

COMMAND & CONQUER™

RED ALERT 3



PC
DVD-ROM
SOFTWARE

<http://www.replacementdocs.com>



EPILEPSY WARNING

Please read before using this game or allowing your children to use it.

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. If you or anyone in your family has ever had symptoms related to epilepsy (seizures or loss of consciousness) when exposed to flashing lights, consult your doctor prior to playing.

We advise that parents should monitor the use of video games by their children. If you or your child experience any of the following symptoms: dizziness, blurred vision, eye or muscle twitches, loss of consciousness, disorientation, any involuntary movement or convulsion, while playing a video game, discontinue use IMMEDIATELY and consult your doctor.

PRECAUTIONS TO TAKE DURING USE

- * Do not stand too close to the screen. Sit a good distance away from the screen, as far away as the length of the cable allows.
- * Preferably play the game on a small screen.
- * 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.

CONTENTS

EPILEPSY WARNING	1
INSTALLING THE GAME	2
COMPLETE CONTROLS	3
OUT OF TIME	5
FACTIONS	5
PLAYING THE GAME	5
GAMEPLAY BASICS	8
CO-COMMANDERS	11
SKIRMISH	12
MULTIPLAYER	12
UNITS	13
PERFORMANCE TIPS	25
CUSTOMER SUPPORT	26
EA CUSTOMER SUPPORT ON THE INTERNET	27
WARRANTY	28

INSTALLING THE GAME

NOTE: For system requirements, see the readme file.

To install (disc users):

Insert the disc into your disc drive and follow the on-screen instructions.

To install (EA Store™ users):

NOTE: If you'd like more information about purchasing direct downloads from EA, visit www.eastore.ea.com and click MORE ABOUT DIRECT DOWNLOADS.

Once the game has been downloaded by EA Download Manager, click the install icon that appears and follow the on-screen instructions.

NOTE: If you've already purchased a title and would like to install it on another PC, first download and install the EA Download Manager on the other PC, then launch the application and log in with your EA account. Select the appropriate title from the list that appears and click the start button to download the game.

To install (third party online users):

Please contact the digital retailer through whom you purchased this game for instructions on how to install the game or how to download and reinstall another copy.

STARTING THE GAME

To start the game:

Games on Windows Vista™ are located in the **Start > Games** menu and on earlier versions of Windows™ in the **Start > Programs** (or **All Programs**) menu. (EA Store users must have the EA Download Manager running.)

NOTE: In Windows Vista Classic Start menu style, games are located in the **Start > Programs > Games > Games Explorer** menu.

COMPLETE CONTROLS

Memorize the following commands and lead your armies to victory! Click the hotkeys tab on the Settings menu to customize your controls.

GENERAL GAMEPLAY

GENERAL CONTROLS

Scroll camera	Arrow keys
Rapid scroll	Right-click and drag
Rotate camera left/right	Keypad 4/6 , or drag by clicking and holding mouse wheel
Zoom camera in/out	Keypad B/2 , or use mouse scroll wheel
Reset camera	Keypad 5 , or double-click mouse wheel
Jump to base	H key
Create Control Group	CTRL + number key
Jump to Control Group	Double-tap number key
Pause/Objectives menu	ESC key
Jump to Radar Event	SPACE
Waypoint mode	ALT
Sell mode	Z key
Repair mode	C key
Production Structure tab	E key
Support Structure tab	R key
Infantry tab	T key
Vehicle tab	Y key
Aircraft tab	U key
Navy tab	I key
Cycle Unit Subgroup	TAB
Cycle previous Unit Subgroup	SHIFT + TAB
Planning mode	CTRL-Z

SELECTION COMMANDS

Select unit/structure/open menu	Left click on a single unit, or click and drag a box around a group of units.
Select entire army	Q key
Select unit type on-screen	W key, or double-click on the unit
Select unit type on battlefield	Double-tap W key
Add individual units to selection	SHIFT -click
Cycle through Ore Collectors	N key
Deselect individual unit	SHIFT -click on the battlefield, or right-click in the selection window.

UNIT COMMANDS

Move units	Right-click on destination
Attack move	A key, right-click on destination
Reverse move	D key, right click
Formation move	Click left and right mouse button, and drag to place formation
Force move	G key
Force attack	CTRL-click
Scatter	X
Use unit special ability	F key
Stop units	S key
Aggressive stance	ALT-A
Guard stance	ALT-S
Hold Ground stance	ALT-D
Hold Fire stance	ALT-G

MISCELLANEOUS COMMANDS

Set rally point	Select a structure and right-click
Set camera bookmark	CTRL-J, K, L, ;
Cycle camera bookmarks	J, K, L, ;
Toggle HUD	END
Open Save menu	SHIFT-S
Open Load menu	SHIFT-L
Screenshot	F12

MULTIPLAYER COMMANDS

Beacon	B key
Fast forward replay	> key
Voice chat	V key
Toggle voice chat	CTRL-V
Quick Chat	M key
Chat with allies	BACKSPACE key
Chat with everyone	ENTER
Erase Telestrator Drawings	DELETE
Select Telestrator line width	INSERT
Select next Telestrator color	PGUP
Select prior Telestrator color	PGDN



WWW.REDALERT3.COM

OUT OF TIME

The mighty Soviet juggernaut has fallen. As Allied forces roll on the Kremlin, General Krukov and Colonel Cherdenko desperately turn to an untested secret weapon: the Soviet Time Machine.

In one ruthless moment, they rewrite history to put the *Allies* on the brink of defeat, under Premier Cherdenko's leadership. But the costly suppression of Western powers has allowed the Empire of the Rising Sun to expand unchecked, and the divine Emperor Yoshiro has chosen this moment to attack.

As his imperial armies threaten to wipe both Allied and Soviet forces off the map, Krukov and Cherdenko begin to question the wisdom of their actions...

FACTIONS

ALLIES

A coalition of Western countries, bound together in defense of the free people of the world, the Allies have spent years fighting Soviet aggression, often prevailing through sheer determination.

SOVIETS

A totalitarian regime whose scheming leaders constantly push a self-righteous agenda focused on achieving a global communistic state, primarily by fielding overwhelming armies of conscripts and poorly-trained grunts.

EMPIRE OF THE RISING SUN

An ancient land of strict tradition and futuristic technologies, their beloved Emperor Yoshiro has decided it is now time to teach the world a few lessons in civility ... through superior firepower.

PLAYING THE GAME

You are a new commander pressed into service at this critical juncture. It's up to you to manage resources, create and equip your armies, and carry out the objectives your superiors pass down.

DIFFICULTY LEVELS

Easy A light workout for novices.

Medium The standard mode for most players.

Hard Extra pain and hardship for players who want to be tested.

Brutal (Skirmish only) The enemy makes no mistakes, shows no fear, and has better resources.

TUTORIAL

Get up to speed on every facet of the game, from basics to advanced controls in a thorough training session.

CAMPAIGN

Select the faction you want to fight for, and start the long, bloody march to victory! The Soviet campaign is recommended as a starting point.

GAME SCREEN



1	Battle window
2	Mini-map
3	Threat meter
4	Resources/Credits
5	Command Point number
6	Unit/Structure Build tabs
7	Selected unit/secondary ability
8	Command Menu
9	Co-Commander monitor/orders
10	Top Secret Protocols menu
11	Waypoint marker

BATTLE WINDOW

Build and place structures, order your units to move and attack, use special powers, and much more. The Battle Window displays only part of the overall map at any time.

NOTE: During Campaign missions, waypoint markers always appear on-screen to guide you toward objectives.

* Use your Arrow keys to scroll the Battle Window.

THE FOG OF WAR

Each unit has a certain range of vision, so what you see in the Battle Window is the sum of all that your units can see. Areas beyond this range are covered by a mist that hides enemy units and structures, revealing only terrain and civilian buildings. The Fog of War is only removed when your units return to the area.

RADAR MINI-MAP

In the upper right corner of the screen is the mini-map. It often reveals enemy troop movements before you spot them in the Battle Window, but some enemies can disable your radar and move unseen.

1	Unexplored terrain
2	Current range of the battle window
3	Enemy unit or structure
4	Your unit or structure



MISSION OBJECTIVES (CAMPAIGN ONLY)

Press the ESC key to open the Mission menu and review your objectives. You must complete all of your primary objectives in order to complete a mission. Keep in mind your objectives may change during the course of battle. Completing bonus objectives is optional, but grants you additional resources or other rewards.

NOTE: When all primary objectives are completed, the mission automatically ends in victory. If you plan on completing bonus objectives, do so before completing the final primary objective.

SAVING AND LOADING

Command & Conquer™ Red Alert 3™ uses an autosave feature to automatically save game progress and settings, overwriting saved games without confirmation. You can also save single-player and online co-op games manually.

To load a previously saved game or Skirmish, press **SHIFT-L**, then select the game save you wish to continue. You can also load games from the main menu.

GAMEPLAY BASICS

Success depends on building a strong support base, managing your resources smartly, and deploying your forces tactically to overcome all opposition.

BUILDING STRUCTURES

You'll need various structures to mine ore, train soldiers, build vehicles, and more. It is not uncommon to start a mission with only a bare Construction Yard. Start building the rest of your base immediately.

To build a structure, select your Construction Yard, then select the icon of the structure you wish to build from the build menus on the right side of your screen. A shaded timer appears over the icon; as the time decreases, the credits necessary for building your structure are withdrawn. When the timer is complete, the icon flashes and the structure is ready to be placed.

NOTE: If an icon appears grayed out, it is either because you do not have sufficient resources to purchase it or you have not acquired the right technologies.

- ★ By contrast, Soviets place structures which then build from the ground up.
- ★ Empire of the Rising Sun deploys Nanocore structures, which unpack using their secondary ability.

NOTE: If you run out of credits during construction, construction is put on hold until your credits replenish. When your credits are replenished, construction automatically resumes.

TRAINING UNITS

When you build structures such as Barracks or a War Factory, you can use them to train fighting units.

NOTE: Before you can build units, you must first build a Boot Camp (Allies), Barracks (Soviets), or Instant Dojo (Empire). For the purposes of this manual, we will use the term **Barracks** for all three factions.

To train units, you can either select the appropriate structure or go straight to the build menu; the available units will be displayed as icons. Select the icon of the unit you wish to train. A shaded timer indicates how long it takes to build the unit.

NOTE: To start a production queue, select the icon of the units you wish to build by repeatedly clicking the icon. A number appears on the icon telling you how many units you have ordered.

When the unit is ready, it exits the structure and reports for duty.

POWERING YOUR BASE

Your base requires power to function properly. As you add more structures to your base, you'll need additional power. Bases without enough power see their defenses cease to function, while combat unit training and production slow to a crawl. Your Construction Yard generates some power, but you must construct Power Plants (Reactors for Soviets; Instant Generators for Empire) to generate more. When a Power Plant is constructed, the Power Meter increases.

- ★ To determine how much power you have at your disposal and how much you are presently using, check the Power Meter.

NOTE: The Soviet super-reactor has an incredible power output and unlocks a new technology tier, but if it's destroyed, the explosion will likely take out all units and structures in the vicinity.

RESOURCES

Building units and structures and researching upgrades all cost you credits. When you select an item or action that requires credits, the funds are deducted from your account until the full amount has been paid.

- ★ You begin a typical match with enough credits to spend on building basic units and structures. To finish the fight, you must acquire more credits.
- ★ If you chose to perform a task that requires credits, but run out of credits, that task is put on hold until you earn more.
- ★ To acquire more credits, locate an Ore Mine and build an Ore Refinery in its vicinity. Refineries come with a Collector vehicle that automatically seeks out and recovers ore, which is converted into credits. The closer your Refinery is to your Ore Mine, the faster you gather resources. A green highlighted area indicates the optimum placement location.

UPGRADING TECHNOLOGY

Many units can be upgraded with various technologies, including advanced weapons and abilities. Higher tech tiers unlock more powerful units, but each faction techs in a different way.

ALLIES

Allies upgrade everything in a given Construction Yard or Command Hub at once, while purchasing a Defense Bureau boosts all your base's defenses. Buy a "Heightened Clearance" from your Construction Yard or Command Hub, and all unit-creating structures inside its build radius (and the units they produce) will be upgraded. Then purchase the maximum Clearances to access the strongest weapons. Don't forget your expansion bases ... upping your tech on your main Construction Yard won't help your structures across the map.

SOVIET

Leave it to Russian pragmatism to choose the most straightforward path. All the Soviets have to do to start upgrading is build the structures that produce newer and better technologies. Adding a Super Reactor to the mix not only supplies more power than standard reactors, it unlocks your second tech tier. From there, you can build a Battle Lab to open your highest tier units.

EMPIRE OF THE RISING SUN

Somewhere between Allied and Soviet methods, the Empire techs up on a structure-by-structure basis. Unit-producing structures are individually upgraded after their structure-specific upgrades are researched. That makes up-teching a startup army cheaper, but demands a little more forethought when choosing which forces to buff. And accessing the top-tier upgrades means first building a Nanotech Mainframe, which doesn't come cheap.

SPECIAL ABILITIES AND CONTEXTUAL ATTACKS

All of the troops and vehicles under your command have special unit-specific moves that range from alternate weapons, hitting enemies with a debilitating effect, or even transforming into an entirely different unit.

Units generally have a primary ability and a special ability that is either targeted against enemies, an instant effect once activated, or the ability to toggle between primary and special abilities. Most special abilities do not cost resources per use (although some do), but all require a cool-down period before they can be used again.

- ★ To use a unit's special ability, select that unit and press the **F** key, or simply click the special ability icon in your unit window in the lower right of the Battle Window.

A few units can also automatically change their method of attack according to the situation, or based the type of enemy they're facing. Contextual Attacks are signaled when a normal attack cursor changes into a different symbol.

NOTE: For more information on Special Abilities and Contextual Attacks, please visit commandandconquer.com.

REPAIRS

After your structures take a pounding from the enemy, it's time to get them back in top working order. Repairs do cost, but not nearly as much as the bill to replace a destroyed structure.

To repair a structure, select it and press the **C** key.

CONTROLLING YOUR FORCES

A good commander knows when to order troops to charge in, when to hold ground and when to make a strategic retreat. A great commander can issue those orders with speed and clarity.

BASIC MOVEMENT CONTROLS

- Movement** Select the unit(s) you want to move. Then scroll your cursor in the Battle Window to where you want them to go and right-click it.
- Attack** Select your unit(s), then place your cursor over the enemy unit you want to attack. You'll see the cursor change to a target icon. Right click the target.
- Rally Points** To set a rally point for all units produced at a specific structure, select that structure, then right-click the location on the battlefield where you want the units to rally.

NOTE: Once you have set a rally point, your newly-trained units will exit their Barracks and proceed directly to the rally point.

STANCES

Setting your units' stance determines their rules of engagement. To change stances, select the unit or group and enter the appropriate key-command.

- Aggressive** **ALT-A.** Your units approach, attack, and pursue any enemy units or structures that enter their line of sight.
- Guard (default)** **ALT-S.** Your units approach and attack enemies that enter their line of sight. When the enemies are destroyed or retreat, your units return to their original positions.
- Hold Ground** **ALT-D.** Your units remain stationary, but fire on any enemies that come within range. Useful for defensive strategies or artillery units.
- Hold Fire** **ALT-F.** Units in this stance do not return fire or pursue enemy forces. Useful for stealthed units.

UNIT VETERANCY

As your units attack enemy units and buildings, they gain experience. When a unit accumulates enough experience, it gets promoted to a new veterancy level. A special icon in the Battle Window denotes veteran units. Veteran units have improved performance capabilities.

- Veteran** Inflicts more damage and are more resistant to enemy fire than standard units.
- Elite** Inflicts more damage and are more resistant to enemy fire than Veteran units.
- Heroic** Inflicts more damage than Elite units and attacks more quickly, are even more resistant to enemy fire and automatically heal themselves when not in combat.

THREAT METER

The Threat Meter is a gauge of how much actual carnage you're experiencing at any given time. Increased threat levels will cause your surviving units to gain combat veterancy faster. It also increases the speed at which you earn Security Points to buy Top-Secret Protocols. The downside of a high threat level is that you're likely getting pounded by enemy fire.

FORMATION MOVE

Once you've amassed a considerable army, it's a good idea to organize your units into formations. The formation preview feature takes the guesswork out of organizing your troops by automatically arranging them. Formations move at the speed of the slowest unit.

- ★ To use formation move, click the left and right mouse buttons and drag across your units to change their layout. Your troops now automatically move to the selected destination and line up in the previewed formation.

NOTE: Try using formations in combination with the Hold Ground stance to form a defensive line. You can also combine a movement order with the formation preview.

ATTACK MOVE

When ordered to attack-move, selected units stop to attack any opposing units or base defenses on the way to their assigned destination. This is an effective way to meet an opposing force or storm an enemy base.

- ★ To order an attack move, select the units you wish to order, then press the **A** key, and right-click the area or neutral structure you want them to move to.

GARRISONING INFANTRY



Many civilian structures and some other structures can double as cover and fortified positions for your infantry. Garrisoning units protects them and grants them a bonus to their attack range. Enemies attacking garrisoned forces need to severely damage the garrisoned building first, at which time any garrisoned forces will automatically exit.

- ★ To garrison a structure, select the desired infantry units, then right click an empty building. Not all infantry units (such as Attack Dogs, War Bears, and Tesla Troopers) can be garrisoned.

NOTE: Some units have attack abilities that can eliminate enemy units inside of garrisoned structures.

CRATES



Crates are targets of opportunity. Crack one open and you may find something useful inside, from extra credits to healing boosts to automatic veterancy upgrades.

- ★ To acquire a crate, order units to move to its position.

CO-COMMANDERS

Nobody goes into combat alone. You'll have access to a Co-Commander throughout the campaign who can bring additional forces to bear on your behalf, played either by a friend or by an A.I. character.

NOTE: See Multiplayer for information on Live Co-Commander mode.

A.I. CO-COMMANDERS

Your Co-Commander's portrait appears in the upper left of your Battle Window, along with their control scheme. Learn to use their individual personalities and command styles to your advantage.

To issue orders to your Co-Commander, click the icons next to their image.

Plan Attack



Order your Co-Commander build a sizable force to use on any enemy forces in the target area.

Strike Target



Select a target, then click the Strike Target icon to have your Co-Commander immediately send available forces to destroy it.

Take Position



Have your Co-Commander occupy the area you've selected. You can also link your Co-Commander's forces to your own by selecting your units.

Keep Command



Leave your Co-Commander to their own devices. This is the default setting, and is also used to cancel other commands.

TIP: Call in your Co-Commander's forces to create a diversion, attack a secondary target, or outflank the units you're currently fighting.

CO-COMMANDER STRIKES

Some missions allow for situational tactics your Co-Commander can take advantage of. Co-Commander Strikes are golden opportunities that can instantly punch holes in enemy lines or destroy structures.

When a Strike icon appears, click it. The nature of the Strike will be explained to you; launch it by clicking the Execute button.

Co-Commander Strikes can appear at any time, so be ready for them.

TOP-SECRET PROTOCOLS

Each faction has an extensive set of special support powers it can purchase and use to turn the tide of battle in an instant. Top-Secret Protocols can be offensive or defensive in nature (or both), but they're always spectacular. Protocols are bought using the Security Points you've earned in battle, and are free to use whenever you like... though they all have cool-down periods after each use.

To use a Protocol, click the Top Secret Protocol menu in the lower left corner of the Battle Window, then select the Protocol you want to use.

- * During the normal course of battle, you'll gradually earn Security Points. These can be used to unlock Protocols. You can check your progress towards earning another Security Point on the meter under your radar.
- * Protocols are ranked according to level. You must unlock lower-level Protocols before you gain access to the more advanced powers.
- * Each time you use a Protocol there is a cool-down period before you can use it again.

SUPERWEAPONS AND ULTIMATE WEAPONS

Some conflicts escalate to an exchange of WMDs, wiping out whole armies in a single salvo.

Superweapons are largely defensive in nature, putting impenetrable shields in place that temporarily protect your forces from every incoming attack. Ultimate Weapons create a devastating effect in the target area, generally annihilating everything in its path. Ultimate Weapons are ideal when your enemy is deeply entrenched, or in the event of a standoff.

Both are built from your secondary build queue, and have a cool-down period.

TIP: Ultimate Weapons are extremely powerful, but there's no guarantee using one will end the match. Have some forces on reserve to mop up any survivors.

SKIRMISH

Skirmishes are single-player battles that pit you against one or more Co-Commanders from various factions. Each will come at you with their own unique style and tactics, so anticipate their attacks and exploit their weaknesses.

- * Select SKIRMISH from the VERSUS tab, and choose NEW. From here, choose the options you want from the menus, including how many opponents, maps, difficulty, and resources, then select your own faction and color. Click the Begin button to start the carnage.

NOTE: To load a previously saved skirmish, select SOLO PLAY, select LOAD, then select the game save you wish to continue.

MULTIPLAYER

INTERNET CONNECTION, ONLINE AUTHENTICATION AND ACCEPTANCE OF END USER LICENSE AGREEMENT REQUIRED TO PLAY. TO ACCESS ONLINE FEATURES, YOU MUST REGISTER ONLINE WITH THE ENCLOSED SERIAL CODE. ONLY ONE REGISTRATION IS AVAILABLE PER GAME. EULA, EA ONLINE TERMS & CONDITIONS AND FEATURE UPDATES CAN BE FOUND AT www.ea.com. YOU MUST BE 13+ TO REGISTER WITH EA ONLINE. BACK EA MAY RETIRE ONLINE FEATURES AFTER 30 DAYS NOTICE POSTED ON www.ea.com.

Up to six players or teams (or AI-controlled opponents) enter into a free-for-all until only one side is left standing.

To begin a multiplayer match, sign in using the comlink star icon in the upper right corner. If you don't have an EA

account, you'll be prompted to register. From here, you'll have access to the chat lobby, friend lists, and any invites you've received.

Close the comlink and click Multiplayer - Online to find or create a multiplayer game. Choose from the list of game options, then select your team number, faction, and color. Be sure to click the Ready button after you join a game.

Play Game

Automatching instantly puts you up against random opponents at your skill level.

Join Game

Browse custom matches, and join the one you want by double-clicking.

Host Game

Specify the map, rules, and number of players, then see if they can beat you at your own game.

Track Record

See all your multiplayer stats.

CHAT

Press the **V** key to open voice chat and bring up text commands, such as taunts. To limit communications to allies, hit the Backspace key; Enter opens the chat up to all players.

You can also send a Quick Chat message by pressing the M key. Click on the message you want to send from the list.

BEACONS

Use the **B**-key a text beacon to leave messages only your allies will see. Click on the map to place it, then double click the beacon to add text.

LIVE CO-COMMANDERS

Buddy up with a friend to take on any mission in the campaign mode together.

Simply select the campaign mission you want, then choose to play it in co-op mode. Find your friend in the lobbies or off your Friends tab, select their name and click the Invite button. Once they accept the invite, the briefing will start.

Both players must be signed on and running the game to play as Co-Commanders.

BATTLECASTS

You can also host a multiplayer game as a commentator, or load a replay of an old game with the Add Commentary field checked, and add in-game commentary to the Commanders' moves and tactics using the telestrator box at the top of the screen. Just pick a color and width for your telestrator lines, then start drawing on the map.

REPLAYS

Battlecasts (and your telestrator marks) are saved to the replay file and uploaded to commandandconquer.com, where they are made available to the public for educational purposes.

- * To load a Replay, select Replay Theater from the Profile menu.

UNITS

You'll have a wide array of forces at your command, each with their own unique function and special abilities. The key to victory is knowing when, where, and—most importantly—how to deploy them.

ALLIES

INFANTRY



Attack Dog: Specially trained German Shepherds, Attack Dogs excel in sniffing out ambushes during field recon, guarding important locations, and light combat. Allied sonic technologies have amplified their bark to stun enemy soldiers.



Engineer: Engineers look unarmed, but their briefcases are full of gadgets perfect for fixing or commandeering various technologies, and building medic tents to triage wounded troops. Top Engineers can take over an enemy factory single-handedly in seconds, but they rarely get far without armed escort.



Peacekeeper: The frontline soldiers of the Allied military, Peacekeepers are equipped for defensive postures first, but don't lack for aggressive moves. Their combination of shotguns and riot shields often prove decisive in combat.



Javelin Soldier: Heavy support troopers operating specially designed missile systems good for surface-to-air and anti-vehicle use. Devastating as their weapons are, Javelin Soldiers can "paint" enemy targets for even more damage.



Spy: The Spy is a tuxedo-clad master of disguise, able to camouflage himself as the enemy and infiltrate their bases of operation with ease. Spies go into the field unarmed, but their abilities to steal enemy intel, sabotage bases and bribe enemy troops into change sides are invaluable.



Tanya: When it absolutely, positively has to be destroyed, the Allies send Tanya. Her liberal use of machine pistols and C4 explosives makes her more than a match for nearly any opponent—land, sea, or air—and a time belt allows her to jump back 10 seconds in time... in case of accidents.

VEHICLES



Riptide ACV: A small and maneuverable hovercraft good for troop transport and fire support, thanks to a mounted machine gun and dual torpedo tubes.



Multigunner IFV: The Infantry Fighting Vehicle is a robust armored car featuring variable weaponry; its standard rocket launcher adapts to whatever weaponry its passengers are carrying.



Guardian Tank: The backbone of Allied armored units. If its 90mm cannon can't solve a problem, the Guardian can easily designate targets for bigger Allied weapon platforms to obliterate.



Mirage Tank: A scalpel to the Guardian's club, the Mirage is a stealth-active tank sporting a spectrum-dispersion cannon that boils metal. Its active camouflage can be redirected to hide nearby forces.



Athena Cannon: Linking to orbital laser satellites, the Athena can paint targets and rain down fire to spectacular—and devastating—effect. The satellites can also temporarily shield the Athena from attack.



Prospector: This unassuming, unarmed workhorse keeps the Allied forces functional. Prospectors endlessly gather ore and deliver it for processing. They can also deploy into a self-sufficient outpost for base expansions.



Mobile Construction Vehicle: Tough, amphibious, and versatile, the MCV is vital to setting up forward bases, gathering resources, manufacturing support craft and training Allied forces. Protecting their MCV is always a commander's highest priority.

AIRCRAFT



Vindicator: Medium-range bombers specializing in tactical strikes on ground forces using two laser-guided bombs.



Cryocopter: An experimental light helicopter armed with the latest in non-lethal weaponry: a freeze ray as its primary option, and a highly impressive shrink ray for special occasions.



Apollo Fighter: A superior air-to-air fighter armed with beam weaponry, Mach-3 capabilities, and piloted by the best hotshots in the Allied nations.



Century Bomber: Made in the U.S.A., these sturdy planes can carpet-bomb fortified enemy compounds into dust, then deploy paratroopers to mop up.

NAVY



Dolphin: Trained, weaponized dolphins capable of scouting enemy fleets or engaging them with anti-ship sonic disruptors.



Hydrofoil: A light skiff made for surveillance and defense, but carrying two nasty stings: a 20mm Icarus cannon and a weapon jamming system.



Assault Destroyer: The Allies' fearsome amphibious warship, featuring a powerful gauss cannon, depth charges, and magnetic armor for drawing fire away from unprotected friendlies.



Aircraft Carrier: A floating fortress capable of deploying squadrons of short-range Sky Knight fighter drones and devastating Blackout missiles that fry all electronics in the blast radius.

STRUCTURES



Construction Yard: The basis for all Allied operations, the Construction Yard builds structures that train troops and create vehicles, and then releases clearances to upgrade the available technologies.



Boot Camp: A first-rate training center for the Allies' infantry, animals, spies and specialists.



Power Plant: Power Plants keep all base structures and defenses running; without enough power to support a base, production stops.



Armor Facility: From armored cars to Mirage tanks, all Allied land-based vehicles are put together in the Armor Facility



Seaport: Seaports are tasked with creating a navy that can rule the waves.



Airbase: The first step in air superiority, an Airbase is responsible for building things that fly ... and shoot, and bomb.



Ore Refinery: The center of the Allied economy, Ore Refineries turn ore delivered by Prospectors into credits. Each Refinery comes with one collector.



Command Hub: A remote base outside the Construction Yard, Command Hubs help expand areas of control and can be used to up-tech units in their vicinity.



Defense Bureau: Ultraweapons and superior defenses are the purview of the Defense Bureau, once the technology tier to build one has been unlocked.



Multigunner Turret: Basic base defenses, garrisoning infantry in a Multigunner Turret will change its weapons to match the occupants'.



Spectrum Tower: Advanced base defenses sporting a spectrum-dispersion cannon similar to the Mirage tank's.



Chronosphere: The Chronosphere has the ability to instantly teleport units anywhere on the battlefield, giving them a huge tactical advantage. It can also relocating units to hostile environments, and the teleport process is fatal to infantry.



Proton Collider: A base-killer, the Proton Collider is the Allies' weapon of last resort ... and final reckoning.



Fortress Wall: Defense at its most basic. Each purchase creates one section of wall; place two sections within a few grids in a straight line, and they will automatically connect.

SOVIETS INFANTRY



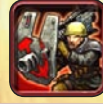
War Bear: Born in captivity, trained in combat and light recon, many enemies have fallen to the serrated claws and technologically amplified roars of the Soviet War Bear.



Combat Engineer: The best and brightest serve as Combat Engineers, tasked with hacking computers, sabotage, reprogramming enemy units, and digging bunkers to garrison fighting men. They are issued a simple pistol for self defense, for all the good it does them.



Conscript: Poorly trained, yet highly enthusiastic due to mental conditioning and healthy propoganda, Conscripts heedlessly charge into battle firing assault rifles and hurling Molotov cocktails in blind allegiance to the State.



Flak Trooper: Gloriously free after years spent in gulag, brutish Flak Troopers serve Mother Russia by hefting large anti-air flak cannons and attaching mines to enemy armor. Used on ground targets, their cannons are even more impressive.



Tesla Trooper: Enemies of the Soviet Union's fear these elite mechanized patriots and their deadly tesla cannons. Their only vulnerability comes when they release a devastating EMP attack, rendering their foes—and themselves—temporarily helpless.



Natasha: A product of advanced Soviet training programs, Natasha is a hero of the Soviet Union, able to turn the tide of battle with nothing more than her trusty Korshunov rifle and her undying cruelty. She can call in airstrikes to kill larger targets, or snipe pilots to claim their vehicles for Mother Russia. What Natasha's scope sees, dies.

VEHICLES



Terror Drone: A nasty, spider-like robot that attacks infantry and vehicles with equal viciousness. It likes to bore in and dismantle targets from the inside, but can also disable vehicles with its stasis ray.



Sickle: Originally designed for riot suppression, this walking gun turret is still excellent for crowd control, and is capable of leaping obstacles in order to reach its objectives.



Hammer Tank: Long the symbol of Soviet might, this bruiser's 85mm smoothbore gun packs a brutal punch, while the Leach Beam leaches enemy health and weapon strength to boost the Hammer's own aggressive ends.



Apocalypse Tank: The Soviet harbinger of death. The massive (and slow) Apocalypse would live up to its name thanks to the two 125mm cannons alone, but then added a magnetic grapple to catch faster adversaries and drag them under its chain treads.



V4 Rocket Launcher: A mobile rocket launcher, the V4 fires huge, long-range ballistic missiles that can demolish nearly any target, or splinter into multiple mortar shells for area damage. The V4 must be stationary to fire, making it a poor frontline weapon.



Sputnik: The smaller, cheaper answer to the MCV, the Sputnik spun out of a failed orbital probe project. Now it specializes in deploying listening posts that can be upgraded into fully realized forward bases.



Ore Collector: Heavily armored beasts of burden, the Ore Carriers aren't fancy when it comes to finding and transporting ore to processing, but do get the job done.



Mobile Construction Vehicle: The Soviet MCV has been instrumental in pushing communist forces into new territories under various pretenses. Not surprisingly, savvy commanders always sent massive military escorts to "safeguard" them. For every Soviet aggression, there is an MCV fueling the advance.

AIRCRAFT



Twinblade: A dual-bladed attack chopper often deployed to mow down enemy infantry or Soviet deserters... occasionally both. Armed with quad-mounted rocket launchers and twin machine guns, it's well suited to the task, and doubles as transport for infantry or tanks.



MiG Fighter: Synonymous with Soviet air power, the MiG is a fast-attack air-to-air fighter that can boast a remarkable survival rate, largely thanks to its armament of M-type burst missiles. MiGs have earned a reputation for owning the skies.



Kirov Airship: The pride of the Soviet military, these war zeppelins are capable of carrying hundreds of heavy bombs to any target in the world, and blowing it out of existence. Kirovs are slow, but can achieve a quick burst of speed at the expense of hull integrity.

NAVY



Stingray: Mixing a fast-attack strike ship with Soviet Tesla weaponry (and crews who don't know how dangerous that combination is), the Stingray is a thing of sick ingenuity, able to fire underwater to electrocute everything in its attack radius.



Bullfrog: Amphibious transports with an unusual troop deployment system: infantry are launched out of a fairly accurate man-cannon, allowing for fast and strategic enemy engagements supported by the "frog's AA gun.



Akula Sub: The venerable hunter/killer attack sub specializes in locating and destroying enemy ships, then vanishing into the deep. Akulas have multiple torpedo payloads at their disposal, for use on a variety of targets.



Dreadnought: Built specifically to accommodate and fire endless barrages of Molot V4 Rockets on land or sea-based targets, Dreadnoughts are vulnerable in close quarters, but few things on Earth can withstand its devastating bombardments for long.

STRUCTURES



Construction Yard: The glorious Soviet Construction Yard builds many good structures, which maintain and expand Russian forces in the field.



Barracks: Harsh training programs in the Barracks turns scores of worthless serfs and criminals into feared, expendable infantry.



Reactor: The beating heart of the Soviet base, it brings needed power to all structures and productions.



War Factory: Self-propelled guns, missile launchers, terror drones and tanks all roll off the War Factory's assembly lines.



Naval Yard: Only the finest, most reliable ships put to sea from the Soviet Naval Yard, built by happily indentured workers.



Airfield: Russian pilots rule the skies with powerful aircraft constructed on Airfields, in numbers that blot out the sun.



Ore Refinery: Ore Refineries convert plain rocks into the bountiful wealth all citizens will someday share in, and generously come with an Ore Collector.



Outpost: Soviet expansion is accelerated by the use of outposts.



Super Reactor: An incredible power source, fueling many structures and unlocking new technologies, the Super Reactor is also quite volatile. Few survive its destruction.



Battle Lab: The pinnacle of Russian ingenuity, Battle Labs engineer ultimate weapons and defenses, virtually guaranteeing a glorious Soviet victory.



Crusher Crane: One of many Soviet advantages, a Crusher Crane allow commanders to double production speed, repair damaged units, and scrap old, useless units for credits.



Flak Cannon: Standard base anti-air defenses, Flak Cannons keep the Soviet skies clear.



Sentry Gun: While Flak Cannons guard the skies, Sentry Guns sweep the ground clean of Allied and Empire trash.



Tesla Coil: Upgraded base defenses with deadly electrical weaponry. Tesla Troopers can super-charge Tesla Coils to make them even deadlier.



Iron Curtain: This superweapon protects the citizens by making them temporarily invulnerable to puny enemy weaponry.



Vacuum Imploder: The ultimate Soviet weapon. Everything in the target area is sucked in and annihilated... people, vehicles, and whole bases.



Fortress Wall: A marvel of State engineering, the wall is purchased one segment at a time, masterfully keeping decadent rabble out and the proletariat in.

EMPIRE OF THE RISING SUN INFANTRY



Burst Drone: Even small robotic dragonflies are ready to die at the divine Yoshiro's command. Burst Drones scout the enemy, latch on to slow vehicles, or simply self-detonate, releasing an EMP blast to disrupt all electrical systems.



Engineer: Skilled field mechanics and saboteurs, the Engineer is a weasely, groveling salaryman who nonetheless excels in his art, and fills a vital role in expanding the Empire. If pressed, they can sprint short distances without tripping, though this can be exhausting.



Imperial Warrior: Modern day samurai, brandishing the sacred katana alongside a powerful energy rifle. Light armor is worn with honor, but it is the fate and duty of every Imperial Warrior to die in perfect obedience to his Emperor.



Tankbuster: Men eager and equipped to attack armored vehicles while on foot. Tankbusters hide in self-made spider holes, then burst forth to slice apart enemy armor with barely-portable wave force canons. They are greatly feared.



Shinobi: Master assassins and spies, Shinobi are legendary for their ability to kill silently and escape into thin air. The Emperor's killer elite resolutely cling to the old ways: the shuriken, the smoke bomb, and the sword.



Rocket Angel: Women are not allowed the honor of combat. Unless they are insanely hyper girls in state-of-the-art combat suits, armed with paralysis whips, firing volleys of missiles, demolishing all in their path. Such are the Rocket Angels.



Yuriko Omega: No one knows how Yuriko Omega was created. What is important now is that her mind destroys her enemies utterly, without mercy. Do not believe her innocent schoolgirl appearance; Yuriko is a barely-contained monster, using her terrifying psionic powers in the name of the Emperor.

VEHICLES



Mecha Tengu: A dual purpose interceptor, Mecha Tengu can fluidly change to Jet Tengu and back, allowing pilots to easily engage air or ground units with its 20mm autocannon.



Sudden Transport: To position their limited forces swiftly and safely, Imperial scientists developed this amphibious transport, able to camouflage itself as other objects or enemy vehicles.



Tsunami Tank: The Emperor's mainline tanks, Tsunamis transform into amphibious units as needed. Its armor-piercing cannon is weaker than other tanks, but special nanodeflectors can nullify most incoming attacks.



Striker-VX: A counterpart to the Tengu, the VX switches seamlessly between anti-air mecha and anti-ground helicopter, unleashing rocket swarms to obliterate the Emperor's enemies.



King Oni: Few survive the Radiant Eyeblasters of King Oni, the Empire's giant robot guardian. Whether crushing tanks in its massive arms or melting entire armies to slag, King Oni more than lives up to its demonic name.



Wave-Force Artillery: This mobile artillery unit foregoes ballistic shells in favor of a devastating particle beam, able to shred entire fortresses in a few well-placed shots. Less, if allowed to charge up to full power first.



Ore Collector: An armored harvester tasked with rapidly gathering the massive resources needed to produce the Empire's top-of-the-line forces. As an added precaution, it has been fitted with a small but effective collapsible cannon.



Mobile Construction Vehicle: Reverse-engineered from Allied and Soviet MCVs, the Imperial variant operates in virtually the same way, establishing forward bases and processing centers to expand the Emperor's reach.



Nanocore: A marvel of modern technology, Nanocores are truck-sized, all-terrain devices that unpack into massive military structures in seconds. This allows Imperial forces to move into new territories quickly and efficiently.

NAVY



Yari Minisub: Light two-man subs made for skirmishing and reconnaissance, Yaris are armed with torpedoes, but their best weapon is the crew's willingness to *kamikaze* enemy ships.



Sea-Wing: Swift and agile, the Sea-Wing is an aerial bomber that converts into an attack sub. Their Aozora air/sea missiles also pull double duty, destroying enemy vessels from above and below.



Naginata Cruiser: The ship-hunters of the Imperial Navy, a Naginata typically closes with its victims at incredible speed and launches a spread of torpedoes, taking out multiple targets before they have time to respond.



Shogun Battleship: The majestic Imperial standard-bearer, both decorative and awe-inspiring, the Shogun is a weapon of mass destruction, bombarding coastlines with weaponry that leave nothing standing. Heavily defended, Shoguns have historically never needed even minor repairs after battle.

STRUCTURES



Construction Yard: The Empire's analog to the West's Construction Yard comes with a unique spin: the ability to create Nanocores for swift expansion into new lands.



Instant Dojo: Yoshio's willing subjects undergo rigorous training at the Instant Dojo, and emerge as fearless warriors.



Instant Generator: Advanced technology requires advanced power; this is the duty Instant Generators fulfill.



Mecha Bay: The honorable technicians of the Mecha Bays produce fleets of warmechs, many of which also transform into aerial combatants.



Imperial Docks: Mastery of the oceans begins in the Imperial Docks, which produce spectacular sea (and air)-dominating craft.



Ore Refinery: Ore Refineries humbly process the vast resources needed to create and maintain the Imperial armies.



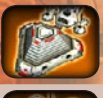
Nanotech Mainframe: The center of the Allied economy, Ore Refineries turn ore delivered by Prospectors into credits. Each Refinery comes with one collector.



Defender-VX: Variable base defenses that transform from anti-air to anti-ground as required.



Wave-Force Tower: Particle beams fired from Wave-Force Towers cut any enemy foolish enough to attack the Emperor's forward bases.



Nanoswarm Hive: No attack can penetrate a shield produced by the Nanoswarm Hive ... and nothing inside it can escape.



Psionic Decimator: On the Emperor's order, the horrific power of the Psionic Decimator is unleashed on his enemies to destroy them, their vehicles, and their bases utterly.



Fortress Wall: Breathtaking architecture and bold defense as one, walls must be constructed one piece at a time, and kept in harmony with nature.

PERFORMANCE TIPS

PROBLEMS RUNNING THE GAME

- ★ Make sure you meet the minimum system requirements for this game and that you have the latest drivers for your video card and sound card installed:
For NVIDIA video cards, visit www.nvidia.com to locate and download them.
For ATI video cards, visit www.ati.amd.com to locate and download them.
- ★ If you are running the disc version of this game, try reinstalling DirectX from the disc. This is typically found in the DirectX folder on the root of the disc. If you have Internet access, you can visit www.microsoft.com to download the latest version of DirectX.

GENERAL TROUBLESHOOTING TIPS

- ★ If you have the disc version of this game and the AutoPlay screen does not automatically appear for installation/playing, right-click the disc drive icon found in My Computer and select AutoPlay.
- ★ If the game is running slowly, try reducing the quality of some of the video and sound settings from the game's options menu. Reducing the screen resolution can often improve performance.
- ★ For optimum performance when playing, you may like to disable other background tasks (except the EADM application, if applicable) running in Windows.

INTERNET PERFORMANCE ISSUES

To avoid poor performance during Internet play, be sure that you close any file sharing, streaming audio, or chat programs prior to entering gameplay. These applications can monopolize your connection's bandwidth, causing lag or other undesirable effects.

This game uses the following TCP and UDP port(s) for Internet play:

TCP PORTS:

Patching (TCP 80)
IRC Chat (TCP 6660 – 6669)
Mangler Servers (TCP 4321)
Voice Chat Port (TCP 3783)
Master Server List Request (TCP 28900)
GP Connection Manager (TCP 29900)
GP Search Manager (TCP 29901)

UDP PORTS:

Master Server UDP Heartbeat (UDP 27900)
Custom UDP Pings (UDP 13139)
Dplay UDP (UDP 6515)
Query Port (UDP 6500)

Please consult your router or personal firewall documentation for information on how to allow game related traffic on these ports. If you are attempting to play on a corporate Internet connection, contact your network administrator.

CUSTOMER SUPPORT

If you have trouble with this game, EA Customer Support can help.

The **EA Help** file provides solutions and answers to the most common difficulties and questions about how to properly use this product.

To access the EA Help file (with the game already installed):

Windows Vista users, go to Start > Games, right-click the game icon, and select the appropriate support link from the drop-down menu.

For users on earlier versions of Windows, click the **Technical Support** link in the game's directory located in the **Start > Programs** (or **All Programs**) menu.

To access the EA Help file (without the game already installed):

1. Insert the game disc into your DVD-ROM drive.
2. Double-click the My Computer icon on the Desktop. (For Windows XP, you may need to click the **Start** button and then click the My Computer icon).
3. Right-click the DVD-ROM drive that has the game disc and then select **OPEN**.
4. Open the **Support > European Help Files > Electronic_Arts_Technical_Support.htm** file.

If you are still experiencing difficulty after utilizing the information in the EA Help file you can contact EA Technical Support.

EA CUSTOMER SUPPORT ON THE INTERNET

If you have Internet access, be sure to check our EA Technical Support website at: <http://eusupport.ea.com>

Here you will find a wealth of information on DirectX, game controllers, modems, and networks, as well as information on regular system maintenance and performance. Our website contains up-to-date information on the most common difficulties, game-specific help, and frequently asked questions (FAQs). This is the same information our support technicians use to troubleshoot your performance issues. We keep the support website updated on a daily basis, so please check here first for no-wait solutions.

SUPPORT CENTRE CONTACT INFO

If you require further assistance and would prefer to speak to a technician, telephone our Customer Support team (9am-9pm, Monday-Friday):

Telephone: 0870 243 2435

NOTE: No hints or codes are available from the Support Centre.

Fax: 0870 2413231

Calls charged at national call rates; please consult your telecoms provider for details.

To help us diagnose the problem please generate a DirectX Diagnostic report of your PC before calling us:

Click **Start > Run...** and type **dxdiag**. Click **OK**, then once the report is complete, Click **SAVE ALL INFORMATION...** and save the report to your Windows Desktop.

WARRANTY

NOTE: The Following warranties only apply to products sold at retail. These warranties do not apply to products sold online via EA Store or third parties.

LIMITED WARRANTY

Electronic Arts warrants to the original purchaser of this computer software product that the recording media on which the software programs are recorded will be free from defects in materials and workmanship for 12 months from the date of purchase. During such period defective media will be replaced if the original product is returned to Electronic Arts at the address below, together with a dated proof of purchase, a statement describing the defects, the faulty media and your return address. This warranty is in addition to, and does not affect your statutory rights in any way. This warranty does not apply to the software program themselves, which are provided "as is", nor does it apply to media which has been subject to misuse, damage or excessive wear.

RETURNS AFTER WARRANTY

Electronic Arts will replace user-damaged media, current stocks allowing, if the original media is returned with a cheque or postal order for £7.50 per disc, payable to Electronic Arts Ltd. Please remember to include full details of the defect, your name, address and where possible, a daytime telephone number where we can contact you.

Electronic Arts Customer Warranty, PO Box 1096, Guildford, GU1 9JN, United Kingdom.

Electronic Arts excludes any warranty in relation to the Product if it is bought second hand and the consumer is not the first end user of the Product.



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