTALL**. (**Note:** this option is only available if you have previously installed the game.)
- 3) Follow the instructions on the screen.
- 4) To re-install the product, refer to the installation instructions making sure to have your unique product serial number available.

STARTING THE GAME

- 1) Start the Windows 95/98 operating system.

If the *Command & Conquer Tiberian Sun* CD is not already in your CD drive, insert the CD in your CD drive. The Autorun menu should now appear. If the Autorun program does not automatically begin or if you already have either CD in your CD drive, double-click the "My Computer" icon on the Desktop. Then double-click the icon corresponding to your computer's CD drive. The Autorun menu appears.

- 2) Click **PLAY** to start *Command & Conquer Tiberian Sun*.

Note: Please refer to the enclosed manual for game play instructions.

MULTIPLAYER GAMES

In *Command & Conquer Tiberian Sun*, you can play multiplayer games over the Internet using Westwood Online™, over a modem, over a null modem cable, on a network or practice against the computer using the "Skirmish" option.

To play a multiplayer game in *Command & Conquer Tiberian Sun*, select MULTIPLAYER GAME from the Main Menu and choose your method of destruction.

PLAYING ON THE INTERNET

Note: Before attempting to play an Internet game, please be sure that you are logged in to your Internet Service Provider (ISP).

GETTING STARTED

Selecting **INTERNET** on the Multiplayer Game menu will take you to the Westwood Online (WOL) login screen. If you already have a WOL account, just type in your nickname and password and click OK to jump online. If you don't have an account, you can create one by clicking on **NEW ACCOUNT** and following the on-screen instructions. To return to the Multiplayer menu, click **CANCEL**.

CREATING A NEW ACCOUNT

If you have never played on WOL before, you must create a user account to before you can play. Click **NEW ACCOUNT** and you will begin the process of getting online to play. Once you have connected to Westwood, you will need to answer a few questions before an account can be created for you.

If all goes well with the account creation, the program will attempt to connect to WOL and the game lobby. If the program has any difficulty establishing a connecting to the server, a message will pop-up outlining the problem it has encountered. For more information on potential problems, please refer to the Trouble Shooting section.

NAVIGATING AROUND USING THE WOL LOBBY SCREEN

Once you have established a connection to WOL, you will be presented with the WOL Lobby Screen. On this screen you can perform many different functions, such as joining a game, creating a new game, chatting with other players, finding or paging other players and viewing the tournament ladder.

Chat Messages

The left side of the Chat Screen is the chat window area for incoming and outgoing chat messages. As people type, their messages appear in the chat window, formatted as their name followed by the message they typed. To send a message, simply type it in on the input line and press the enter key. To call attention to an outgoing message, you can click **ACT** (action) on the right side. This will post the message in a different colour to highlight its importance. To direct a message to a specific person or list of people, (rather than the whole lobby) you can click multiple names from the user list on the lower right of the screen. To deselect all of the users in that list, you right-click on the name list.

Servers, Channels, Lobbies and Games.

A good way to imagine the underlying structure of the Westwood Online system is think of buildings and rooms. The system is divided into "**servers**", which can be thought of as buildings. Each building is made up of several rooms, which can be "**chat channels**", "**game lobbies**" or "**games**" (note that the term "**room**" is used interchangeably in this document to refer to game lobbies, chat channels and games). Typically, servers are geographically organised, so for example you might see an Asia server and a USA server. You can move freely around the available servers, but remember that you are likely to have a better connection to players on your default server.

The navigation window, in the upper right area of the WOL Lobby Screen, displays a list of buildings or rooms that are accessible from your current location. The name of your current location is always displayed immediately above the nav. window. The top entry in the nav. window ("**..\back**") is the exit from your current location (double-clicking this entry causes you to leave the room). Double-clicking on any other entry in the list causes you to enter that room. In this way you can navigate around the Westwood Online system.

When you first connect to Westwood Online, you are automatically placed in a game lobby. A game lobby is a type of room where you can chat with other users in that lobby. The nav. window displays a list of games that you can join.

The idea behind the lobby is that you can chat with other users and agree to start a game, then one player creates a new game that appears in the nav. window for the others to join.

There are several such game lobbies available on Westwood Online. To browse the other lobbies, double-click the "**..\back**" entry in the nav. window from the lobby you are currently in. The nav. window will then display all the currently available game lobbies on the server you are connected to.

Although the nav. window updates automatically every minute or so, clicking **REFRESH** causes the game to communicate with the server and update the nav. window for you.

Feel free to explore the system by navigating around the system using the nav. window; however, to play *Command & Conquer Tiberian Sun* it is only necessary to use the game lobbies and games.

Users

Any other users in a room will be listed in the user list window, which is immediately below the nav. window. This window indicates if a user is a moderator (lightning bolt), whether they are being ignored/squelched (the second icon just before the name, if any) and the user's name.

Other WOL Lobby Screen Buttons

Along the bottom of the WOL Lobby Screen is a group of buttons that help you find or view information concerning *Command & Conquer Tiberian Sun* and other Westwood products. Starting from the bottom left the buttons listed are:

- **"EXIT"** Button: Exit Westwood Online and get some sleep
- **"FIND GAME"** Button: Find games that meet specific criteria you are looking for, be it a particular map, people with fast connections or someone playing Tournament games.
- **"View Tournament Ladder"** Button: View tournament ranking.
- **"BattleClan™ web page"** Button: Join or create a BattleClan™, find out the latest information about your BattleClan™ and see who is the hottest BattleClan™ out there.
- **"Find/Page User"** Button: Send out a message to your friends provided that they are connected to WOL.
- **"Westwood Online Options"** Button: Adjust various options for the game.
- **"Ignore User"** Button: Filter out (or squelching) what a specific user is saying.
- **"Kick"** Button and **"Ban"** Button: Used for people moderating rooms. These buttons will help you keep unruly or rude people out of the room to help maintain the peace. You can only use these buttons if you are an owner of a room.
- **"Help"** Button: Web page link offering the latest help information.
- **"Join"** Button: Jump in and play any of the games listed.
- **"New"** Button: Create your own room depending upon where you are in the Westwood Online system.

Finding a Game

As you venture into the dynamic world of online gaming you will want to find a good, challenging game to play. You can start by selecting any of the games listed in the game lobby or by using the FIND GAME button to decide what type of game you are looking for. The Find Game Screen has many options for locating the specific types of games you like to play. Here is a breakdown of what each field does and how you can use them:

- **Max Players:** Used to set a "Min" and a "Max" number of players allowed in a game.
- **Max Ping to Host:** Allows you to set a "Max" ping (or communications speed) that a game runs at. The higher the number, the slower the speed that each computer can talk to each other (hint: low equals good).
- **Tournament:** The three toggles here (Non-Tournament, Player Tournament and BattleClan™ Tournament) can be turned on or off to allow you to include these specific types of games in your search.
- **Ladder Rank of Host:** Allows you to set a "Min" and a "Max" ladder ranking that the host has. The higher the rank, the tougher the opponent.
- **Game Type:** Allows you to select which types of games to include in the search.
- **Map:** Allows you to select which map types to include in the search.
- **Tech Level:** Allows you to set a "Min" and a "Max" number for the Technology level set in games. As you lower the Tech level, you will limit the number of unique unit types that can be built.

If you do not want to filter out any specific games, click **SHOW ALL**. This will override anything that you have set on the Find Game Screen.

Once you have adjusted all of the settings, click **REFRESH** and the window below the Games title will update with a list of games matching your criteria. When you click on a specific game, the window above will list the selected game details so you can see which options of that game have met your criteria. If that game matches what you are looking for, you can click **JOIN** to jump into that game. If you want to leave this screen, click **CANCEL** to return to the game lobby.

View Tournament Ladder

Once you are comfortable playing online and want to take your game to the next level, you may want to try Tournament games. On the Tournament Ladder Rankings Screen you can search out specific people to see if they are ranked. At the top of the screen you can type in someone's name to see their record and where they are ranked on the ladder. If you want to view the entire listing of players and how they are ranked, you can click **NEXT** or **BACK** to move through the list of players. When you are ready to return to the game lobby, click **OK**.

Find or Page a Person

If you want to seek out your favorite opponent and you are both in the same room it shouldn't be a problem; if not, you can find him/her by clicking **FIND/PAGE**. When selected, the Find Screen will pop-up. Type in the user name and click **FIND** to see if that person is online or click **PAGE** to send them a message. If the person is not online or if they have turned off the ability to receive pages, the system will display a message to that effect. Click **PAGE CLAN** to send the message to all of your fellow BattleClan™ members who are online or click **CANCEL** to return to the lobby.

Westwood Online Options

There are online preferences that can be adjusted to meet your needs. You can toggle whether or not you want to allow incoming pages, whether you would like to filter out bad language, post your information so that others can find/page you, turn music on or off, show all games in your lobby or adjust the sound options. For the sound options, you can adjust the music volume, sound volume or voice volume levels ranging from **0** (off) to **10** (loudest setting).

Creating a New Game

To create a new game, make sure that you are in a game lobby (otherwise you could create a new chat channel, instead of a game).

Clicking **NEW** on the Chat Screen, takes you to the New Game Screen, where you will begin the process of setting up your own multiplayer game. You can adjust the number of players that you want to play with using the Players slider. You can set up a password for this game if you want only your closest friends to play. You can also toggle whether or not you want this game to be a Tournament Game or a BattleClan™ Tournament game. If you want to return to the WOL Lobby Screen, click **CANCEL**.

Once you have clicked **OK**, you will be taken into the Game Setup Screen where you can adjust all of the game options (refer to the Creating New Game section under *Playing a Network Game*, page 14) before launching into your next great battle. Once a game is created, only a host can adjust the game settings.

The Game Setup Screen contains some of the same buttons found on the WOL Lobby Screen, allowing you to find/page players, view the tournament ladder, adjust game options, kick or ban players or get help.

Playing on a Modem/Serial Cable

Selecting **MODEM/SERIAL** for the first time on the Multiplayer Game menu will take you to "Settings" dialog screen. You will also return to the "Settings" dialog if you encounter any errors while trying to connect or have an invalid configuration. If you have already entered in the settings for your computer, the "Modem/Serial" Menu will be displayed.

Under the "Settings" option, you can configure which com port to use; select the baud rate; define the initialisation strings that your modem uses; select a call waiting code that will disable call waiting when you start your game and toggle between pulse or tone Dialling when you make a call.

To define the initialisation strings that your modem uses, type the information located in your modem manual into the "Init String:" field and click **ADD**. The new string will be saved in a list and displayed below. You can define as many unique modem strings as needed. Whichever entry in the list is highlighted when you save, will be used the next time you try to connect. If you want to remove any entry from the list, just highlight the entry and click **DELETE**.

Once you are finished defining all of your settings, click **SAVE** and you will now be able to "Dial", "Answer" or use the "Null Modem" option. To leave the Settings dialog screen without making any changes, click **CANCEL**.

Dialling up a connection

If you click **DIAL**, a phone list dialog screen will be displayed. On this screen you can "Add" new phone numbers to the list, "Edit" any existing entries, "Delete" entries or "Dial" the phone number currently highlighted. When you want to return to the "Modem/Serial" menu, click **CANCEL**.

When you "Add" new entries, the phonebook dialog entry screen will be displayed, allowing you to enter in a person's name, their phone number and select the type of settings to use with this entry. When you have finished your selection, click **SAVE** and you will be returned to the phone list display with your new number inserted into the list. To exit out of the phonebook screen, simply click **CANCEL** and you will be returned to the phone list display without any changes being made.

Editing an entry is also very simple, just select an entry from the list and click **EDIT**. Make any changes that are needed to the name, phone number or settings and click **SAVE** to accept these changes or click **CANCEL** to exit without making any changes.

To delete any entry, simply highlight the entry in your list and click **DELETE** and the entry will be removed.

To play a modem/serial game now, just highlight any phone number in your list and click **DIAL**. If you want to dial a different number than what is displayed, just edit the entry and click **DIAL**. The program will begin the process of connecting you to another player. If any errors occur while trying to connect to the other computer, a dialog box will pop-up and display the type of error that the program has encountered. Once you are connected, you can set up a new multiplayer game (refer to Creating New Game section under *Playing a Network Game*, page 14) and start blasting your friends.

Answering a connection

If you click **ANSWER** from the "**Modem/Serial**" menu, the program will proceed to initialise your modem and will be placed in a receive (auto-answer) mode while waiting for another player to call you. If any errors occur while trying to connect to the other computer, a dialog box will pop-up and display the type of error that the program has encountered. Once you are connected, you can set up a new multiplayer game (refer to Creating New Game section under **Playing a Network Game**) and start obliterating your friend. Only the host of the game (the person who dialed) can alter game settings.

Using a Null Modem

Please make sure that you have configured your machine properly (setup the com port and baud rate) and have a "**null modem**" cable (available at computer specialist stores – basically a serial cable with special wiring designed to connect two computers' serial ports together) connected between the two machines. It is important that the serial port baud rates are identical between the two systems. Once this is done, click **NULL MODEM** and the program will attempt to connect the two machines. If any errors occur while trying to connect to the other computer, a dialog box will pop-up and display the type of error that the program has encountered. Once you are connected, you can set up a new multiplayer game (refer to Creating New Game section under *Playing a Network Game*, page 14) and begin the annihilation of your friend.

PLAYING ON A NETWORK

When you click **NETWORK** on the Multiplayer menu, the LAN (local area network) Chat Screen will be displayed. On this screen you can type in your name (default name is "**Player**"), view and select from a list of available games to play, view the list of players in the LAN lobby or other games, chat with other people, join a game or create a new game. If you want to return to the Multiplayer Menu, click **CANCEL**.

Joining a Game

On the right hand side of the LAN Chat Screen, a list of all games is listed. You always start out a network game in the "**Lobby**". This is the main area where you can talk with other players, gather a group for a game or examine games that are already created. Click on any game and the "**Players**" list below will be updated to show you who is in that game.

Open games are listed by just their name and closed games are enclosed in brackets. You can still view who is in any of the closed games, but you will not be able to join. If you wish to join a game, select a game from the available list under the "**Games**" section and click **JOIN**.

You will pop into the options screen for this game where you can select the side that you will play (either GDI or NOD). You can also select the colour for your units, examine what game options and map you will be playing on or chat with the other players waiting to begin the match. The host can kick out anyone from a game if they so desire, so be mindful of what you say and how you act.

Once you have selected your settings for this match and the host has set the map and game options, the **ACCEPT** button will light up to signal that you are all ready to begin the match. You must click **ACCEPT** to enable the host to start the game. Once the host clicks **GO!**, it's all out war.

Creating a New Game

If you wish to create (or host) a new game, click **NEW** and begin the process of creating a multiplayer game. The LAN Game Setup Screen allows you to select your side and unit colour, view the list of players in this game, set all of the game options, type and view the chat information from the players and finally, view a preview of the map that you will be playing on.

You begin by selecting which side you will play (either GDI or NOD) followed by selecting which colour your units will use. Under this section, a list of all of the players is displayed, along with their name, side that they have selected, colour and a red star when they are ready to begin the match. The person with an "H" over their star is the host for this match.

To select a multiplayer map to play, click **MULTIPLAY MAP** and select from the numerous map types listed on the pop-up display. The listing will show you the name of the map along with a recommended number of players for that map (listed in parenthesis). Select a map and click **OK** and an updated "Preview" of that map will be displayed. The preview allows you to see a satellite view of the map before you jump in and play. If you don't want to play one of the pre-designed maps, you can click **RANDOM MAP** and create your own unique multiplayer map. To create a random map, refer to the Creating a Random Map section.

Now that the map to play has been selected, you can adjust all of the options that *Command & Conquer Tiberian Sun* allows. These options are:

AI Players:	0-6	Set how many computer opponents you will battle (Disabled for Tournament games)
Difficulty:	0-2	Set 0 for Easy, 1 for Normal and 2 for (Disabled for Tournament games)
Unit Count:	1-10	Set how many units each person starts with
Tech Level:	1-10	Sets how far up the Technology tree anyone can advance (limit ability to get special weapons/units)
Credits:	2500-10000	Sets the amount of money each player starts with

Along with these options, there are also toggles that can be switched on or off during game setup that make the game more interesting to play. These options are:

Allies Allowed:	Toggle whether or not players can ally and make teams (Disabled for Tournament games)
Harvester Truce:	Toggles whether or not Harvester's are invulnerable
Bases:	Toggles whether or not you can build a base
Re-deployable MCV:	Toggles whether or not you can move your construction yard (MCV) once it has been deployed
Fog of War:	Toggles Fog of War on or off. With this option on, you explore to reveal the lay of the land. As you continue to move on, the area will grey out and you will see only a snapshot of that area when you were there. If you explored a player's base you would see what he had at that time, not what he is currently doing unless your unit is still there.
Bridges Destroyable:	Toggles whether or not you can destroy bridges during combat. If turned off, they are indestructible.
Crates:	Toggles whether or not bonus/surprise crates will randomly appear on the level during game play.

If for any reason you need to kick out an unruly or rude player, the host has total control over who stays and who plays with the **KICK** button. Located in the lower left area of the screen, the host can highlight any player that they wish to kick out of this game and can then click **KICK** to remove them.

Once you have selected all of the game options and everyone has signaled that they are ready to play, click **GO!** and start the game. If you want to quit the creation of this game, just click **CANCEL** and you will be returned to the LAN WOL Lobby Screen.

Creating a Random Map

You have complete control over creating your own unique maps using the random map generator. If you want to see what your map will look like with the current numbers that you have selected, click **PREVIEW MAP** and the program will begin the process of generating a random map for you. We have included a **SURPRISE ME** button that will generate all of the information on the fly if you don't want to spend time making adjustments to all of the options. As the map is being created, a red progress bar will travel across the screen until the new map is ready.

Now let's jump in to the details of what you can set within a random map, here is a listing of the selections that you can make:

Environment:	Desert, Taiga, Temperate, Tundra
Time of Day:	Afternoon, Dusk, Morning, Night
Map Width:	Small, Medium, Large, Very Large
Map Height:	Small, Medium, Large, Very Large
Seed #:	0 to 65535 (A random number used to generate unique data)

Each of the following sliders allows you to adjust the levels (or amount) that each option will appear within any map generated.

Players:	2-8	Sets how many player positions to create
Regions:	0-100	Determines how many unique regions will be generated on the map. A smaller number will generate fewer regions, usually very flat and accessible. A larger number will generate more regions, usually quite closed in.
Access:	0-100	Determines how accessible each of the regions will be.
Hills:	0-100	Percentage of area on the map that will have a more diverse and hilly terrain
Tiberium:	1-100	Adjust the amount of Tiberium placed on the map.

Amount Of Tiberium Fields:	0-100	Adjust the concentration of the Tiberium in each field. A smaller number will generate fewer patches, while a higher number will generate more patches.
Water:	0-100	Percentage of area on the map that will have water.
Vegetation:	0-100	Percentage of area on the map that will have vegetation on the terrain.
Cities:	0-100	Percentage of area on the map that will have cities placed on the terrain.

Once you are satisfied, you can save these map settings by clicking **SAVE**. On the Save Map Screen, type in a new name for this map and click **SAVE**. If you want to replace one you that have already created, select that entry and click **SAVE** and the map will be overwritten. Once you've created a map you can even share it with other players. If you wish to leave without saving, click **CANCEL**.

If you have already created a map and wish to modify it or you want to try adjusting some parameters on a map, click **LOAD** and scroll down to your map. Highlight your selection, click **OK** and proceed to make changes to this map. When you are finished, don't forget to save the changes that you have made if you want to keep them. If you wish to leave without making any changes, click **CANCEL**.

If you want to remove any extra or unwanted maps, click **DELETE** and on the delete dialog, scroll down to the map that you want to delete, highlight it and click **DELETE**. If you wish to leave without making any deletions, click **CANCEL**.

PLAYING A SKIRMISH GAME

It's late and all of your friends have passed out from lack of sleep but you're ready to keep going. Well, you've come to the right place. When you are ready to take on the AI, click **SKIRMISH** on the Multiplayer Menu and begin setting up your battle. Start off by selecting which side you will play, either GDI or NOD and then selecting your unit colour from the list of colours available.

An initial map will already be selected for you to battle on, but if you want to use a different one click **MULTIPLAY MAP** and select from a list of maps that we have included. If none of those suit your needs, you can click **RANDOM MAP** and create one of your own to play on (refer to the Creating a Random Map section for more details). After you have selected your map, you will now be able to adjust various game play options.

There are toggles that can be switched on or off prior to game play that can make the game more interesting to play. These are:

- Bases:** Toggles whether or not you can build a base.
- Crates:** Toggles whether or not bonus/surprise crates will randomly appear on the level during game play.
- Fog of War:** Toggles Fog of War on or off. With this option on, you explore to reveal the lay of the land. As you continue to move on, the area will grey out and you will see only a snapshot of that area when you were there. If you explored a player's base you would see at that time, not what he is currently doing unless your unit is still there.

Bridges

Destroyable: Toggles whether or not you can destroy bridges during combat. If turned off, they are indestructible.

Each of the following sliders allows you to adjust the levels (or amount) that each option will appear within any map generated.

- Unit Count:** 1-10 Set how many units each person starts with.
- Credits:** 2500-10000 Sets the amount of money each player starts with.
- Tech Level:** 1-10 Sets how far up the Technology tree anyone can advance (limit ability to get special weapons/units).
- AI Difficulty:** 0-2 Set 0 for Easy, 1 for Normal and 2 for Hard.
- AI Players:** 1-7 Set how many computer opponents you battle.

Once you have set all of the game options to your liking and you are ready to play, click **GO!** and let the mayhem begin. If you want to quit the creation of a skirmish game, just click **CANCEL** and you will be returned to the Multiplayer Menu.

TROUBLESHOOTING

If you are having a problem installing or using this software, we want to help.

Please make sure you have read *SYSTEM REQUIREMENTS* and *INSTALLING THE GAME* (pages 1 and 5).

It is a good idea to close all applications before running *Command & Conquer Tiberian Sun*, including any video card or sound card utilities that may be running. It is also good to turn off any sleep mode or power saving mode features if you are going to let the game sit idle for a long period of time.

CD PROBLEMS

“File not found” error message appears when installing or running the game

- 1) Make sure the game was properly installed. See *INSTALLING THE GAME* (page 5).
- 2) Make sure the CD is in the CD drive. The CD must be in the drive to install or run the game.
- 3) Make sure the CD is not scratched or damaged.

CD-ROM Performance Problems

- 1) Be sure you are using a 32-bit native Windows 95/98/NT driver to control your CD-ROM drive. These drivers can be configured from the Device Manager in the Control Panel>System Properties.
- 2) Do not use a DOS-based 16-bit driver (loaded in *CONFIG.SYS*) to control your CD-ROM. Performance may be significantly reduced.

Choppy or Stuttering Video or Audio

These problems may be improved by adjusting the CD-ROM read-ahead cache.

To adjust the read-ahead cache:

- 1) From Windows 95/98/NT, right-click the My Computer icon, then select (left-click) **PROPERTIES** from the pop-up menu.
- 2) Click the **PERFORMANCE** tab.
- 3) Click **FILE SYSTEM**.
- 4) Click the CD-ROM tab, then click in the “Optimise access pattern for” box and choose **QUAD-SPEED OR HIGHER**.
- 5) Move the “Supplemental cache size” slider to **SMALL**, then click **APPLY**.

Note: Moving the slider to **LARGE** will not improve *Command & Conquer Tiberian Sun* video performance and may actually hinder performance by reserving RAM that would otherwise be available for the game.

Game Pausing on Very Fast CD-ROM systems

If you have a very fast CD-ROM, you may experience pausing during game play if you have music enabled. This can also cause multiplayer games to lose connection. The problem is that these very fast drives can spin down (turn themselves off) between accesses and it can take perhaps 10 seconds or more for them to spin back up. A workaround is to turn off music during game play.

VIDEO PROBLEMS

Note: If your Windows 95/98/NT display driver does not support DirectDraw, you will experience difficulties installing or running *Command & Conquer Tiberian Sun*.

General Video Card Information

- 1) During DirectX installation, the DirectX setup program will attempt to install a display driver that has DirectDraw support for your video card. If your video card driver does not have DirectDraw support, the DirectX setup program will replace your existing video card driver. In some cases, this may disable any manufacturer-specific utilities for your video card. If you want to keep these utilities functional, you may have to obtain the latest drivers with DirectDraw support directly from the manufacturer of your video card.
- 2) If your video card driver already has DirectDraw support, but is not yet certified by Microsoft, you will be asked if you want to replace your current driver. In most cases, you do not want to replace your existing driver as this may disable any manufacturer-specific utilities for your video card. If you do have video-related problems using the uncertified DirectDraw drivers from your manufacturer, you may solve these problems by reinstalling DirectX and replacing your current video driver with a DirectX 6 video driver.

Please refer to *DirectX INSTALLATION NOTES* (page 2) for more information.

MEMORY PROBLEMS

Command & Conquer Tiberian Sun requires 32 MB RAM and Virtual Memory Enabled. We advise you to let Windows 95/98/NT manage the amount of virtual memory automatically (the default setting) and to have at least 50 MB free hard drive space after installation.

SOUND PROBLEMS

Command & Conquer Tiberian Sun requires a sound card with DirectSound support. If your sound card driver does not have DirectSound support, you may experience choppy or stuttering sound or sound that cuts in and out. If your sound card driver does not support DirectSound, we recommend obtaining updated drivers from your sound card manufacturer.

Installed sound card, but there is no sound

Make sure your speakers or headphones are plugged into the appropriate jack and the volume control is turned up.

General Sound Card Information

- 1) During DirectX installation, the DirectX setup program will attempt to install a sound driver which has DirectSound support for your sound card. If your sound card driver does not support DirectSound, the DirectX setup program attempts to replace your existing sound card driver.
- 2) Please consult your sound card manufacturer for updated drivers if DirectSound drivers are not available for your sound card in DirectX 6.

Please refer to *DirectX INSTALLATION NOTES* (page 2) for more information.

MODEM PROBLEMS

General Modem Information

Command & Conquer Tiberian Sun uses the Windows 95/98/NT settings to initialise your modem. Your modem must be correctly installed in Windows 95/98/NT for it to work properly in the game.

If you need to install your modem in Windows 95/98/NT use the following steps:

- 1) Click **START** from the taskbar. The **START** menu will open.
- 2) From the **START** menu, highlight **SETTINGS** and then select **CONTROL PANEL** from the pop-up menu.
- 3) From the Control Panel, click **MODEMS**. Click **ADD**.
- 4) If you have not installed a modem before, let Windows 95/98/NT detect your modem by clicking **NEXT>**.

If your modem came with a Windows 95/98/NT driver disc or .INF file, follow the manufacturer's directions for installing your modem.

Modem Does Not Initialise

- 1) Make sure your modem is installed correctly in Windows 95/98/NT and is turned on.
- 2) Make sure that your modem works properly in Windows 95/98/NT. If your modem is installed correctly and works with other modem applications in Windows 95/98/NT it should work correctly in *Command & Conquer Tiberian Sun*.
- 3) Some computers have telephone answering or FAX applications pre-installed. Sometimes these applications tie up the modem and will not allow other applications to access it. You must exit all applications that may use your modem before playing a modem game.
- 4) If you are dialed up to the Internet using your modem, you must end the connection prior to attempting a modem game in *Command & Conquer Tiberian Sun* that the modem device is available.

NETWORK PROBLEMS

If you experience difficulties with network play, you may want to consult your network manual or network administrator for specific information on loading drivers.

General Network Information

Do not run any Windows 95/98/NT applications that communicate over the network in the background (e.g., mail programs, personal schedulers, system or network monitors).

Connection Problems

Make sure the computers you are trying to connect are on the same network and are using the IPX protocol.

Network Performance Issues

Command & Conquer Tiberian Sun uses a peer to peer network model, which means that the player with the slowest system will set the speed of the game for all other players in a given LAN game. For best results, all players should have similar spec machines and be connected as directly as possible to each other (without network switches between them). Ideally, all players should be connected to the same network hub and use 100Mb network cards and hubs.

Internet Problems

To play an Internet game you must have an Internet connection (through a modem dial-up connection or other direct Internet connection).

Connection Problems

If you have a modem dial-up connection to the Internet, ideally you should dial-up prior to launching the game. Windows does have a "dial-on-demand" setting but we have found that this method is not as reliable as Dialling ahead of time.

Internet Game Loses Connection

If you find that your connection seems to time out after playing or chatting in the lobbies for a while, make sure that your dial-up connection is not set to time out after a period of inactivity. Windows seems to regard the use of the keyboard as more significant than active network traffic. The exact place to look for this option varies between Windows 95/98/NT and can also depend on which web browser you have installed, but generally can be found either in the dial-up network properties or in the Internet Options control panel.

Internet Performance Issues

Command & Conquer Tiberian Sun uses a peer to peer network model, which means that the player with the slowest system or the slowest connection will set the speed of the game for all other players in a given Internet game. For best results, all players should have similar spec machines and be connected as to the Internet with similar speed connections. Internet performance is another big factor and one that is hard to quantify. Use the ping meter to get an idea of the connection quality to other players or use the Max Ping to Host feature to eliminate games where you have a bad connection to the host (see *Playing on the Internet*, page 6).

CUSTOMER SERVICES - CAN WE HELP YOU?

Do you have a problem or do you just want to ask a question?

If so, there are several ways you can obtain help or have your questions answered.

ON-LINE HELP FILE

All our new releases now include on-line help files with hints and tips on how to resolve problems that you may confront while trying to run the game. The help guide can be accessed from the Windows Start Bar in the same program folder as your game's shortcut. This gives you access to relevant support sites via web links as well as a support program to help diagnose problems that may stop you enjoying your game. The support program also gives you the option to send us your details via E-mail or Fax.

ON-LINE SERVICES

Website: <http://www.ea.com>

Electronic Arts offers 24-hour support via our on-line services. Here you will find extensive product support and other information. In addition, this site provides answers to Frequently Asked Questions (FAQ's) plus patches, updates and demos. If you still cannot find an answer to your query, please E-mail us at uk-support@ea.com. You will receive an automated reply within minutes; giving details of all the games you can request troubleshooting information on, as well as a number of standard help guides and information sheets. If this does not help, you can contact a representative for a personal reply.

If you have any queries on warranty replacements or user-damaged disks or manuals, please e-mail us on uk-warranty@ea.com

Please note that this is only for warranty and NOT technical queries.

CUSTOMER SUPPORT BY PHONE (INCLUDING FAXBACK)

Electronic Arts have a staff of Customer Services Representatives ready to help you with any technical problems you may have with our games.

Please ensure you have run the support program from the on-line help file before calling us. To run the support program:

1. Open the help file, navigate to the **Contents** page, and follow the link to **Support Information**.
2. Next, click on the **Contact Tech Support** button. After a few moments, you should see a dialog box with the option to Print, Save to Desktop, or E-mail your information to us.
3. Click on Save to Desktop, or Print (if you have a printer connected to your PC) and have the contents of the report in front of you when you call.

Note: If you choose to Save to Desktop, a file called **EAConfigInfo.txt** will be placed on your desktop. Simply double-click on this icon to view the file.

Customer Services have manned lines open from 9am-6pm Monday to Thursday & 9am-4:30pm Friday, and can be reached on the following number:-

0870 2432435

NOTE: This is a National call rate line charged at 6p per minute at peak times and 2.6p per minute off peak. (These charges are correct at the time of publication) In order to improve our customer service, we will log your details into a secure database. When you are connected to a representative, you will be asked for several details, including your surname and date of birth. This information will not be shared with any external companies, or used for marketing purposes without your consent.

You can also talk to one of our Customer Services Representatives, who will be pleased to help you with your questions.

Automated services are available **24 hours a day**, including Faxback and recorded messages. However, please ensure you have followed all normal trouble shooting steps and have all relevant information to hand before you call.

Alternatively, you may write to us at the following address, including a daytime telephone number and the above information contained in the help file support program.

Electronic Arts Customer Service, PO BOX 835, Slough, Berkshire, England SL3 8XU.

Or fax us, including a complete report from the help-file's support program, on:

01753 546817

When contacting us by fax or letter, please include a daytime telephone number whenever possible, so we can contact you if necessary.

GAME HINTS AND CHEATS

To acquire hints and cheats for the majority of our new releases you will need to call the Electronic Arts Hintline (open 24 hours a day)

09067 53 22 53

Note: This is a premium charge line (calls cost 75p per minute). Please obtain permission to call this number from the person who pays the phone bill, **before** you call.

**HAVING PROBLEMS
OBTAINING ONE OF OUR
GAMES ?**

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<http://shop.ea-europe.com>

where you can order any EA product. If you do not have Internet access, or if you cannot find the game you're looking for, please call Customer Services, on 0870 2432435, and our staff will be happy to help with your enquiry. When you call, please choose the Direct Sales option from the menu to ensure your call is routed correctly.

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