

COMMAND & CONQUER GENERALS



SECURITY COUNCIL SUB-COMMITTEE (RESOLUTION 1379)
ON GLOBAL LIBERATION ARMY

Report to Security Council: Situational Report (SIT REP) on GLA Activities

Distribution: Classified

Hotan, China

For several months, observers have expressed concern over the activities of the Global Liberation Army (GLA). A loose federation of freedom fighters and terrorists, the GLA has established several strongholds in the republics of Central Asia. By distributing forces and leadership across the borders of these developing nations, the GLA has thwarted efforts to engage in meaningful dialogue. Last year, this group without borders crossed into Western China and began building popular support for an independent state in this remote region. GLA funding continues to grow from unknown sources and its leadership remains a mystery.

For the Beijing government, this incursion along its western border could not have come at a worse time. The reforms in China's "Modern Way" program have produced new civil liberties and excellent growth in Chinese exports, particularly in light manufacturing and agricultural products. Beijing has repeatedly stated that these changes are here to stay, a position that does not sit well with the GLA.

Last week, the GLA struck a military depot at Yecheng, stole thousands of rounds of munitions and destroyed a nuclear power plant. Dangerous levels of radiation have been detected over 100 kilometres downwind. The Chinese government is furious and has refused to allow observers to mediate discussions with the GLA. Several divisions of the Red Army have established positions in the province along major roadways and rivers.

While the United States continues to provide orbital reconnaissance to the Security Council, it has failed to contribute troops to peacekeeping efforts in the region. The Council's refusal to support United States counter-terrorist initiatives in the Middle East in recent years has not been forgotten. USA military forces have remained in port and on base, venturing out only to secure its coastline.

Scattered intelligence reports arriving from Europe and Asia indicate that the GLA has established and funded sleeper cells to further spread its sphere of influence. If China succeeds in forcing out the GLA, it is difficult to predict where the group will resurface. The United States would be the logical choice to buttress Chinese efforts to contain the GLA, but the United States continues to maintain its non-involvement in this matter. The United States denies the sub-committee's claim that eventually the GLA will cross paths with USA forces in Asia or elsewhere in the world.

The sub-committee recommends to the Security Council that it continue to maintain an open channel with the GLA, to establish a clear set of boundaries for Chinese activity and to communicate the need for USA participation in peacekeeping initiatives before the Council loses its influence on the situation.

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SYSTEM REQUIREMENTS

- For best performance, you must have an AGP video card. PCI video cards are generally much slower than their AGP counterparts. PCI cards are normally below the minimum game spec.
- Make sure you turn off automatic anti-virus protection. This is usually located on the bottom of your screen in your PC tool bar. Simply right-click and turn off. Remember to turn this back on when exiting the game.
- Make sure your audio and video drivers are updated. This can be done by visiting their respective website and following instructions.

Minimum Configuration (Solo & 2-Player Multiplayer)

- Windows® 98, Windows 98SE, Windows ME, Windows 2000 or Windows XP (Windows NT and Windows 95 not supported)
- 800 MHz Intel® Pentium® III or AMD® Athlon™ processor
- 128 MB RAM
- 8x CD-ROM/DVD-ROM drive
- 1.8 GB free hard disk space plus space for saved games (additional space required for Windows swap-file and DirectX™ 8.1 installation)
- 32MB video card using the Nvidia® GeForce2™, ATI® Radeon™ 7500 AGP video card or more recent chipset, with DirectX 8.1 compatible driver
- DirectX 8.1 compatible 16-bit sound card
- Keyboard
- Mouse

Recommended (Solo and 2-8 Multiplayer)

- 1.8 GHz or faster Intel Pentium IV or AMD processor
- 256 MB or more RAM
- 8x or faster CD-ROM/DVD-ROM drive
- 1.8 GB free hard disk space plus space for saved games
- Nvidia GeForce3™ or more recent Direct3D™ capable video card

Required for Multiplayer Games

- 256 MB RAM required for 3- to 8-player games

Internet (2-4 players)

- 56 Kbps or faster direct Internet connection
- One set of game discs per player. Disc 1 and Disc 2 cannot be used simultaneously for multiplayer game

Internet (5-8 Players)

- Cable, DSL or a faster direct Internet connection
- One set of game discs per player. Disc 1 and Disc 2 cannot be used simultaneously for multiplayer games

Network (2-8 players)

- TCP/IP-compliant network

- One set of game discs per player. Disc 1 and Disc 2 cannot be used simultaneously for multiplayer games

CLEAN UP YOUR SYSTEM BEFORE RUNNING THE GAME

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

- **ScanDisk/Error-checking** searches your hard drive for lost allocation units as well as cross-linked files and directories.
- **Disk Defragmenter** ensures that your data is sorted properly, thereby helping to prevent corrupt data.
- **Disk Cleanup** clears unnecessary files from your system, freeing up disk space and preventing conflicts that might stop the game from installing correctly.

To run ScanDisk (Windows ME/98 only):

1. Click the START button from the Windows Taskbar. The Start menu opens.
2. From the Start menu, select RUN....
3. In the *Run* dialog box, type **scandisk**, then click OK. ScanDisk opens.
4. Make sure a check mark appears in the Automatically Fix Errors box, then select the drive to which you are installing the game (e.g., C:).
5. Click START to begin ScanDisk.

To Run Error-checking (Windows 2000/XP):

In Windows 2000/XP, the Scandisk function is replaced by Error-checking.

1. To run Error-checking, double-click the **My Computer** icon. Now, highlight the hard drive you want to install the game to (default is C:) and right-click. A drop-down menu appears.
2. Choose ‘Properties’ and then click the ‘TOOLS’ tab.
3. Now, click CHECK NOW... and check both “Automatically fix file system errors” and “Scan for and attempt recovery of bad sectors” boxes.
4. Finally, click START and the program scans the drive and corrects any errors.

Note: You may be asked to restart your computer to run Error Checking. Ensure any unsaved documents are saved before restarting your computer.

To run Disk Defragmenter:

1. Click the START button from the Windows Taskbar. The Start menu opens.
2. From the Start menu, select RUN....
3. In the *Run* dialog box, type **dfrg.msc** (or **defrag** if using Windows ME/98), then click OK. The Select Drive dialog box appears.
4. Select the drive to which you are installing the game.
5. Click DEFRAGMENT (or OK) to begin Disk Defragmenter.

To run Disk Cleanup (Windows XP/ME/2000/98 only):

1. Click the START button from the Windows Taskbar. The Start menu opens.
2. From the Start menu, select RUN....
3. In the *Run* dialog box, type **cleanmgr**, then click OK. The Select Drive dialog box appears.
4. Select the drive to which you are installing the game, then click OK. The Disk Cleanup window appears.
5. In the "Files to delete:" field, make sure a check mark appears in the Temporary files box (if present). If any other boxes are checked, uncheck them.
6. Click OK to begin Disk Cleanup.
7. A prompt appears asking for verification to delete files. When you are sure that you want to delete the files, click YES.

WHAT IS DIRECTX™?

Read this section completely before playing *Command & Conquer™ Generals* or installing DirectX.

DirectX is part of Windows® 95, 98, 2000, ME and XP. It allows Windows to access certain parts of your PC at high speed, to allow you to run today's games. As new technology is introduced, such as next generation 3D Accelerators and 3D soundcards, DirectX evolves to support these new technologies. *Command & Conquer™ Generals* requires DirectX 8.1, which is included on the game disc for you to install if necessary.

In order to operate correctly, DirectX will need the latest software drivers for your video card and sound card. These drivers can usually be downloaded from your card manufacturer's website or obtained from the card manufacturer's Technical Support hotline. Using drivers that do not have DirectX 8.1 support may result in display or audio problems in *Command & Conquer™ Generals*.

How do I install DirectX 8.1?

When you install *Command & Conquer™ Generals*, your system will be scanned for DirectX. If the correct version is not detected, you will be prompted to install DirectX 8.1 from the *Command & Conquer™ Generals* CD. We recommend you follow the advice given by the *Setup* program. If you want to install DirectX 8.1 **after** installing *Command & Conquer™ Generals*:

Windows 95/98 users:

1. Click START on your Windows taskbar, highlight FIND and click FILES OR FOLDERS.
2. In the NAMED box, type **dxsetup**.
3. Ensure the LOOK IN box is set to the drive letter of your CD-ROM (e.g. D:) drive, then click FIND NOW.
4. When the file appears, double-click on the **dxsetup** icon in the *Name* column.

5. When the *DirectX Setup* window appears, click REINSTALL DIRECTX to complete the process.

Windows 2000/ME/XP users:

1. Click START on your Windows taskbar, highlight SEARCH and click FOR FILES OR FOLDERS.
2. In the SEARCH FOR FILES OR FOLDERS NAMED: box, type **dxsetup**.
3. Ensure the LOOK IN box is set to the drive letter of your CD-ROM (e.g. D:) drive, and that the *Command & Conquer™ Generals* CD is in the drive, then click SEARCH NOW.
4. When the file appears, double-click on the **dxsetup** icon in the *Name* column.
5. When the *DirectX Setup* window appears, click REINSTALL DIRECTX to complete the process.

Check your system!

To check if your computer fully supports DirectX 8.1, run the DirectX Diagnostics Tool after installing DirectX 8.1.

1. Click START on your Windows taskbar. Then click RUN.
2. From the *Run* dialog box, type **dxdiag** then click OK.

The DirectX Diagnostics Tool gives you information on your video card, sound card and 3D accelerator card drivers.

- To check your video card drivers, click on the DISPLAY tab, or the DISPLAY 1 tab if you have one.
- To check your sound card drivers, click on the SOUND tab.
- Some 3D accelerators have their own tab, called DISPLAY 2, so you may need to check this also.

On each of these screens, the *Drivers* section tells you if Microsoft has certified your driver as supporting DirectX 8.1.

- If your driver is reported as 'Certified: Yes' your device has DirectX 8.1 support and should work properly with *Command & Conquer™ Generals*.
- If your driver is reported as 'Certified: No' your device does not have DirectX 8.1 support and you may experience problems running *Command & Conquer™ Generals*. Please consult the notes section at the bottom of the DirectX Diagnostic Tool window.
- Windows 98/2000/ME/XP users may also consult the TROUBLESHOOT button, accessed from the MORE HELP tab. Normally, updated drivers that support DirectX 8.1 will be available from the manufacturer of the device in question, which will allow you to play *Command & Conquer™ Generals* without any problems. In this case, we suggest you contact the manufacturer of the device, and request the latest DirectX 8.1 compatible drivers. These are normally available free of charge from the manufacturer's website, or via their technical support help-line.

INSTALLING/UNINSTALLING THE GAME

Installing the Game

To install *Command & Conquer™ Generals*:

1. Start the Windows operating system.
2. Close all open programs and background tasks, including virus scanners.
3. Insert the *Command & Conquer™ Generals* Disc 1 into your CD-ROM/DVD-ROM drive. The Autorun menu appears.
 - If the Autorun menu does not automatically appear, left-click the START button from the Windows Taskbar and select RUN.... Type **D:\autorun.exe** in the Run dialog box, then click OK (substitute the correct letter of your CD-ROM/DVD-ROM drive if other than 'D:').
4. Click INSTALL. After the setup program initiates, the Install Shield Wizard opens. Click NEXT to continue.
5. You are now prompted to enter your serial number, which can be found on the back of this *Command & Conquer™ Generals* manual. Enter the serial number and click OK to continue.
6. The Electronic Registration window appears. If you choose to register your software, select either REGISTER NOW or REGISTER LATER from the prompt.
REGISTER NOW: The registration form appears. Complete the form and return it to Electronic Arts.
REGISTER LATER: The registration prompt closes and installation continues.
Note: You must register your software to be eligible for technical support.
7. The *Command & Conquer™ Generals* Terms of Service agreement appears. After reading the Terms of Service agreement click YES to accept and continue.
8. The Choose Destination Location window appears. This is the location on your hard disk where *Command & Conquer™ Generals* will be installed. Click NEXT to accept the default.
 - To change the destination folder, click BROWSE.... Select the location where you wish to copy *Command & Conquer™ Generals* files and click OK. Then, click NEXT.
9. The Select Program Folder window appears. Select the Start menu folder from which you want to run *Command & Conquer™ Generals* and click NEXT.
10. The Start Copying Files window appears. A brief summary of your choices is displayed here. Click BACK to alter any of your previous choices or click NEXT to accept and start copying files. A pop-up window will appear asking if you would like to create a shortcut on your desktop. Click YES to accept or NO to decline and continue. When the prompt appears, insert the *Command & Conquer™ Generals* Disc 2 into your CD-ROM/DVD-ROM drive and click OK to continue installation.

11. A pop-up window will appear asking you if you would like to install DirectX 8.1. If the version of DirectX installed on your computer is 8.1 or higher, click NO to continue. Another pop-up window will appear asking if you would like to run *Command & Conquer™ Generals*. Click YES if you wish to start the game or NO to start the game at a later time.
 - If the version of DirectX installed on your computer is older than 8.1, click YES to install it. You will be prompted to restart your computer when DirectX installation is complete.

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.

To uninstall *Command & Conquer™ Generals*:

1. Start the Windows operating system.
2. Left-click the START button from the Windows Taskbar and select **All Programs (or Programs) > EA GAMES > Command & Conquer Generals > Uninstall Command & Conquer Generals**.

3. Follow the on-screen instructions to complete the uninstall process.

Note: Files that were created after the installation of *Command & Conquer™ Generals*, such as saved games, will remain on the hard drive after completing the uninstall process. If you wish to continue to use these files, simply re-install the game to the same directory.

To re-install *Command & Conquer™ Generals*:

- Follow the *Installing the Game* instructions as described above.

STARTING THE GAME

To start *Command & Conquer™ Generals* (with disc already in drive):

1. Close all open programs and background tasks, including virus scanners.
2. Left-click the START button from the Windows Taskbar and select **All Programs (or Programs) > EA GAMES > Command & Conquer Generals > Command & Conquer Generals**.
 - If you created a desktop icon during installation, you can use it to start the game.

To start *Command & Conquer™ Generals* (without disc already in drive):

1. Start the Windows operating system.
2. Close all open programs and background tasks, including virus scanners.
3. Insert the *Command & Conquer™ Generals* Disc 1 into your CD-ROM/DVD-ROM drive. The Autorun menu appears.
 - If the Autorun menu does not automatically appear, left-click the START button from the Windows Taskbar and select RUN.... Type **D:\autorun.exe** in the Run dialog box, then click OK (substitute the correct letter of your CD-ROM/DVD-ROM drive if other than 'D:').
4. Left-click the PLAY button.

General Crashes/Lockups

In some cases, programs that are running on your system can monopolise resources that the game needs in order to install, load and run properly. Not all of these programs are immediately visible. There are a number of programs called “background tasks”, that are always running on your system and, in some cases, these may cause the game to crash or lockup.

Important Note: While shutting down background tasks will optimise your system for running *Command & Conquer™ Generals*, their features will then be unavailable. Ensure that you re-enable background tasks after playing *Command & Conquer™ Generals* by restarting your computer.

Anti-Virus/Crash Guard Programs

If your system is running Anti-Virus or Crash Guard programs, you will need to close or disable them to run *Command & Conquer™ Generals*. To do this, find the icon for the program on the Windows taskbar. **Right-click** the icon and select CLOSE, DISABLE or the relevant option.

General Background Tasks

Once Anti-Virus and Crash Guard programs have been disabled, you should end all unnecessary general background tasks as these can sometimes cause problems when installing or running PC games.

1. Hold down the **CTRL** and **ALT** keys on your keyboard and press **DELETE** once. The CLOSE PROGRAM window appears with a list of all background tasks currently running on your system.
2. To end a background task, click on its name in the list, then click the **End Task** button.

Note: It is important that you **DO NOT CLOSE** the background tasks named **Explorer** and **Systray** as these tasks are necessary for Windows to operate. All other background tasks may be closed.

3. The Close Program window closes and the task is ended. Repeat the above steps to close down any/all other background tasks.

It is important to remember that the next time you restart your computer all of the background tasks that you ended will reactivate.

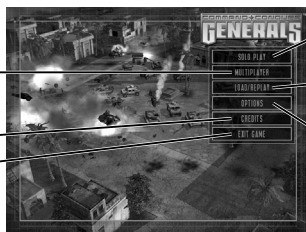
SETTING UP THE GAME

Welcome, General. Please review this briefing to get familiar with the basics of the combat environment, training facilities, Solo Play and advanced gameplay tactics. From the Main Menu, you can set your gaming options for optimal performance on the battlefield.

Main Menu

Network Play (see p. 53) or online games (see *Generals Online* on p. 47)

Credits
Exit game



Begin a single player game (see p. 12)

Load a saved game or replay

Change your audio, video and network options (see p. 11)

Options

In the Options screen, you can customise Display, Audio, Scroll Speed and Network settings.

- To open the Options screen, click OPTIONS from the Main Menu.
- To change options during the game, press ESC.

Display Options

RESOLUTION

Set the resolution of the screen in the game.

DETAIL

Choose your level of detail in the game: LOW, MEDIUM, HIGH or CUSTOM. On MEDIUM and LOW settings, some effects in the game are turned OFF. The CUSTOM setting is for advanced users who want to adjust certain display properties.

Note: A high level of detail can slow down game performance.

BRIGHTNESS

Use the slider bar to adjust the brightness in the game.

Audio Options

MUSIC VOLUME

Use the slider bar to adjust the volume of music in the menu system.

SOUND FX VOLUME Adjust the volume of sound effects in the game.

VOICE VOLUME Adjust the volume of voices in the game.

Network Options

Note: *Command & Conquer™ Generals* attempts to configure the Network Options settings for you. It is recommended that you do not change these settings if you are unfamiliar with Internet protocols.

- ONLINE IP** Use the drop-down to select the Internet Protocol address that you want to use across the Internet for online games.
- LAN IP** Use the drop-down to select the Internet Protocol address that you want to use for games across your Local Area Network (LAN).
- Each computer connected to the Internet has an **IP Address**, which is a set of four numbers separated by full stops (aaa.bbb.ccc.ddd).
- SEND DELAY** If you have a firewall and are unable to connect to other online players, check the Send Delay box, which may resolve the problem. For more information, see the README file.
- If you have made changes to your firewall configuration since the last time that you played *Command & Conquer™ Generals* online and are experiencing connection difficulties, click **REFRESH NAT**, which may correct the problem. For more information, see the README file.
 - To set an HTTP proxy server for use with Generals Online, enter the server's IP address and port number in the HTTP Proxy field.
 - If you are playing behind a firewall, your Internet connection may require the use of a **HTTP proxy server**. This IP address and port number manages all of the incoming and outgoing HTTP traffic for security reasons. Please see your networking administrator or documentation for details.
Note: If you are playing online from behind a firewall, please consult the README file in your *Command & Conquer™ Generals* game directory for more information.
 - To restore the Network Options to their defaults, click **DEFAULTS**.
 - To accept the changes, click **ACCEPT**. To cancel and exit, click **CANCEL**.

Scroll Speed

To adjust the scroll speed of the Battle Window, move the slider left or right.

SOLO PLAY

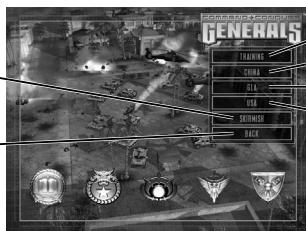
Go to war with the most sophisticated weapons against the USA, China and GLA forces. Pursue battlefield glory as the General of one of these armies, as you send your enemies to defeat.

- To begin solo play, click **SOLO PLAY** in the Main Menu.
- You can design your own single-player skirmishes against up to seven enemy armies. For more information, see *Skirmishes* on p. 16.

Solo Play Main Menu

Set up and play a skirmish match (see *Skirmishes* on p. 16)

Return to the Main Menu



Training

Choose China side

Choose GLA side

Choose USA side

You can lead any of the three sides in a full campaign against the other two sides.

- To **begin a new campaign**, click the name of any side to play. To choose a difficulty setting, click NORMAL, HARD or BRUTAL.
- To **begin the training mission**, click TRAINING. To choose a difficulty setting, click NORMAL, HARD or BRUTAL.
- To **load a saved game**, click LOAD GAME/REPLAY in the Main Menu. Then, click LOAD GAME. For more information, see *Load/Save Game and Replay Files* on p. 25.
- To **play a Skirmish game**, click SKIRMISH. For more information, see *Skirmishes* on p. 16.

Mission Over Screen

At the conclusion of any mission, you can review the results of the battle.

C&C Generals Basics

The Screen

Unexplored terrain



Battle Window

Command Bar

Radar Map

On-screen, you can see and affect the battle in the **Battle Window** (see *Game Screen* on p. 17), where you select and deploy your units and build and use your base structures. The Battle Window displays only part of the overall map, which may be represented in the **Radar Map** (see *Radar Map* on p. 19) in the lower-left corner.

- Below the Battle Window is the **Command Bar** (see *Game Screen* on p. 17), where you select commands and open optional screens.

Each unit and structure has a range of vision, so what you see in the Battle Window and Radar Map is the sum of all that your units can see. Areas of the map beyond this range are covered by a dark layer. As you explore the map with your units, you peel back the layer to reveal the terrain, structures and units beneath it.

- The layer is actually two separate layers. In single-player missions, the black **Shroud** covers unexplored terrain. As you explore terrain, the shroud is peeled back. When your units or structures are no longer present in an area, it is cloaked in a semi-transparent **Fog of War**, which hides enemy units and structures and reveals only terrain and civilian buildings. The Fog of War is removed when your units return to the area. In multiplayer or Skirmish games, the Fog of War is the only layer.

Building Structures and Units

When you begin a new game, your base normally consists of a Command Center and a construction unit – either a Construction Dozer or a Worker. You should begin building your base immediately.

To build a structure:

1. Select your construction unit. The structures that it can create are displayed as icons in the **Context Window**, which is in the middle part of the Command Bar.
2. To build one of these structures, click the icon.
3. Move the mouse in the Battle Window to the location where you want to build. If the structure is displayed in red, you cannot build it at that location due to terrain deformities.
4. To create the structure, left-click. The construction unit begins building.
 - To cancel creation of the structure, click on it. In the Context Window, click the STOP button. The cost is refunded to your funds.

Once you have built structures such as Barracks, War Factories or Air Fields, you can then use those structures to build fighting units.

To build a unit:

1. With your construction unit, build a Barracks (for example).
2. When the Barracks is complete, left-click on it. The units that it can create are displayed in the Command Bar.
3. To build one of these units, left-click on its icon. The unit is displayed on the right side of the Command Bar in the **Production Queue**. A shaded timer indicates how long it takes to build the unit.
4. When the unit is finished, it leaves the structure and reports for duty.
 - You can click the icon again to order production of multiple units.

Money

You begin a game with money to spend on building units and structures. However, to finish the fight, you must acquire more money.

To acquire more money:

1. Find a Supply Dock on the map. Supply Docks and the smaller Supply Piles contain supplies that you can collect and return to your base.
2. Build a Supply Center close to the Supply Dock closest to your base. A Supply Center receives supplies and turns them into money. When you build a Supply Center close to a Supply Dock, your collectors can automatically collect supplies and take less time to do it.
 - The GLA's centre for supplies is the Supply Stash.
3. When the construction of the Supply Center is complete, the collecting unit begins gathering supplies at the Supply Dock and returning them to your Supply Center.
 - After you acquire the Capture Building upgrade, you can capture oil derricks to add to your money supply.

Power

The structures of Chinese and USA bases require a steady supply of power. At the beginning of a game, build a power plant. When it's completed, the power meter at the top of the Command Bar grows. The GLA does not require power.

Next to the power meter is a small indicator of how much power your base requires. Try to keep the power meter above this indicator.

Gaining Technologies

Production structures: Structures such as the Barracks, War Factory or Air Field can develop technologies to assist the units that they produce.

- To develop an upgrade from a production structure, click on the structure. In the Context window, click on the upgrade to develop. The icon for the upgrade is added to the Production Queue.

Capturing structures: It's possible to capture enemy structures. You can develop the Capture Building upgrade at the Barracks.

- To capture an enemy structure, left-click on an infantry unit, click the Capture Building icon in the Context window and then click on the enemy structure. The unit captures the structure, which changes colour to your side, and you now control it.

Generals Abilities: Through the Generals Window, you can select and develop strategic technologies with your earned skill points. For more information, see *Generals Window* on p. 20.

Controlling Units

Movement: To move a unit, left-click on it. In the Battle Window, click a destination. The unit begins moving to that destination.

Attack: To attack an enemy unit, select a unit or group of units in your army. Then, click on the enemy unit. Your unit approaches the enemy and begins attacking.

Rally Points: To set a rally point for all units produced at a structure, click the structure and then click the Rally Point Flag icon in the Context window. Click the location on the battlefield where you would like the units to rally.

Teams and Formations

Creating a Team: A team is a set of multiple units controllable as a single unit on the battlefield. When a team is selected, one order given to the team is acted on by all of the team's units.

- To group units into a team, select the units to join it, then press CTRL + a number key. The group number is displayed above all selected units. To select that team at any time, press the number key.

Putting Units into Formation: Formations are groups of units that move together, keeping the same positions relative to each other.

- To create a formation, put the units in the positions that you want. Next, select all of the units in the formation and press CTRL + F to create the formation. To undo a formation, press CTRL + F again.

Unit Modes

- To force any selected unit or team to stop, press S.

Guard mode: To put a selected unit or team in Guard mode, press G. Left-click a location in the Battle Window for the unit or team to guard.

Attack-move mode: You can force units to move to a location and attack anything along the way.

- To put a unit or team into Attack-move mode, select it. Then, tap A and click the location. To cancel Attack-move mode, tap A again.

Force-fire mode: To force a unit or team to fire at a target, select it. Then, hold down CTRL and click the target.

Waypoints: Units and teams can be ordered to follow a set of waypoints. To set waypoints for a unit or team, press ALT and then left-click for each waypoint.

Unit Veterancy

When a unit eliminates an enemy unit, it gains veterancy points. When it accumulates enough veterancy points, it gets promoted to a new veterancy level, where its performance capabilities improve.



VETERAN

Unit fires faster and does more damage (if applicable). Represented above the unit by a single chevron icon.



ELITE

Unit fires faster and does more damage (if applicable) and automatically heals itself. Represented above the unit by a double chevron icon.



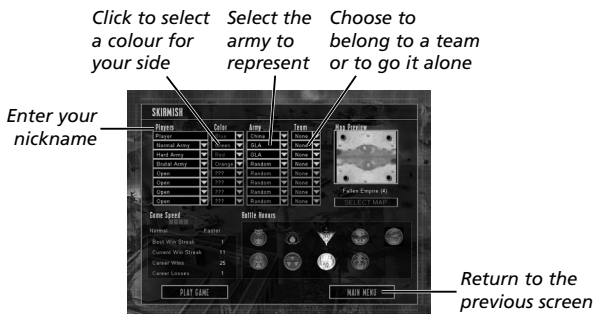
HEROIC

Unit fires faster and does more damage (if applicable), automatically heals itself and fires red tracers (if applicable). Represented above the unit by a triple chevron icon.

Skirmishes

Skirmishes are single-player battles that simulate a multiplayer game by using computer-controlled opponents.

- In the Main Menu, click SOLO PLAY. Then, click SKIRMISH.

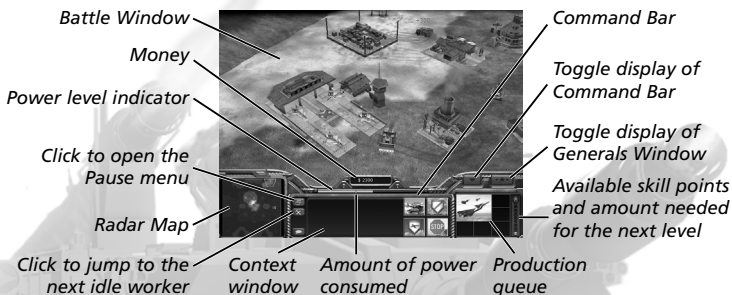


- To select a CPU-controlled team, click the Players drop-down. Select the difficulty setting for the team: NORMAL ARMY, HARD ARMY or BRUTAL ARMY.

Next to the name of the map on the right-hand side of the screen is the maximum number of sides that can play on the map.

- To change maps, click SELECT MAP. In the popup, to select a map that you or a friend created in the *World Builder for Command & Conquer™ Generals*, click UNOFFICIAL MAPS.

Game Screen



- To toggle display of the Command Bar, press F9 or left-click the button in the upper-right corner of the bar.
- To open the Diplomacy screen in multiplayer and skirmish games, press TAB. For more information, see *Diplomacy Screen* on p. 20.
- To access the Generals Window, click the Star button in the corner of the Command Bar. For more information, see *Generals Window* on p. 20.

Battle Window



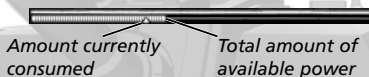
In the Battle Window, you order your units to move, attack, defend or build new structures. Additionally, you can select structures and order them to build new units or develop new technologies.

- When you select a unit or structure, different buttons appear in the Context window.
- To scroll the Battle Window, move the mouse to the edge of the screen in the direction that you want to move. The Battle Window begins to scroll. To stop moving, move the mouse towards the centre of the screen.
- To perform a rapid scroll, hold down the right mouse button while scrolling.

Mouse wheel: If your mouse has a wheel, you can use it to move the camera. To zoom in or out, roll the wheel forwards or backwards. To rotate the camera, hold the wheel down and move the wheel. To return the camera to the default view, click the mouse wheel.

- If you have radar capabilities, the Radar Map in the lower-left corner can be used to jump to a different location on the map. For more information, see *Radar Map* on p. 19.
- You can bookmark locations on the map that can be accessed with a single keystroke. For more information, see *Camera Bookmarks* on p. 19.

Power and Money Meters

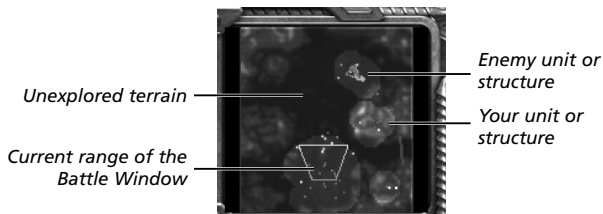


Located along the top of the Command Bar, the power meter indicates the total amount of available power and how much of it you are consuming. For the USA and China sides, each power structure increases the power demands on your side.

Money

Above the power meter is your current amount of money. Building a unit, structure or a new technology costs money. As soon as you choose to build something new, the funds required to build it are deducted from your total.

Radar Map



Showing only a fraction of the entire map, the Battle Window is marked by a yellow border in the Radar Map in the lower-left corner.

- To move the Battle Window, left-click on a new location in the Radar Map. To move the window without changing your selection, right-click on a location. You can then decide to deploy the currently selected unit by left-clicking in the Battle Window.

Camera Bookmarks

Camera bookmarks allow you to mark locations on the map and jump to them with a single keypress.

- To set a camera bookmark, press CTRL + F1 to F8.
- To jump to a defined camera bookmark, press F1 to F8.
- To jump to your Command Center, press H.

Production Queue

When you choose to build a new unit or to develop a new technology from one of your structures, an icon representing the new construction appears in the Production Queue in the lower-right corner of the screen. As you select more units for the structure to build, icons are added to the Production Queue.

- When you select a structure, icons representing its upgrades may be displayed in the Context window. Choosing to build an upgrade adds another icon to the Production Queue.

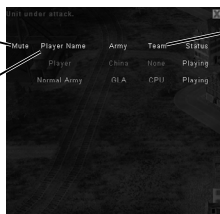
The first item in the Production Queue is under construction. You can gauge the time needed to build the unit by the movement of the shaded timer over the item's icon.

- To cancel production of a unit, left-click on its icon in the Production Queue. The unit cost is refunded to you.

Diplomacy Screen

Toggle muting of this player's messages

List of players in the game



Teams in the game

In multiplayer and skirmish games, you can review your teammates in the Diplomacy screen. Two players on the same **team** can see what the units and structures of the other player can see. Units from one side do not fire on the units from the other side.

- Teams are established at the beginning of a battle and do not change during the course of it.

Each player in the game is displayed, as is whether the player has left (AWOL) or is an observer.

- To toggle display of a player's chat messages in multiplayer games, click the Speaker icon next to the player's name.
- For more information, see *Communicator* on p. 52.

Generals Window

In *Command & Conquer™ Generals*, victories in the battlefield bring promotions to your units and skill points to your résumé. Skill points can be applied to strategic upgrades through the Generals Window. If you acquire enough skill points, you are promoted, which gives you access to more and better strategic Generals Abilities. Skill points are acquired by destroying enemy units and structures.

- You start each game with one skill point. You can apply skill points towards upgrades that are within or beneath your current rank.
- Depending on the game type and the mission, available skill points vary. In a single-player campaign, the available skill points are limited.



- To open the Generals Window, click the Star icon on the right side of the Command Bar.

In the Generals Window, you can see the number of skill points that you have acquired, the number you have available to spend on powers and the number needed to reach the next level.

By spending skill points on a **Generals Ability**, you can improve the overall strategic capabilities of the units on your side. Some upgrades add veterancy bonuses to your units, some improve unit capabilities and some are new and special units that can be created and deployed.

- To acquire a Generals Ability, click on it. The skill points are deducted from your total available.

Promotions

The horizontal bar at the top of the Generals Window indicates the number of points needed to get promoted to the next level. Next to the bar your available skill points are displayed.

- You must gain additional skill points to get promoted. Promotions give you access to Generals Abilities that are greyed out.
- To close the Generals Window, click DONE.

Generals Abilities

Many Generals Abilities are deployed from the Command Center. To deploy, click the Command Center, click the icon in the Context window and then select a target in the Battle Window.

Solo Campaign




In a Solo Campaign, skill points that you can spend on Generals Abilities carry over from one mission to the next. You must spend them again based on your needs for the new mission. Spend wisely, as you can earn only a limited number of skill points per mission.

Skirmish/Multiplayer





In Skirmish and Multiplayer games, skill points do not carry over from one game to the next. The order of available Generals Abilities will differ from the Solo Campaign.

USA


USA 1 Star Generals Abilities

Icon	Name	Description
	Paladin Tank	Ability to build the Paladin Tank at the War Factory. For more information, see <i>USA Units</i> on p. 27.
	Stealth Fighter	Ability to build the Stealth Fighter at the Air Field. For more information, see <i>USA Units</i> on p. 27.
	Spy Drone	Ability to deploy the Spy Drone from the Command Center. The Spy Drone reveals part of the map but can be shot down.

USA 3 Star Generals Abilities




Icon	Name	Description
	Path Finder	Ability to produce the Path Finder at the Barracks. For more information, see <i>USA Units</i> on p. 27.
	Para Drop	Ability to deploy a Para Drop from the Command Center. Higher ranks of Para Drop deploy more Rangers.
	A10 Strike	Ability to call in an A10 air strike from the Command Center. The A10 Strike pummels its target with mini-gun and missile fire. There are three ranks of A10 Strikes.
	Emergency Repair	Ability to repair vehicles in an area of the map for a duration of time. There are three ranks of Emergency Repair.

USA 5 Star Generals Abilities



Icon	Name	Description
	Fuel Air Bomb	Ability to call in a Fuel Air Bomb strike. Delivered by a B-52 to a selected target. Deployed from the Command Center.

China

China 1 Star Generals Abilities

Icon	Name	Description
	Red Guard Training	Red Guard infantry emerge from the Barracks as Veterans. For more information, see <i>Unit Veterancy</i> on p. 16.
	Nuke Cannon	Ability to build the Nuke Cannon at the War Factory. For more information, see <i>China Units</i> on p. 34.
	Artillery Training	Inferno and Nuke Cannon units emerge from the War Factory as Veterans. For more information, see <i>Unit Veterancy</i> on p. 16.

China 3 Star Generals Abilities

Icon	Name	Description
	Cluster Mines	Ability to call in a strike of Cluster Mines on a targeted area. Cluster Mines are invisible to the enemy. Deployed from the Command Center.
	Artillery Barrage	From the Command Center, you can call in an artillery strike from off the map. There are three ranks of Artillery Barrage.



Cash Hack

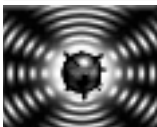
Ability to steal money from enemy Supply Centers. To deploy the Cash Hack, click on the Command Center and click on the icon in the Context window. Click the enemy Supply Center to hack.



Emergency Repair




For more information, see *USA 3 Star Generals Abilities* on p. 22.

China 5 Star Generals Abilities





Icon	Name	Description
	EMP Pulse	Ability to call in an EMP Pulse strike. All vehicles and structures in the blast radius are disabled for a period of time. Deployed from the Command Center.

GLA


GLA 1 Star Generals Abilities

Icon	Name	Description
	SCUD Launcher	Ability to build the SCUD Launcher at the Arms Dealer. For more information, see <i>GLA Units</i> on p. 39.
	Marauder Tank	Ability to build the Marauder Tank at the Arms Dealer. For more information, see <i>GLA Units</i> on p. 39.
	Technical Training	All Technicals emerge from the Arms Dealer as Veterans. For more information, see <i>Unit Veterancy</i> on p. 16.

GLA 3 Star Generals Abilities

Icon	Name	Description
	Hijacker	Ability to train the Hijacker at the Barracks. For more information, see <i>GLA Units</i> on p. 39.
	Rebel Ambush	Ability to launch a surprise Rebel Ambush anywhere. There are three ranks of Rebel Ambush. It is deployed from the Command Center.
	Cash Bounty	Ability to earn a cash bounty for every eliminated unit or building based on its cost to produce. There are three ranks of Cash Bounty.
	Emergency Repair	For more information, see <i>USA 3 Star Generals Abilities</i> on p. 22.

GLA 5 Star Generals Abilities

Icon	Name	Description
	Anthrax Bomb	Ability to deploy a transport plane to drop an Anthrax Bomb. It creates a poisonous cloud of anthrax that lingers over the target area for a limited time.

LOAD/SAVE GAME AND REPLAY FILES

Command & Conquer™ Generals automatically saves single-player games when you successfully complete a mission. Alternatively, you can save the game through the Options screen.

- To load a saved game, click LOAD GAME/REPLAY in the Main Menu. Then, click LOAD GAME.

Load/Save Screen

In the Load/Save screen, you can see the list of games that have been saved, including the map used and time and date stamp when it was saved.

- To load a game, click on the name of the game in the list. Then, click LOAD GAME.

- To save a game, click on the name of the game in the list to overwrite. Then, click **SAVE GAME**.
- To return to the previous screen, click **BACK**.

Replays

When you successfully complete a solo or multiplayer game, a replay of the mission is automatically saved to your hard drive. In the Load Replay screen, you can load replays, delete them or copy a replay to the desktop to archive or share with your friends.

- To load a replay, click **LOAD GAME/REPLAY** in the Main Menu. Then, click **LOAD REPLAY**.
- To load a saved replay, click its name. Then, click **LOAD REPLAY**.
- To delete a replay, click it. Then, click **DELETE REPLAY**.
- To copy a replay to the Windows® desktop, click the replay. Then, click **COPY REPLAY**. When prompted, click **YES** to copy the replay.
- To return to the previous screen, click **BACK**.

UNITS, STRUCTURES AND UPGRADES

Each side brings a unique set of strengths and weaknesses to the fight. This section covers the roles and functions of the units and structures of each side.

Upgrades

Some units and structures can be upgraded to improve offensive, defensive or production capabilities.

- To create an available upgrade, select the structure or the structure that produced the unit. In the Context window, select the upgrade to produce. The upgrade is added to the Production Queue and the cost is deducted from your funds.

Capture Building

Each side can upgrade its basic infantry to capture enemy and technology buildings. Developed at the Barracks, the Capture Building upgrade allows you to select an infantry unit and then click the building for the unit to capture.

To capture an enemy building, click an infantry unit and then click the Capture Building icon in the Context window. Click the building to capture.

USA

The best weapons in the world have “USA” stamped on their side. The United States has the most sophisticated arsenal. From its well-equipped and expertly trained Rangers to the top-secret Particle Cannon, the USA side is rarely caught at a technological disadvantage. However, some believe its isolationist policies have softened its war machine. Everyone agrees, though, that it costs plenty of money and power to keep the USA wheels moving forward.

Note: For more information about building up your forces, see the Technology Tree card enclosed with the game.

USA Units

No side can match the USA advantage in the air. Its Comanches provide outstanding close air support (CAS) for ground forces and its Stealth Fighters can deliver heavy ordnance deep behind enemy lines.

Icon	Name	Description
	Construction Dozer Purpose: Builder	This multipurpose vehicle is the backbone of the USA fighting forces. In addition to constructing all of the USA military structures, you can use the Construction Dozer to repair occupied structures. It is also effective at clearing minefields.
	Ranger Purpose: Anti-Infantry, Urban Terrain Acquisition, Clear Garrisoned Structures	There is no fighting man like the USA Ranger. Trained with the latest techniques and armed with the best weapons, the Ranger is a low-cost, effective weapon in numbers. His ability to clear neutral structures by upgrading to Flash Bang Grenades makes him an effective fighter in urban combat. Rangers can also combat drop into neutral structures via Chinooks. When trained to do so, Rangers can capture enemy facilities or tech buildings.
	Missile Defender Purpose: Anti-Tank, Anti-Air, Urban Terrain Acquisition	Missile Defenders provide flexible support for your base's perimeter defences. Garrison neutral structures to provide protection and your Missile Defenders can stop heavy air and ground attacks. Use the laser missile attack to improve the Missile Defender's accuracy.
	Path Finder (Generals Ability) Purpose: Scout, Anti-Infantry	These advance scouts for the USA infantry are lethal to enemy infantry. With a long-range sniper rifle, a Path Finder can take out an enemy soldier before he is even seen. When stationary, Path Finders enter stealth mode.
	Colonel Burton (Structure Upgrade) Purpose: Scout, Base Infiltration	An expert in covert operations, Colonel Burton can wreak havoc against enemy infantry of all types. Armed with a sniper rifle, knife and remote or timed demo charges, Colonel Burton's stealth training allows him to move invisibly across almost any terrain.



Pilot
(non-trainable)

Purpose:
Veterancy
Transfer

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



Ambulance

Purpose: Clears
Toxin, Healer

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



Humvee

Purpose:
Transport, Quick
Hit Attacks

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



Crusader Tank

Purpose:
Tank/Structure
Assault

The fastest and most lethal tank in the world, the Crusader can deliver 125mm shells onto near and far targets. Upgrades can improve the armour or add a Scout or Battle Drone. The Composite Armor upgrade is developed at the Strategy Center.



Paladin Tank
(Generals
Ability)

Purpose:
Tank/Structure
Assault

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



**Tomahawk
Missile Launcher**
(Structure
Upgrade)

Purpose: Siege

This vehicle carries a Tomahawk ground-to-ground missile. Battle or Scout Drone upgrades are available. A fantastic support weapon, the Tomahawk Missile Launcher can bombard targets from long range.



Chinook

Purpose:
Supply
Collector,
Transport

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

- To root out the enemy from occupied structures, load the Chinook with Rangers and perform a Combat Drop on it.



Raptor

Purpose:
Base/Unit
Assault, Scout

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



Comanche

Purpose:
Base/Unit
Assault, Scout

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



Aurora Bomber (Structure Upgrade)

Purpose:
Base Assault

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







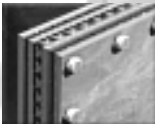


Stealth Fighter (Generals Ability)

Purpose:
Base Assault

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

USA Unit Upgrades

Icon	Name	Description
	Advanced Training	Advanced Training allows all USA units to gain veterancy at twice the normal rate. For more information, see <i>Unit Veterancy</i> on p. 16.
	Flash Bang Grenades	Developed at the Barracks, the Flash Bang Grenade is an effective weapon for Rangers to use against enemy infantry. It's not effective against vehicles. <ul style="list-style-type: none"> To use a Flash Bang Grenade, select a Ranger, click the icon in the Context window and then target the enemy unit in the Battle Window. To return to using the machine gun, click its icon in the Context window.
	Battle Drone	Usable by any USA vehicle, the Battle Drone fires a small machine gun at targeted enemies and, when needed, repairs its parent vehicle. It cannot be used in conjunction with the Scout Drone.
	Scout Drone	Usable by any USA vehicle, the Scout Drone extends the sight range of its parent vehicle and reveals stealthed units. It cannot be used in conjunction with the Battle Drone.
	Drone Armor	Developed at the Strategy Center, Drone Armor increases all drones' protection by 25%.
	TOW Missile	Developed at the War Factory, the TOW Missile can be targeted from a Humvee at air or ground targets.
	Composite Armor	Developed at the Strategy Center, Composite Armor increases the armour protection of Crusader and Paladin tanks by 25%.



Rocket Pods

Developed at the Air Field, Rocket Pods are fitted to Comanche helicopters. When deployed, a pod fires a barrage of rockets and then reloads after a short period of time.






Laser Missiles

Developed at the Air Field, Laser Missiles allow Raptor and Stealth fighters to do 25% more damage.

USA Structures

Supporting the USA fighting forces are the structures to provide maximum power, steady supplies and the best in battlefield information.

- When a USA structure is destroyed, the occupying Rangers emerge from the structure. Larger buildings produce a greater number of Rangers.

Icon	Name	Description
	Command Center	The entire base of operations for the USA side grows from the Command Center. From the Command Center comes your fleet of Construction Dozers, which you use to build and repair. Additionally, the Command Center controls the USA radar systems and Spy Satellite. After they are acquired, the A10 Missile Strike, Spy Drone, Fuel Air Bomb, Para Drop and Emergency Repair ability are deployed from the Command Center.
	Supply Center	The Supply Center dispenses Chinook helicopters to retrieve supplies from the nearest depot. While Chinooks are vulnerable to anti-air fire, they can cross any terrain, including mountains, to keep your Supply Center full of resources and money.
	Supply Drop Zone	When a base is isolated from its supplies, a Supply Drop Zone can add a trickle of supplies to your stores. Periodically, transport planes drop supplies that add to your money. In large or small battles, a Supply Drop Zone can make a difference.



Cold Fusion Reactor

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

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



Barracks

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



War Factory

In addition to building all USA vehicles, the War Factory can repair vehicles, too.

Damaged vehicles can enter the repair bay one-by-one for repairs. It can also create the TOW Missile upgrade.



Air Field

Each USA Air Field can build, arm, control and repair up to four aeroplanes at a time. To build more than four aeroplanes, you must build multiple Air Fields. Note that the Comanche does not need an Air Field for re-supply. The Rocket Pod and Laser Missile upgrades are developed here.



Strategy Center

The Strategy Center is the key element to building and controlling the more sophisticated structures in the USA arsenal. When you build a Strategy Center, new structures become available for creation. Once a Strategy Centre is built, you can apply one of the following battle plans to your units:

- **Search and Destroy** increases sight range of all troops on the battlefield. The Strategy Center sprouts a large radar array to detect units in stealth mode.
- **Hold the Line** improves the armour defences of all troops on the battlefield. The Strategy Center becomes twice as tough and is fortified with sand bags.
- **Bombardment** increases the firepower of all units. When this plan is enacted, a battle cannon deploys from within the Strategy Center.

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



Patriot Missile System

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



Particle Cannon

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

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


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



Detention Camp

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

USA Structure Upgrades

Icon	Name	Description
	Control Rods	Control Rods applied to any Cold Fusion Reactor increase its output by 100%.

China

The Chinese forces have a resource that cannot be matched: population. Built to rely on the pride and nationalism of its people, the Chinese side can overwhelm the opposition with sheer numbers. Red Guard after Red Guard, Battlemaster after Battlemaster, the Chinese war machine wins by attrition.





Fuelled by a strong sense of teamwork, the Red Army is a force for the 21st century.

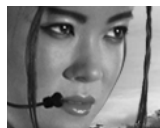
Note: For more information about building up your forces, see the Technology Tree card enclosed with the game.

China Units

Armed with a simple rifle and adequate training, a Chinese man can be turned into a fighting machine for very little cost. Vehicles are cheap, too. However, results in the field suggest that quality is not a big concern in Chinese War Factories.

- The Red Guard and Battlemaster Tank increase their rates of fire when travelling in large groups. The **Horde effect** is represented by a red star under the affected units and can increase with the **Nationalism** upgrade. For more information, see *China Unit Upgrades* on p. 36.

Icon	Name	Description
	Construction Dozer Purpose: Builder	The Chinese Construction Dozer works much like the USA Dozer.
	Red Guard Purpose: Anti-Infantry, Urban Terrain Acquisition	The front-line trooper of the Red Army, the Red Guard operates best in large groups. Red Guard units can capture enemy facilities. When fighting in close quarters, the Red Guard can switch from his bolt-action rifle to his bayonet, which can do considerable damage.
	Tank Hunter Purpose: Anti-Tank, Anti-Air, Urban Terrain Acquisition	A squad of Tank Hunters can ruin a tank division. Armed with an RPG rocket launcher, the Tank Hunter can hit-and-run against slow tanks or fire down from occupied structures. However, he may be even more dangerous when cornered. A zealous Tank Hunter can place a TNT charge on a vehicle, which can stop it in its tracks. Works very well in groups.
	Hacker (Structure Upgrade) Purpose: Collect Funds, Neutralise Enemy Structures	While the enemy prepares for hardened soldiers, it is the Hacker who may deliver the most important strike. When the Hacker gets within range of an enemy structure, he can set up his satellite uplink to neutralise the structure and all of its dependent units and structures. In the rear of your own base, Hackers can hack into the world economy through the Internet to drain resources from it.



Black Lotus
(Structure
Upgrade)

Purpose: Scout,
Base Infiltration

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



Supply Truck
Purpose:
Supply Collector

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



Battlemaster Tank
Purpose:
Tank/Structure
Assault

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



Inferno Cannon
(Structure
Upgrade)

Purpose: Siege

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



Dragon Tank
Purpose:
Anti-Infantry,
Clear Garrisoned
Structures

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



Troop Crawler
Purpose:
Transport,
Detect stealth

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



Overlord Tank
(Structure
Upgrade)

Purpose:
Tank/Structure
Assault

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



Gattling Tank

Purpose:
Anti-Infantry

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



Nuke Cannon (Generals Ability and Structure Upgrade)

Purpose: Siege

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



MiG

Purpose:
Base/Unit
Assault, Scout

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

China Unit Upgrades

Icon	Name	Description
	Uranium Shells	Developed at the Nuclear Missile structure, Uranium Shells increase the firepower of Battlemaster and Overlord tanks by 25%.
	Nuclear Tanks	Developed at the Nuclear Missile structure, Nuclear Tanks increases the speed of Battlemaster and Overlord tanks by 25%. Upgraded vehicles are volatile when destroyed.
	Black Napalm	Developed at the War Factory, Black Napalm increases the firepower of all flame units and the Inferno Cannon by 25%.
	Chain Gun	Developed at the War Factory, the Chain Gun increases the damage of all Gattling weapons by 25%.



MiG Armor

Developed at the Air Field, MiG Armor increases the protection of MiG Fighters by 25%.



Nationalism

Developed at the Propaganda Center, Nationalism increases the Horde effect on all Red Guard, Tank Hunter and Battlemaster Tank units. For more information on the Horde effect, see *China Units* on p. 34.

China Structures

Spare in design, Chinese construction is sound in principle and, when upgraded, can produce leading-edge technologies. Defences follow a strategy of protection by volume.

- All Chinese structures can be protected by mines. To mine a Chinese structure, select it. Then, select the Mines icon in the Context Window.

Icon	Name	Description
	Command Center	The first structure in a Chinese base, the Command Center generates Construction Dozers to build the rest. Upgrades include a Radar Map and Mines. When they are acquired, the Cash Hack, Emergency Repair ability, Cluster Mines, Artillery Barrage and EMP Pulse are deployed from here.
	Supply Center	The Chinese Supply Center receives and holds resources that are found and delivered by the Supply Trucks it creates. Building extra Supply Trucks speeds your gathering of supplies.
	Bunker	A Chinese Bunker can garrison up to five soldiers guarding an area. Units can be evacuated individually or simultaneously from the Bunker. It's best to garrison with a variety of Chinese infantry.
	Nuclear Reactor	A strong yet volatile source of power, the Nuclear Reactor should be built a safe distance from other structures. When switched into Overcharge mode, the Nuclear Reactor generates additional power yet takes damage. If left in Overcharge mode, the reactor eventually explodes.



Barracks

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



War Factory

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



Air Field

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



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



Propaganda Center

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



Nuclear Missile




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



Speaker Tower

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

China Structure Upgrades

Icon	Name	Description
	Mines	When developed at any Chinese structure, Mines surround the structure and are invisible to the enemy.
	Radar	Developed and deployed at the Command Center, Radar capability activates the Radar Map in the Command Bar.
	Subliminal Messaging	Developed at the Propaganda Center, Subliminal Messaging increases the effects of Speaker Towers by 25%.

GLA

Information has begun to trickle in about the organisation and strategies of the Global Liberation Army. A loosely aligned worldwide network of terror, the GLA prizes speed over destructive force. Relying heavily on the dedication of fanatics, the GLA sends soldiers into the teeth of its enemies and always has an escape route for its hardcore veterans.







Built to hit and run, the GLA is poorly suited for direct, large-scale battles. Generals of the GLA seek advantages in the terrain. Without the official backing of any national government, the GLA has become expert in making do with whatever is at hand. GLA units have been known to scavenge resources from the field of battle. Through its network of tunnels, GLA forces can appear at locations all over the map. If they are successful in defeating their enemies, GLA units earn money from the cause's unknown backers.

Note: For more information about building up your forces, see the Technology Tree card enclosed with the game.

GLA Units

The GLA fighting units tend to be lightweight and low-cost. The most effective of them self-destruct, making a sustained campaign against enemy forces difficult for the GLA to maintain.

The GLA has become expert in scavenging dated weapons from the Soviet era. Through Arms Dealers and the Black Market, it can assemble squads of tanks and Technicals which, when rapidly deployed, can put a dagger through unsuspecting enemy defences.

Icon	Name	Description
	Worker Purpose: Builder, Supply Collector	The basic construction unit of the GLA, the Worker can be directed to erect GLA structures and repair them. When a structure is mined or a bomb is set, the Worker can remove it. Cheap to build, he has little natural protection against enemy attack.
	Rebel Purpose: Anti-Infantry, Urban Terrain Acquisition	The GLA Rebel has more spirit than training or equipment. The basic unit of infantry for the GLA carries a simple rifle. The Rebel can be upgraded with Armor Piercing bullets at the Black Market, with Camouflage at the Palace and with Capture Building at the Barracks.
	RPG Trooper Purpose: Anti-Tank, Anti-Air, Urban Terrain Acquisition	The RPG Trooper is the basic GLA weapon against armoured vehicles. Upgrade to AP Rockets at the Black Market for more destructive force. RPG Troopers are especially useful in garrisoned structures, guarding against quick tank assaults.
	Terrorist Purpose: Anti-Structure, Anti-Tank	There are few defences against the motivated Terrorist. The GLA Terrorist costs little to train. Armed with several kilos of C4, the Terrorist charges opposing units or structures and self-destructs on impact. Terrorists can capture cars for faster, more lethal attacks.
	Hijacker (Generals Ability) Purpose: Anti-Vehicle	These daring thieves have been recruited to steal vehicles for the GLA. When he is idle, the Hijacker blends invisibly into the crowd. When he is directed to attack, he jumps into a vehicle, kills the driver and takes control of the wheel. He cannot take Elite or Heroic units.
	Jarmen Kell (Structure Upgrade) Purpose: Scout, Base Infiltration	This mercenary is an outstanding sniper with stealth capabilities. Working alone, he can occupy structures without detection from the enemy. Using a scope, he can pick off drivers inside vehicles. When an enemy driver is dropped, the vehicle can be taken over by GLA infantry.



Radar Van

Purpose: Radar, Surveillance

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



Technical

Purpose: Transport, Anti-Infantry

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



Scorpion Tank

Purpose: Anti-Structure, Anti-Tank

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



Rocket Buggy (Structure Upgrade)

Purpose: Siege

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



Angry Mob (Structure Upgrade)

Purpose: Anti-Infantry, Anti-Structure

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



Toxin Tractor

Purpose:
Anti-Infantry,
Clear Garrisoned
Structures

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



Bomb Truck (Structure Upgrade)

Purpose:
Anti-Structure

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



Quad Cannon

Purpose:
Anti-Air

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



SCUD Launcher (Generals Ability and Structure Upgrade)

Purpose: Siege

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



Marauder Tank (Generals Ability)

Purpose:
Anti-Structure,
Anti-Tank

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

GLA Unit Upgrades

Icon	Name	Description
	Camouflage	Developed at the Palace, Camouflage hides non-firing Rebels from enemy sight. For more information, see <i>GLA Units</i> on p. 39.
	Arm the Mob	Developed at the Palace, Arm the Mob places AK-47s in the hands of the Angry Mob. For more information, see <i>GLA Units</i> on p. 39.
	Armor-Piercing Bullets	Developed at the Black Market, Armor-Piercing Bullets increase the firepower of Rebel, Technical, Quad Cannon and Jarmen Kell units by 25%.
	Armor-Piercing Rockets	Developed at the Black Market, Armor-Piercing Rockets increase the firepower of all rocket units by 25%.
	Rocket Buggy Ammo	Developed at the Black Market, Rocket Buggy Ammo increases the number of Rocket Buggy rockets fired per volley by 25%. For more information, see <i>GLA Units</i> on p. 39.
	Scorpion Rocket	Developed at the Arms Dealer, Scorpion Rocket adds a side-mounted rocket to the Scorpion Tank. After firing, it requires a short reload time.
	Anthrax Beta	Developed at the Palace, all toxin units do 25% more damage.
	Toxin Shells	Developed at the Palace, Toxin Shells add a small amount of anthrax to the shells of Scorpion and Marauder tanks. The anthrax contaminates the target area for a short period of time.



BioBomb

Used by the Bomb Truck, the BioBomb contaminates the target area with biological toxins. It can be used in conjunction with the High Explosive Bomb upgrade to better effect.

- To add a BioBomb to a Bomb Truck, select the truck and then click the icon in the Context window.



High Explosive Bomb

Used by the Bomb Truck, the High Explosive Bomb increases the explosive damage of the truck by 100%. It can be used in conjunction with the BioBomb upgrade to better effect.

- To add a High Explosive Bomb to a Bomb Truck, select the truck and then click the icon in the Context window.



Junk Repair

Developed at the Black Market, Junk Repair allows all GLA vehicles to auto-repair.



Radar Scan







Developed at the Black Market, Radar Scan allows Radar Vans to reveal stealthed units and targeted areas of the map. Its effects are limited in duration and require time to recharge.

- To deploy Radar Scan, select a Radar Van and then click the icon in the Context window. Click an area of the map to reveal.

GLA Structures

In a large city, GLA structures tend to blend into the community around them. Hoping that they go unnoticed, GLA generals have chosen not to fortify their structures, knowing that new ones can be erected quickly and cheaply in a new location.

- When a GLA structure is destroyed, an **escape hole** remains. If the hole is not destroyed, a Worker emerges from the hole and starts rebuilding the structure.

Icon	Name	Description
	Command Center	GLA recruits and trains its workers at the Command Center. When they are acquired, the Ambush, Anthrax Bomb and Emergency Repair ability are deployed from here.
	Supply Stash	The GLA stores its resources in one or more Supply Stashes. When created, the Supply Stash is manned by a Worker, who immediately begins gathering supplies.
	Tunnel Network	The Tunnel Network can put GLA fighters in the enemy camp very early in the battle. You can build multiple entrances to the Tunnel Network, which can hold up to ten units at a time. Each unit can be directed to a different exit. Manned by two RPG Troopers and a gun turret.
	Demo Trap	<p>These hidden bombs can provide excellent perimeter and choke point security. A Demo Trap can be activated in either of two modes: Proximity detection or Manual control.</p> <ul style="list-style-type: none"> To put a Demo Trap in Manual mode, click it and then click the Manual Control icon in the Context window. To detonate it, click the Detonate icon.
	Barracks	All GLA infantry including the Rebel, Terrorist, Angry Mob, RPG Trooper and Jarmen Kell are trained in the Barracks. The Capture Building upgrade is developed here.
	Stinger Site	To protect its bases against aerial bombardment, the GLA uses shoulder-launched Stinger missiles. Behind the barricade of sand bags at each Stinger Site, three soldiers can target inbound aircraft. When one soldier drops, the other two keep fighting until a replacement arrives. The Stinger can be used against ground forces, too. The Stinger Site can be upgraded with Armor Piercing Rockets at the Black Market.



Arms Dealer

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



SCUD Storm

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



Palace

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



Black Market

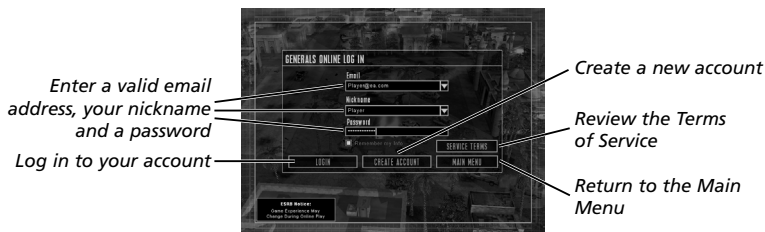
The GLA knows how to use the shifting hidden markets of the world. Through its Black Market, the GLA can acquire hard-to-find ammunition and technologies. Additionally, through its activities in the market, the GLA can earn a small yet steady income. Armor Piercing Bullets, Junk Repair, Radar Scan, Armor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

GENERALS ONLINE

Through Generals Online, you can match up against your friends and other Generals from around the world. Based on your multiplayer abilities, QuickMatch can instantly match you against another online player with similar abilities. Or, you can find buddies through the Communicator to set up a Custom Match with friends.

- To access Generals Online, click MULTIPLAYER on the Main Menu.

Generals Online Login Screen



Creating a New Account

- To create a new Generals Online account, enter your email address, nickname and password. Then, click CREATE ACCOUNT.
- To let *Command & Conquer™ Generals* remember your login information, check the box next to Remember My Info.
- When creating an account, make sure you enter a valid email address to receive updates from Generals Online. If you have any questions, please review the Privacy Policy.
- To view the Terms of Service agreement, click SERVICE TERMS.

Note: Please read the Terms of Service carefully. EA reserves the right to delete the account of anyone found to be non-compliant with the Terms of Service.

- To return to the Main Menu, click MAIN MENU.

Logging In

To login, enter your email address, nickname and password. Then, click LOGIN. The Welcome screen appears. For more information, see *Welcome Screen* below.

- To let *Command & Conquer™ Generals* remember your login information, check the box next to Remember My Info. This option is not recommended for computers with multiple users.

Welcome Screen

From the Welcome screen, you can choose the type of online game to play, change your online Persona, communicate with your online buddies through the Communicator and view your online player stats.

Set up a Custom Match (see p. 49)

Open your Communicator (see p. 52)



Click to let Generals Online find a QuickMatch (see below) for you

View or edit your Persona (see My Persona on p. 51)

- To leave Generals Online, click MAIN MENU.

Internet Connect Speed

In network gaming, **Ping** refers to the rate at which data packets are exchanged between computers over the Internet. Measured in milliseconds (ms), ping times that are low improve performance in multiplayer games. The following factors can affect your ping time:

- **Type of connection** – Faster connections improve ping times. DSL or cable modem systems tend to have the lowest ping times.
- **Location** – If two computers are geographically close together, they are likely to have lower ping times.
- **Type of computer** – A slower PC in a multiplayer game tends to slow down the game for everyone.

In the QuickMatch Setup screen, you can set the ping time limit that you are willing to accept in QuickMatch games. For more information, see *QuickMatch Setup* on p. 49.

QuickMatch

From the QuickMatch screen, you can search for QuickMatch games, set up your acceptable QuickMatch options and more.

Widen your search

Play the configured game



Open your Communicator (see p. 52)

Configure your QuickMatch Setup (see QuickMatch Setup on p. 49)

In the upper panes of the screen, you can review your Persona, including your performance in all online games. Based on your performance, your configured QuickMatch options and other factors, QuickMatch attempts to find the most evenly matched opponent for you.

- To communicate with online buddies, click COMMUNICATOR. For more information, see *Communicator* on p. 52.

- To search for and play against an opponent who matches your current configuration, click **PLAY GAME**.

As QuickMatch attempts to find an opponent, the status of its search is displayed in the QuickMatch Progress pane. If QuickMatch fails to find a suitable opponent, you can widen the search, which eases the requirements that you have defined in the QuickMatch Setup screen. While you may not find an ideal opponent with a widened search, you should be able to find a good game.

- To widen the search for a QuickMatch opponent, click **WIDEN SEARCH**.

QuickMatch Setup

In the QuickMatch Setup screen, you can configure the parameters under which you are willing to play a QuickMatch game.

PLAYERS	Number of players in the game. <ul style="list-style-type: none">• Based on the number of players you select, the list of Allowable Maps changes.
COLOR	Select the default house colour of your army.
ARMY	Select the default army that you want to use. RANDOM selects a random side for you. On your opponent's QuickMatch setup screens, you appear as RANDOM.
MAX PING ALLOWED	The maximum ping time allowed between your computer and your opponents' computers. Setting a lower max ping time means you require a better connection with your opponents. For more information on ping time, see <i>Internet Connect Speed</i> on p. 48.
MAX DISCONNECTS ALLOWED	The maximum number of lost connections you allow your opponent to have. A higher number is more lenient.
LADDER NAME	To use a ladder in your game, select CHOOSE A LADDER . In the popup, select the ladder to use and click OK . Game results are posted to any ladder in use.
ALLOWABLE MAPS	To toggle whether you are willing to play a map, click its name in the list.

Custom Match

In the Custom Match screen, you can review all of the games created in the current Lobby, see the names of all players in the Lobby, communicate with those players or move to another Lobby.



On the left side of the screen all of the games are listed for the current Lobby. When you place the cursor over one of the games, the settings for that game are displayed, including the name of the game, map to be used and connected players.

To sort the list of available games by name, connection or buddies, click the appropriate column header at the top of the screen. Click it again to sort in ascending or descending order.

Name refers to the name of the displayed game. Clicking the NAME button sorts games alphabetically.

Connection refers to the quality of your Internet connection to the hosted game. Green indicates a good connection, while yellow indicates an adequate connection. Avoid red-flagged connections.

Buddies refers to players on your buddy list. To place your buddies at the top of the list, click this column.

- To create a game, click CREATE GAME. For more information, see *Create a Game* on p. 51.
- To join a game, click JOIN GAME. For more information, see *Join a Custom Game* on p. 51.
- To return to the previous screen, click BACK.

Lobby Chat

- To send a message to everyone in the current Lobby, click in the Chat text box. Type your text and press ENTER.
- To send a private message to specific players in the Lobby, click their names in the Players list. Enter your message in the text box at the bottom of the screen and press ENTER.
- To open the Communicator, click COMMUNICATOR. For more information, see *Communicator* on p. 52.

Other Lobbies

When you first connect to the Custom Match screen, you are placed in the main Lobby and can connect from there to the available Lobbies.

- To go to a different Lobby, select a Lobby from the drop-down list at the top of the screen.

Create a Game

To create a custom game:

1. In the Custom Match screen, click CREATE GAME.
2. Enter the name of the game to be seen by everyone in the Lobby.
3. If you want to have a password for the game, enter it in the space provided.
 - Make sure you distribute the password to players with whom you want to play.
4. To have your game results included in a ladder, select the Ladder Name drop-down list. Click CHOOSE A LADDER. In the dialog box, select the ladder to use. Then, click OK.
5. To apply a password to your ladder, enter it in the space provided.
6. To create the game, click CREATE GAME. The Game Options screen appears.
7. Choose your colour, army and team.
8. To select a different map to use, click SELECT MAP. In the pop-up, select the map to use. Next to each map's name is the maximum number of players that can play on the map. To accept the selected map, click ACCEPT.
9. Place each player on the map, as needed.
 - For more information, see *Game Options Screen* on p. 54.
10. To start the game, click PLAY GAME.
 - To cancel creating the game and return to the Custom Match Lobby, click BACK.

Join a Custom Game

To join a custom game:

1. To join a custom game, select the match in the Custom Match Lobby. Then, click JOIN GAME. The Game Options screen appears.
2. Choose your colour, army and team.
 - For more information, see *Game Options Screen* on p. 54.
3. To join the game, click ACCEPT.
4. When the host decides that the game is ready to play, he begins the game.

My Persona

In the My Persona screen, you can review your online persona, accomplishments and Battle Honors.

- In the lower window, you can review your Battle Honors, which are awarded for specific achievements during battle. To review the commendation, move your mouse cursor over an honour.



Player Rank

Next to your name in the My Persona screen, your rank icon is displayed. By beating online opponents, you gain experience that, over time, increases your rank. A smaller version of your Rank icon appears in the Player List in the Custom Match setup screen.

- You earn three Rank Points for a win, zero for a loss and one per hour spent on the battlefield.
- For every 1 disconnect you are attributed you lose 1 rank point.

Private	0 points
Corporal	5 points
Sergeant	10 points
Lieutenant	20 points
Captain	50 points
Major	100 points
Colonel	200 points
Brigadier General	500 points
General	1000 points
Commander in Chief	2000 points

Choose Locale

When you first connect to Generals Online, you may be asked to enter the location that you are connecting from.

- If you are connecting from a new location, make sure you change your locale in the My Persona screen. Other players can view your locale in your Persona screen.
- To set your location, select a country from the list. Then, click ACCEPT.

Communicator

Through the Communicator, you can chat and arrange games with your online buddies.

- To open the Communicator in Generals Online, click COMMUNICATOR.
- To open the Communicator during multiplayer gameplay, press TAB. In the Diplomacy screen, click COMMUNICATOR.

In the top pane of the Communicator, your online buddies are listed. You can use the scrollbars to review older messages. In the middle pane, the most recent chat messages are displayed. You enter your messages in the Chatbox at the bottom of the screen.

- To send a message to all players in the current game, enter your text message in the Chatbox and press ENTER.
- To send a message to a specific player, select the player's name in the top pane. Then, enter the chat message in the Chatbox at the bottom of the screen. Press ENTER to send the message.
- To prevent display of messages from a player, right-click the player's name. Then, click IGNORE. The player's name is added to your Ignore list and his name is greyed-out in the Player List in the Custom Lobby.

Beacons

In multiplayer games, you can use beacons to identify rally points, weaknesses in the enemy's position or resources for your allies to gather. When you place a beacon on the map, only your allies can see it.

- To place a beacon, click the icon in the Context window. Click where you want to place the beacon. All of your allies can see the beacon.
- To place a message on your beacon, left-click on it. In the Context window, type your message and press ENTER.
- To remove your beacon from the screen, click it. Then, click the Delete Beacon icon in the Context window.
- To remove an ally's beacon from your view, click on it. In the Context window, click the DELETE button. The beacon is hidden from your view.

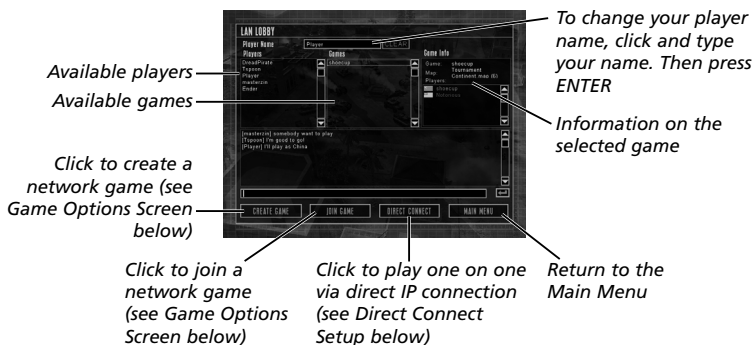
NETWORK PLAY

Command & Conquer™ Generals lets you match wits and armies across a Local Area Network. Alternatively, you can play 1-on-1 against a friend over the Internet.

- To begin a multiplayer Network game, select MULTIPLAYER in the Main Menu. Then, select NETWORK. The Network Setup screen appears.

Network Setup Screen

In the Network Setup screen, you can search for, join or create multiplayer network games in head-to-head or cooperative battles.



- To create a game, click CREATE GAME. The Game Options Screen appears. For more information, see *Game Options Screen* below.
- To join a network game, click on the name of the game in the Games pane. Then, click JOIN GAME. For more information, see *Game Options Screen* below.
- To chat with other players in your current game, use the Chat window at the bottom of the screen.
- To return to the Main Menu, click MAIN MENU.

Direct Connect Setup

In the Direct Connect screen, you can create or join a game with a player on a computer to which you directly connect over TCP/IP Internet protocol.

- To change your Player Name, click in the textbox. Enter a new Player Name.
Note: The Local IP box displays your IP address. If you are hosting the game, this address must be provided to the player connecting to your machine.
- To create a game, click CREATE GAME. The Game Options screen appears.
- To join a game, enter the IP address of the hosting computer in the Remote IP box. Then, click JOIN GAME. The Game Options screen appears.

Game Options Screen

In the Game Options screen, you can configure your network or Internet game. Enter your nickname, army, team colour and other options. If you created the game, you can select the map to use.

Note: Except as noted below, the Game Options screen works like the Skirmishes Setup screen. For more information, see *Skirmishes* on p. 16.

- To join the game, click ACCEPT. All players who have accepted have a green icon next to their name.
- To begin a game that you have created and configured, click PLAY GAME. Players who have accepted are in the game.

CREDITS

C&C Generals was developed by Electronic Arts Pacific

Command & Conquer™ Generals was inspired by the original *Command & Conquer™* created by Westwood Studios

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Sound Effects Field Recordings: Jacques Littlefield and the Military Vehicle Technology Foundation, SPEC Samuel H. Cho, Staff Sergeant Scott McClane of C troop 1/18 Cav, Mary Beth McFadden and Francisco Mendoza at Adam's Steel – Anaheim

Cinematic Cut Scene Director: John Grower

Additional Cinematic Cut Scene Artists: Eric Hardin, Willie Lee, Bjorn Muller

Production Assistance: Amer Ajami, Greg Black, Glenn Burtis

Additional Production Management: Julie Bennet, Dennis Griffin, Wayne Townsend

Cameo Production: Casting by Deborah German Casting, Wardrobe by Janet Grower/ Santa Barbara Studios, Hair and Make-Up by Jodi Demarco

Engineering Interns: Chris Brue, Amit Kumar, Sadullah Nader

Art Intern: Mark Bodhi

EA Pacific Quality Assurance: Adam Hayes, Christian Metz, Robert Powell, Amir Rahimi, Jeffrey Roy, Gavin Simon, William Townsend, Jon Michael Evans, Justin Hamilton

EA Pacific Operations: Shawn Ellis, Wayne Hall, Mick Love, Tanya Priest, Jessica Pursell

Voice Actors: Aki Aleong, Ivan Allen, June Angela, Greg Berger, Steven Blume, Dave Boat, Glenn Burtis, Paul Chen, Sean Donnellan, Chad Einbinder, Bill Farmer, Quinton Flinn, David Fries, Brian George, Jill Goodall, Kim Mai Guest, Mick Love, Nick Jameson, Peter Jessop, Masasa, Paul Mercier, Andrew Morgado, Phil Morris, Daran Norris, Mical Pedriana, Amir Rahimi, Neil Ross, Gustavo Rex, Bumper Robinson, James Sie, Jim Ward, Todd Williams, Daxing Zhang

Cameo Photos: Bruce Cheng, Mark Cheng, Kevin Deen, Harry Desoto, Bruce Hall, Patrick Howe, Kris Janardan, Amarjit Kaur, Shahid Paracha, Tania Quan, Bruce Reagan, Omar Renteria, Mustapha Sabih, Mo Tabatabai, John Yang

Additional Models by Mythos Studios: Sean McKinney, Mark Pajarillo, Richard Smith, Richard Wong

Cinematic Intro & Finale Movies created by Mondo Media

Westwood Motion Capture: Donny Miele, David Washburn, Cosmo Donald Horn

EA Los Angeles Field Recordings Team: Jack Grillo, Rebecca Hanck, Yuan Liu, Eric Shemkovitz

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Tiburon Quality Assurance Project Lead: Mike DeVault

Tiburon Associate Quality Assurance Leads: Damion Banks, Jonathan Durr, Ryan Ferwerda

Tiburon Quality Assurance Senior Testers: Ian Colburn, Rob Ferris, Ben Haumiller, Jeff Koenig, Justin Morgan

Tiburon Quality Assurance Testers: Alex Armstrong, Nate Berg, Sal Biondio, Scott Caruso, Matt Christman, Jonathan Crankshaw, Justin Dowdy, Jeff Ecker, Kevin Fischer, Jonathan Foote, Scott Forbes, Sean Hales, Chris Kennedy, Russell Kiniry, Claude Lops, Mike McClain, Michael Ryan Nelson, John Oleske, Ross Peterson, Bryon Sheffield, Mike Sindona, Marvin Vargas, Chris Wright, Steve Wrobel

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Multiplayer Test Participants: Thanks to all of the fantastic Multiplayer Test participants that helped us put the game through its paces. Your help has

been invaluable and we hope you enjoyed the experience.

Focus Testers: Josh Allmann, Anthony Ahmadpour, Jon Akutagawa, Josh Brown, Tyler Buttle, Richard Cabezas, Craig Campanaro, Eric Chang, Temo Chavez, David Chin, Daniel Chen, Gavin Dhaliwal, Joji Donald, Paul DuMontelle, Matthew Fay, Tommy Fay, Joshua Harrison, Alex Jeng, Benjamin Jeng, John Keefer III, John Keefer IV, Josh Ko, Erika Maples, Gary Metz, David Nguyen, John Pace, John Scheckel, Jonny Schwan, Ben Skaggs, Jordan Smith, Kevin Son, Clay Stearns, Robert Sy, Gabriel Tran, Kristie Torres, Robert Torres, Andre Wells

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Special Thanks to the Maxis crew: Luc Barthelet, Lucy Bradshaw, Sinjin Bain

Military props supplied by David Hsu/Specialized Distribution

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Some people are susceptible to epileptic seizures or loss of consciousness when exposed to certain flashing lights or light patterns in everyday life. Such people may have a seizure while watching television images or playing certain video games. This may happen even if the person has no medical history of epilepsy or has never had any epileptic seizures.

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- Avoid playing if you are tired or have not had much sleep.
- Make sure that the room in which you are playing is well lit.
- Rest for at least 10 to 15 minutes per hour while playing a video game.

