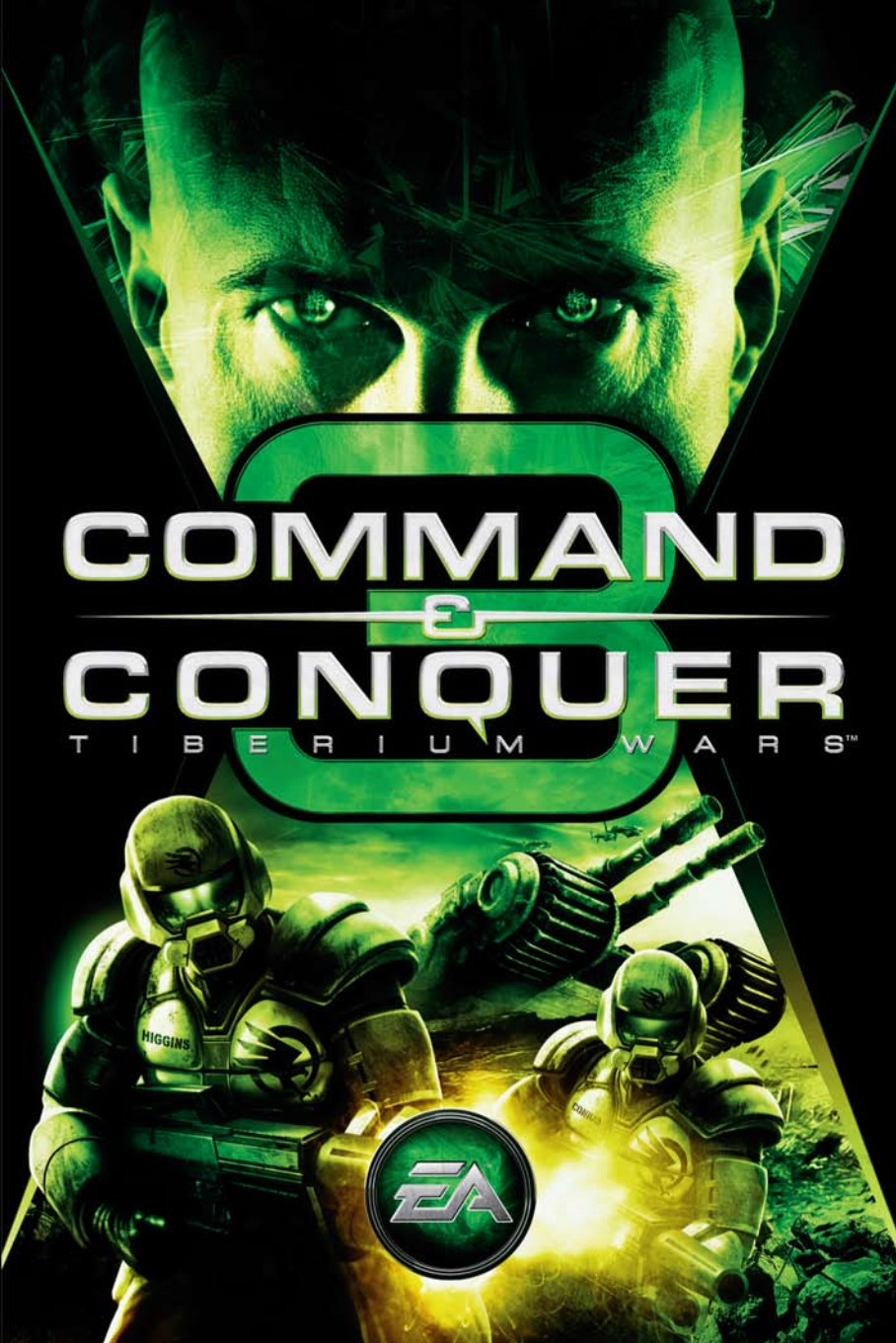
COMMAND & CONQUER 3

TIBERIUM WARS™



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.

INSTALLING AND PLAYING THE GAME

FOR DISC USERS

To install the game, insert the disc into your disc drive and follow the on-screen instructions.

Once the game has installed you can launch it from the game's AutoRun menu or by locating the game through the START > PROGRAMS (or ALL PROGRAMS) menu found at the bottom left of the screen.

FOR EA LINK USERS

You can access the installation/play instructions from the Help section found within EA Link.

STAY IN THE GAME AND REGISTER WITH EA!

Create an EA Member Account and register this game to receive free cheat codes and game hints from EA. Creating an EA Member Account and registering the game is fast and easy!

You can register during the installation process or via the Electronic Registration link found in the game's START menu. Alternatively, visit our website at **www.gamereg.ea.com** and register there.

Note: Registering this game to your Member Account will save a copy of your PC Serial Number to your EA 'My Account' details so you can refer back to it in future.

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WELCOME BACK, COMMANDER

The Third Tiberium War is upon us.

In the year 2047, the long twilight struggle between the allied nations of the Global Defense Initiative (GDI) and the shadowy superpower known as The Brotherhood of Nod has flared into a planet-wide firestorm. Both factions fight over Tiberium, an enigmatic green crystal of alien origin that is both the ultimate resource and the worst environmental disaster in history. The stakes couldn't be higher – whoever controls Tiberium decides the fate of humanity and the destiny of the planet Earth. But this violent global war between GDI and Nod is just the beginning. Humanity is about to discover that it is not alone in the universe… and that it is not the only race fighting for Tiberium.

A NOTE FROM EXECUTIVE PRODUCER MIKE VERDU

This game has been a labour of love for those of us who worked on it. Most of us are passionate *Command & Conquer ™* fans – it's been a tremendous honour and privilege to work on a new *Command & Conquer* game, especially one set in the Tiberium universe where it all started in 1995. We've worked very hard to build a state-of-the-art RTS game that is true to the essence of *Command & Conquer* and honours the legacy of all the games that came before.

Thank you for playing *Command & Conquer 3 Tiberium Wars ™*. I hope you enjoy playing this game as much as we enjoyed making it.

-Mike Verdu, Executive Producer

YOUR PRIMARY OBJECTIVE

In *Command & Conquer 3 Tiberium Wars ™*, you assume the role of a battlefield commander whose goal is to defeat opposing armies and destroy their bases by outsmarting, outmanoeuvring and overpowering their military forces with your own. In a typical battle, you control one of three different factions – GDI, Nod or Scrin – by constructing your own base of operations, training a variety of powerful combat units and strategically deploying them against opponents. To do this successfully, you must to think and act quickly – and master battlefield controls. The best way to learn these is to click the Tutorial button in the Main menu, where you'll get hands-on experience right away. Consult this manual for further reference.

COMPLETE CONTROLS

You won't need to memorise all of the following commands in order to play and enjoy *Command & Conquer 3 Tiberium Wars*, but learning them all may help give you an edge.

- You can customise most of the following controls by accessing the Hotkeys tab of the Settings menu.

  Note: All instances of "click" and "double-click" refer to the left mouse button unless otherwise specified.

SELECTION COMMANDS

Action	Keyboard/Mouse
Select a unit	Click
Add a unit to selection	**SHIFT** + click
Select a group of units	Click and drag a box around the desired units
Select all combat units on the map	**Q**
Select all on-screen units of a certain type	**W** or double-click unit
Select all units of a given type on the map	Click unit and double-tap **W**
Define selected units as a group	**CTRL** + **0-9**
Select numbered group	**0-9**
Select and jump to numbered group	Double-tap **0-9**
Place rally point	Select building and right-click area
Jump to last mini-map event	**SPACEBAR**
Select next Harvester	**N**
Show all Health Bars	**CTRL** + ~
Fast forward mode (during replays only)	>

MOVE AND ATTACK COMMANDS (WITH UNITS SELECTED)

Action	Keyboard/Mouse
Move units or attack targets	Right-click
Attack move	**A** + right-click
Assault move	**F** + right-click
Reverse move	**D** + right-click
Force move	**G** + right-click
Formation move	Hold both mouse buttons
Stop units	**S**
Force attack	**CTRL +** right-click
Scatter	**CTRL** + **X**
Planning mode	**CTRL** + **Z**
Waypoint mode	**ALT**
Aggressive stance	**ALT** + **A**
Guard stance	**ALT** + **S**
Hold Ground stance	**ALT** + **D**
Hold Fire stance	**ALT** + **F**

PRODUCTION AND SIDEBAR COMMANDS

Action	Keyboard/Mouse
Toggle Objectives menu	**O**
Intel Database	**I**
Sell mode	**Z**
Power mode	**X**
Repair mode	**C**
Contextual tab	**`**
Structure tab	**E**
Support structure tab	**R**
Infantry tab	**T**
Vehicle tab	**Y**
Aircraft tab	**U**
Next subtab/Previous subtab	**TAB/CTRL** + **TAB**
Sidebar slot 1-10	**F1-F10**
Unit ability buttons	**CTRL** + **A/S/D/F**
Support powers	**CTRL** + **F1-F8**

SCREEN AND CAMERA CONTROLS

Action	Keyboard/Mouse
Open Pause menu	**ESC**
Scroll the screen	Arrow keys or move the mouse to the edge of the screen
Rapid scroll	Right-click and drag mouse
Jump to primary base	**H**
Set camera bookmark 1	**CTRL** + **J**
Set camera bookmark 2	**CTRL** + **K**
Set camera bookmark 3	**CTRL** + **L**
Set camera bookmark 4	**CTRL** + **;**
Go to bookmark 1	**J**
Go to bookmark 2	**K**
Go to bookmark 3	**L**
Go to bookmark 4	**;**
Rotate camera left/right	Numeric keypad **4/6**, or press the mouse wheel and drag the mouse left/right
Zoom camera in/out	Numeric keypad **8/2**, or hold and drag the middle mouse wheel and drag mouse up/down
Reset camera to default position	Numeric keypad **5** or double-click middle mouse wheel
Toggle interface graphics	**END**
Capture screenshot	**F12**

MULTIPLAYER CONTROLS

Action	Keyboard/Mouse
Toggle voice chat	**CTRL** + **V**
Voice chat	**V**
Chat with allies	**BACKSPACE**
Chat with everyone	**ENTER**
Place beacon	**B**
Delete beacon	**DEL**

CAST OF CHARACTERS

During the course of each campaign in *Command & Conquer 3 Tiberium Wars*, you'll meet several top-ranking officials from GDI and The Brotherhood of Nod. Below is an overview of each.

GDI

Jack Granger
Played by Michael Ironside

A seasoned veteran who rose through the ranks through military achievement rather than political savvy, General Jack Granger is a tough, no-nonsense commanding officer. His experience in two wars against Nod has netted him valuable insights into any military situation – and the confidence and courage to enact a strategy for victory.

Redmond Boyle
Played by Billy Dee Williams

Lesser men would have crumbled under the weight of such trying times, yet when fate thrust Redmond Boyle into the position of Acting Director of GDI, he stepped up to the challenge. A charismatic but brash leader, Boyle is the public face of GDI and is clearly intent on vanquishing The Brotherhood of Nod at all costs.

Sandra Telfair
Played by Grace Park

Lieutenant Sandra Telfair is special assistant to General Granger at Central Headquarters. With a background in military intelligence, Sandra is a very capable officer in her own right. Her astute assessment of Nod tactics may come in handy.

Kirce James
Played by Jennifer Morrison

A consummate professional and exceptional military officer, Lieutenant Kirce James is exactly the kind of soldier any commander wants on his side. Lieutenant James' access to hard intelligence data – as well as GDI's most powerful weaponry – will frequently be invaluable.

THE BROTHERHOOD OF NOD

Kane
Played by Joe Kucan

The man known only as Kane is the supreme leader – some might say *messiah* – of The Brotherhood of Nod. Kane epitomises the fine line between genius and madman, so it's little wonder that the world seems to be polarised either for or against him. His followers believe that he prophesised the existence of Tiberium, yet his actions seem to belie hidden agendas and megalomaniacal impulses.

Kilian Qatar
Played by Tricia Helfer

General Kilian Qatar is an extremely charismatic and – when the situation demands – incredibly ruthless leader. Nod's second-in-command, Qatar rose through the ranks on both her laurels as superb military tactician and her unwavering loyalty to Kane.

Ajay
Played by Josh Holloway

Ajay is Nod's military planning expert. A brilliant intelligence officer and a cunning tactician, Ajay has repeatedly proven his ability to create blueprints for complex – and very successful – military operations. An experienced soldier, Ajay is never far from the front lines where his brothers fight to execute his plans.

MAIN MENU

Begin a single-player or multiplayer game, adjust settings, review the Intel Database and more.

TUTORIAL	Learn the essential skills you'll need to play *Command & Conquer 3 Tiberium Wars*.
CAMPAIGN	Start or continue a campaign as GDI or The Brotherhood of Nod. **Note:** Look for a bonus campaign once you have completed the GDI and Nod campaigns.
SKIRMISH	Set up a single match with up to seven AI-controlled opponents.
MULTIPLAYER	Play with up to seven opponents via a network or online connection.
PROFILES	Manage player profiles, view the Intel Database or watch unlocked Campaign movies.
OPTIONS	Adjust audio, display and control settings or view the credits.
QUIT	Exit the game.

SETTINGS

To adjust display, audio and control settings, select OPTIONS in the Main menu, then select SETTINGS.

- During gameplay you can adjust settings by pressing **ESC** to open the Pause screen, then click SETTINGS. However, graphics settings can only be adjusted by opening the Settings menu via the Main menu. You cannot change them during gameplay.

GRAPHICS Adjust a variety of graphics options.
Note: You can also choose one of five preset graphic options, ranging from VERY LOW to VERY HIGH. To select a preset, click the appropriate slider setting at the top of the screen. These presets are initially set for you by the game based on your computer's performance. Play with these sliders until you find a setting that suits you or just leave the sliders in the position that's automatically detected by the game.

AUDIO Select the volume of the music, sound effects, voices, ambient noise and cut-scenes and enable or disable voice over IP.

HOTKEYS Map your own hotkeys by clicking a slot in the wireframe or select a key command via the drop down menu.
Note: You can only assign one modifier to any key combination: **SHIFT**, **CTRL** or **ALT**.

NETWORK Select an IP address to use, toggle Send Delay on or off, enter a port number or click Refresh NAT.
Note: If you have made changes to your firewall configuration since the last time you played *Command & Conquer 3 Tiberium Wars* online and are experiencing connection difficulties, click REFRESH NAT, which may correct the problem. (Please refer to the ReadMe.txt file in the install folder for additional information.)

GENERAL Adjust game speeds, tool tip delay and mouse scrolling speed, plus configure ticker options.
Note: You can opt into viewing in-game advertisements in *Command & Conquer 3 Tiberium Wars* by clicking the Show Ads box.

- To confirm changes, click ACCEPT.
- To restore the game to its original settings, click DEFAULT.

GAME SCREEN

BATTLE WINDOW

In the Battle Window you can 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.

- 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. You can also scroll the Battle Window by using the arrow keys.
- To scroll more quickly, hold down the right mouse button while moving the mouse.

Mouse wheel camera controls: To zoom your view in or out using your mouse wheel, roll the mouse wheel forwards or backwards. To rotate the camera, hold the wheel down and move the mouse. To return the camera to the default view, double-click the mouse wheel.

THE FOG OF WAR

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

In some Campaign missions, an additional layer – a black **Shroud** – covers unexplored terrain. As you explore the map you slowly peel back the shroud to reveal the terrain, structures and units beneath it. Once the shroud is peeled back, it is gone permanently. However, anything past your units' range of vision is still cloaked in the Fog of War. As in standard Campaign missions, the Fog of War is removed when you are once again within range.

CAMERA BOOKMARKS

Camera bookmarks allow you to mark locations on the map and instantly jump to them with a single press of a key.

- To set a camera bookmark, press **CTRL** + **J**, **K**, **L** or **;**.
- To jump to a defined camera bookmark, press **J**, **K**, **L** or **;**.
- To jump to your Command Center, press **H**.

SIDEBAR

Use the Sidebar to manage your base and your forces. Regardless of where you are and what you see in the Battle Window, you can always build new units and structures in the Sidebar. You need not view your base each time you want to initiate production.

- The Sidebar includes a **Contextual Window** that provides information on any selected units, structures and more. To learn more about anything in the Sidebar, hover your mouse cursor over its icon.
- During Campaign missions, icons to open your primary and bonus objectives and your Intel Database also appear in the Sidebar.

RADAR MINI-MAP

The Sidebar includes your battlefield radar, also known as the mini-map. Keep an eye on your radar, as it often reveals enemy troop movements before you spot them in the Battle Window. Beware, however: In certain circumstances, your radar may be disabled.

OBJECTIVES (CAMPAIGN ONLY)

To review your mission goals, click the Objectives icon. You must complete all of your primary objectives in order to complete a mission. (Note that your primary objectives may change during the course of battle.) Completing bonus objectives is optional but grants you additional resources or other rewards.

INTEL DATABASE (CAMPAIGN ONLY)

The Intel Database is a valuable reference tool that hosts a wide variety of information about your fighting forces as well as any secret info you happen upon over the course of your Campaign.

- To access the Intel Database during gameplay, click the Intel Database icon in the upper-right corner of the screen.
- To access the Intel Database from the Main menu, select PROFILES, then click INTEL DATABASE.

Tip: When all primary objectives are completed, the mission automatically ends in victory. If you plan on completing bonus objectives, make sure you do so with at least one primary objective remaining.

COMMON CONTROL INTERFACE

Located along the bottom of the Battle Window, the Common Control Interface lets you set unit behaviour and combat tactics. While there are keyboard shortcuts for all of these options, the Common Control Interface lets you easily access them with a mouse click.

GAMEPLAY BASICS

The following overview is designed to bring the new player up-to-speed on how to play *Command & Conquer 3 Tiberium Wars*.

BUILDING STRUCTURES

It is not uncommon to start a mission with only a Construction Yard. Begin building the rest of your base immediately.

To build a structure:

1. Select your Construction Yard. The structures that it can create are displayed as icons in the Context Window in the Sidebar.

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

2. Click the icon of the structure you wish to build. 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 structure is ready to be placed and you see its icon flashing.

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

3. Move the mouse cursor in the Battle Window to the location where you want to build. (You'll notice your cursor becomes a transparent image of the building.) You must build within your base's ground control, which extends in a circular area from most of your structures. If the structure you wish to build is displayed in red, you cannot build it at that location.

   Note: To rotate the structure before placing it, click and hold, move the mouse left/right and then release.

4. Once you have decided on a location, click to begin to build the structure.

- To cancel creation of the structure, right-click it once to stop production (if still in progress), then right-click again to cancel production and refund the purchase cost.

TRAINING UNITS

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

Note: Before you can build units, you must first build a Barracks (GDI), Hand of Nod (Brotherhood of Nod) or Portal (Scrin). For the purposes of this manual, we will use the term **Barracks** for all three factions.

To train units:

1. Click your Barracks – or click the Infantry subtab on the Command Bar – to open the Units menu. The units available for you to train appear.
2. Click 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, click the icon of the units you wish to build repeatedly. A number appears on the icon telling you how many units you have ordered. To queue up five units at a time, hold **SHIFT** while clicking.

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

- To cancel unit training, right-click the Unit icon once to stop training, then right-click again to cancel training and refund the associated costs.

POWERING YOUR BASE

Your base requires power to function properly. As you add more structures to your base, you'll need additional power. If your base runs low on power, you suffer a number of consequences: your radar goes offline, your base defences cease functioning and the speed at which you can build new structures and train new units is reduced. As soon as you regain sufficient power, all of these effects go away. Your Construction Yard generates a small amount of power, but you must construct Power Plants 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.
- 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.

  Note: If you are running low on power you may chose to power down one or more of your structures in a conservation effort. To do so, click the Power Down icon on the Command Bar and then click the building. Be warned, however, that powered-down buildings are *completely inactive*. This means, for example, that you'll no longer be able to train units from a powered-down War Factory. Buildings that are affected by EMP weapons are considered to be powered-down.

RESOURCES

Building units and structures, researching upgrades and using powers all cost you credits. When you select an item or action that requires credits, the funds start being deducted from your account until the full amount has been paid. (Support Powers deduct credits in one lump sum.)

- You begin a typical match with enough credits to spend on building basic units and structures. However, 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 Tiberium, then build a Refinery in its vicinity. A Refinery comes with a Harvester that automatically seeks out and recovers Tiberium, which is converted into credits. When you build a Refinery close to Tiberium, your Harvesters naturally take less time to gather resources.

Blue Tiberium

Green Tiberium

Tip: Be on the lookout for the rare, blue-coloured Tiberium, which is much more valuable than the standard green Tiberium.

UPGRADING TECHNOLOGY

Structures such as the Tech Center can research new technologies to enhance your units. Once researched, upgrades instantly affect all units of the applicable type – including units already in the field.

- To develop an upgrade from a structure, click the structure, then click the upgrade icon in the Context Window. The upgrade takes time and credits, much like structures and units do.

CONTROLLING YOUR FORCES

A good commander knows when to order his troops to hold ground, make a strategic retreat or charge boldly into battle. Learn what it takes to command your forces to victory.

BASIC MOVEMENT CONTROLS

Movement To move a unit, click it to select it in the Battle Window, then right-click a destination. Most units automatically fire on enemy units in range while moving to a designated point.

Attack To attack an enemy, select your units then right-click the target.

Rally Points To set a rally point for all units produced at a structure, either click the structure then right-click on the map, or click the right production tab, press **CTRL** + **R** and right-click on the map.

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

STANCES

Set your units' stance to determine their rules of engagement. There are several options to choose from.

- To change the stance of a group of units, select the group, then either click the appropriate stance button in Custom Control Interface or press one of the designated shortcut keys.

Aggressive Your units approach, attack and pursue any enemies that enter their line of sight. (Shortcut key: **ALT + A**)

Guard (default) Your units approach and attack enemies that enter their line of sight. When the enemies are destroyed or retreat, your units return to their positions. (Shortcut key: **ALT + S**)

Hold Ground Your units remain stationary, but fire on any enemies that come within range. **Note:** This stance is useful for defensive strategies or artillery units. (Shortcut key: **ALT + D**)

Hold Fire Units in this stance do not return fire or pursue enemy forces. **Note:** This stance is useful for stealthed units. (Shortcut key: **ALT + F**)

Tip: Try selecting your Barracks and changing the stance of that building. Units trained from this building default to the selected stance.

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 units inflict more damage and are more resistant to damage (compared with non-veteran units).
- Elite units inflict more damage and are more resistant to damage (compared with veteran units).
- Heroic units inflict more damage and are more resistant to damage (compared with elite units). Also, they attack more quickly, automatically heal themselves and fire red tracers.

PLANNING MODE

Planning mode allows you to queue up multiple unit orders to your units which are executed on your mark. This is useful for diversionary tactics and flanking manoeuvres. Planning mode may also be used to put units on patrol.

To issue orders in planning mode:

1. Press **CTRL** + **Z** to toggle planning mode on, then right-click to issue orders as you normally would. Faint lines in the battle window denote planning mode orders. If you were to issue a movement order, for example, a red line would indicate the route which your troops take.
2. To instruct your troops to proceed with carrying out your orders, press **CTRL**+**Z** again to toggle planning mode off.

To create a patrol in planning mode:

1. Press **CTRL**+**Z** to toggle planning mode on.
2. Right-click to assign one or more waypoints to a unit, making sure the last waypoint connects with the starting point. (You see the waypoint markers change hue when you have done this correctly.)
3. Press **CTRL**+**Z** again to toggle planning mode off. Your units begin patrolling.

- To decommission a patrol, simply issue your patrolling units a new order.

FORMATION PREVIEW

Once you've amassed a considerable army, you may wish to place some of your units into an organised formation. The formation preview feature takes the guesswork out of organising your troops by automatically arranging them.

To use formation preview:

1. Select a group of units.
2. Move your mouse cursor to the place on the terrain where you want your units to form up.
3. Click and hold both mouse buttons simultaneously; a preview of your formation appears.
4. Move the mouse horizontally to rotate your formation so that it faces your preferred direction, then move the mouse vertically to change the battle line and control the depth and width of the resulting formation.
5. Release the mouse buttons. Your troops now automatically move to the selected destination and line up in the previewed formation.

- Try using formations in combination with the Hold Ground stance to form a defensive line.

Tip: You can combine a movement order with the formation preview. For more information, see *Formation Move* on p. 18.

GARRISONING INFANTRY

Many civilian structures and some other structures can be garrisoned with infantry units. Garrisoning infantry 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, click the desired infantry units, then right-click the structure you wish to garrison. The units move to the selected structure, occupy it and your faction's flags then appear.
- To remove units from a garrisoned structure, click the structure. An icon of the units inside of it appears. Click the units you wish to remove. They exit the structure and are ready for new orders.

Note: Some units, such as the GDI Grenadier, have attack abilities that instantly eliminate enemy units inside of garrisoned structures.

CRATES

These grey GDI-771g lock-crates should be considered targets of opportunity. Crack one open and you may find something useful, from extra credits to healing boosts to automatic veterancy upgrades.

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

BARRELS

Not to be confused with crates, the barrels you sometimes encounter carelessly strewn about the battlefield contain highly volatile chemicals that explode when fired upon. Try shooting one when your foes are nearby.

INTERMEDIATE TACTICS

There's still more to learn once you've mastered the basics of *Command & Conquer 3 Tiberium Wars*. Take heed of the following tactics for superior results in battle.

GROUPING UNITS

Although it is possible to play *Command & Conquer 3 Tiberium Wars* using only the mouse, you can play more efficiently with one hand on the keyboard.

One of the most useful key combinations in the game involves setting up unit groups. Simply select the units you want and then press and hold **CTRL** and any number key. The units you selected are now assigned to that number key. To select them, simply press the number key you chose.

- To centre your view on that group, double-tap the number key.
- To add units from that group, hold **SHIFT** and click the additional units.

Tip: Unit groups are a great way to send co-ordinated forces into battle. For starters, try putting all your aircraft in one group, all your vehicles in another, and so on. Experiment with unit groups to discover combinations that work best for you.

KEYBOARD SHORTCUTS (HOTKEYS)

If you want to master *Command & Conquer 3 Tiberium Wars*, it's essential to learn all the different hotkeys in the game. The preset hotkeys are designed to support competitive play; however, you can customise them to best suit your personal style.

- To customise your hotkeys, select OPTIONS in the Main menu, click SETTINGS then select the Hotkeys tab.

BASE BUILDING BASICS

In *Command & Conquer 3 Tiberium Wars*, you'll be spending most of your time in battle. While combat tactics are important, some battles can be won before they begin by players who strategically set up their base. The decisions you make very early in a match often affect the outcome, so it's important to learn how to build a base quickly and effectively.

QUICK TIPS

- Consider building a Crane right at the start. The principle benefit of a Crane is that it lets you construct twice as many buildings in the same amount of time as your Construction Yard alone.
- Consider an early expansion to additional resources and always build at least one extra Harvester for every Refinery that you build. Harvesters fuel your economy and therefore must be protected at all costs.
- Set up base defences wherever you may be vulnerable. It might be tempting to place your unprotected Power Plants near the back of your base, but a shrewd opponent will exploit this.

DISABLED BUILDINGS

It is essential to keep in mind that any advantage granted by a building (such as the ability to build new types of units) will not be available if that building is disabled (when it is powered down, for example).

- A building that has been hit with an EMP is considered a disabled building. Therefore, it is vital to keep your base protected from EMP attacks in particular whenever possible.

  Tip: While engaged in battle, don't forget about your base. Keep building until you have access to all the units, upgrades and support powers you need to win.

FOCUSING FIRE

In general, it is better to eliminate opposing forces one at a time rather than spreading your attacks thin. Even a nearly-defeated enemy can still cause considerable damage, so it makes sense to destroy foes in succession to thin out their ranks and overwhelm their force. Try to prioritise those targets that are most dangerous or most vulnerable first.

BUILDINGS UNDER ATTACK? SELL THEM

If your structures come under attack and the situation looks hopeless, considering selling the structures before they're destroyed. Bear in mind, however, that the amount of credits you'll get is reduced the more the building is damaged.

BEWARE OF ENGINEERS

Although GDI Engineers, Nod Saboteurs and Scrin Assimilators are relatively weak units, they all share one important role: taking over enemy structures and tech buildings. Thus, the shrewd commander never underestimates their power.

- Getting your Engineer behind enemy lines is easier than you think. GDI and Nod can use their infantry's Call for Transport ability to fly them behind enemy lines. The Scrin Assimilator is stealthed – and thus invisible – when not moving.

  Tip: To add insult to your enemy's injury, sell off an enemy structure immediately after capture or set it to rapidly create units for your own army.

ADVANCED MOVE ORDERS

The units in *Command & Conquer 3 Tiberium Wars* are intelligent enough to know how best to respond to most situations when left to their own devices, or when given a standard right-click order. For example, they automatically attack enemy units that come into range. However, as your gameplay skills improve, you may wish to incorporate the following advanced move orders into your repertoire in order to gain a tactical advantage over your foes.

ATTACK MOVE

Hotkey: **A**

When ordered to attack-move, selected units stop to attack any opposing units or base defences along their route. This is an effective way to meet an opposing force or storm an enemy base.

ASSAULT MOVE

Hotkey: **F**

This variation on attack-move causes your selected units to also attack any enemy buildings along their route. Units normally do not automatically attack enemy buildings, so this command can be useful for laying waste to enemy bases.

REVERSE MOVE

Hotkey: **D**

Normally your units move head-first in the direction they're ordered. The reverse-move command causes them to back up, which can be faster than ordering them to turn around in some cases. This is an excellent option for strategic retreats or baiting tactics.

> **Tip:** Don't forget, most vehicles have front armour that is stronger than their rear armour. Reverse-moves are your best bet for a strategic – and safe – retreat.

FORCE MOVE

Hotkey: **G**

The force-move command forces your selected units to move to a designated point – even if the route happens to be *through* enemy units. Use this command to order your tanks to overrun infantry rather than shoot them. Some of the largest ground units can even overrun other vehicles.

FORMATION MOVE

Hotkey: N/A

The formation move allows you to combine the expedience of a movement order with the simplicity of formation preview.

To issue a formation move, press and hold both mouse buttons at the desired destination for your selected units and then move the mouse around. You see a variety of different formations you can choose. To select one, release the mouse buttons. Selected units then move toward the specified point (at the rate of the slowest unit in the group) and arrange themselves in the designated formation. This is useful for keeping fast units from outpacing slower ones as they head into battle.

SCATTER

Hotkey: **CTRL+X**

If your units are in danger of being overrun or bombarded, you can make them spread out using this command.

PLACE RALLY POINT

Hotkey: **CTRL+R**

This handy shortcut lets you set a rally point for the currently-selected production queue, without having to select the building back at base. This is a great way to send reinforcements straight to the front lines in mid-battle.

WAYPOINT MODE

Hotkey: **ALT**

Press and hold the Waypoint Mode hotkey to queue up multiple orders by right-clicking. It's a great way to prioritise focused attacks against enemies and enemy structures, or for setting circuitous routes through enemy terrain.

ARMOUR FACING

Tanks and other armoured vehicles sustain more damage when attacked from the side and sustain considerably more damage when attacked from the rear. Use this knowledge to your advantage and protect your forces well.

Tip: Try using the reverse-move command to get your armour out of a pinch.

INFANTRY SUPPRESSION

When fired upon, infantry may become suppressed. When this happens, you'll see your troops go prone. Suppressed infantry move slower than usual but are better defended due to their low profile.

Tip: In general, the more powerful the weapon, the better it is at suppressing infantry. Remember this when considering how best to use and counter infantry units.

INFANTRY COVER

Infantry automatically kneel behind cover when ordered to move next to civilian structures and other large obstacles in the environment. Covered units are better defended and nearly impossible to suppress.

Tip: Use your knowledge of infantry cover tactics to gain the upper hand against comparable forces in urban operations.

SUPERWEAPONS

Each of the three factions in *Command & Conquer 3 Tiberium War*s has at least one superweapon – something so destructive it can nearly wipe any opposition from the map. These superweapons are ideal for use in the event of a standoff, when your enemy is deeply entrenched. Be warned, however, that the moment you construct a superweapon building, a countdown timer appears that both you and your opponents can see. Don't be surprised if the enemy redoubles its efforts to annihilate you before the clock runs out.

Note: The countdown temporarily stops if your base runs low on power.

Tip: Although superweapons are extremely powerful, they may not end the match. Have some forces in reserve to mop up the remaining enemy forces as needed.

GAME MODES

CAMPAIGN

March, 2047. A massive nuclear fireball explodes high in the night sky, marking the end of GDI's orbital military command centre and the beginning of the Third Tiberium War.

Tiberium. To the GDI, it is an alien substance that has already polluted the Earth, rendering large tracts uninhabitable, and is still spreading at a dangerous rate. To the Brotherhood of Nod, Tiberium is humanity's destiny, a substance of great power, prophesised by their enigmatic leader, Kane. The GDI want nothing more than to eradicate Tiberium from the face of the planet; Nod want nothing less than total control of what they believe is Earth's most precious resource. War rages over Tiberium and the fate of the entire planet hangs in the balance.

This is where you come in, Commander. Choose your allegiance and head into battle. The outcome of the Tiberium Wars is in your hands.

- To begin a Campaign as either side, select CAMPAIGN in the Main menu, then select either GDI or NOD. (GDI is recommended for new players.)
- After completing each Campaign mission, you are awarded a medal. The medal you receive depends on your performance on the battlefield. Superior medals are earned by completing missions at higher difficulty settings. Complete all bonus objectives in a mission to earn a first ribbon. Discover all Intel Database entries in a mission to earn a second ribbon.
- In between Campaign missions, you return to the Theater of War screen which allows you to choose your next mission, move to another Theater of War (if available) and replay previously-accomplished missions. The Theater of War screen shows which Medals you have earned in each mission.

SKIRMISH

Skirmishes are single-player battles that pit you against one or more computer-controlled opponents.

- To begin a skirmish, select SKIRMISH in the Main menu, then click NEW SKIRMISH. The Skirmish Setup screen appears.

SKIRMISH SCREEN

- You can choose your starting location on the map prior to beginning the Skirmish. To do so, click one of the start points on the displayed map.
- Skirmishes can be played with up to eight players. Any players that are not controlled either by you or the computer are marked CLOSED. Not all maps support the maximum of eight players and you cannot exceed the maximum number of players defined by the map.
- To customise the rules of your skirmish, click RULES in the Skirmish screen. You can adjust the game speed and initial resources, or enable and disable random crates in gameplay (for more information, see *Crates* on p. 16).
- Handicap allows you to balance gameplay between two unevenly matched players, making one side or the other inherently stronger. A positive handicap increases attacks and the severity of damage to your opponent, as well as other factors. A negative handicap decreases attacks and the severity of damage.
- When you are ready to begin gameplay, click PLAY.

  Note: To load a previously saved skirmish, select SKIRMISH, click LOAD, then select the game save you wish to continue.

THE CUSTOMISABLE AI

You can adjust the behaviour of the computer artificial intelligence in both Skirmish and Multiplayer games with three different difficulty settings and five different personalities. This allows you to configure the game to fit your unique tastes and desire for challenge.

AI DIFFICULTY SETTINGS

There are four different skill levels you can choose from for each computer-controlled player.

Easy	Recommended for novice RTS players or those yearning to experiment. Don't expect much of a fight.
Medium	Recommended for most players. You'll be in for a fair fight.
Hard	Recommended for experienced players looking for a challenge. The AI plays to the best of its ability without cheating.
Brutal	Recommend for hardcore players who want to win by the skin of their teeth – or not at all. The Brutal AI gets double income as its only cheat.

AI PERSONALITIES

There are five different AI personalities that determine what kind of gameplay tactics your opponent uses.

Balanced	This personality type favours mixed forces and an even-handed style that doesn't emphasise defence over offence.
Rusher	Prepare to defend yourself quickly against this personality type, which will immediately set out on the attack.
Turtle	You'll need to fight relentlessly to crack the shell of this defence-oriented personality type, which also focuses on resource gathering.
Guerilla	Expect the unexpected from this personality type, which will harass you with fast, diversionary tactics.
Steamroller	This personality type favours decisive force. It aims to build an overwhelming army with which to attack you head-on.

MULTIPLAYER

Battle against friends for the ultimate control of Tiberium with a variety of multiplayer options.

ONLINE

Playing the Campaign and Skirmish modes in *Command & Conquer 3 Tiberium Wars* is only the beginning. If you wish to hone your skills to a razor-sharp point, experience the most intense and exciting competition available and join in a worldwide community of like-minded *Command & Conquer* players, then you need to experience the online multiplayer mode in *Command & Conquer 3 Tiberium Wars*.

Not only does online multiplayer let you easily join or create custom matches with other live opponents from around the world, it includes revolutionary features that push online real-time strategy gaming into the realm of professional sports broadcasts, letting you compete – as well as have fun watching – like never before.

TO ACCESS ONLINE FEATURES, YOU MUST REGISTER THIS GAME WITH THE ENCLOSED SINGLE USER REGISTRATION CODE. ONLY ONE USER MAY REGISTER THIS GAME. INTERNET CONNECTION REQUIRED. TERMS & CONDITIONS, SUBSCRIPTION FEES AND FEATURE UPDATES CAN BE FOUND AT WWW.EA.COM. YOU MUST BE 13+ TO REGISTER ONLINE.

EA MAY RETIRE ONLINE FEATURES AFTER 30 DAYS NOTICE POSTED ON WWW.EA.COM.

- To start an online multiplayer game, select MULTIPLAYER, click ONLINE in the Main menu, then enter your EA account name, password and online ID.
- To create a new Online account, click REGISTER.
- To view the online Terms of Service agreement, click SERVICE TERMS.

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

AUTOMATCH

Automatch attempts to find the most evenly matched opponent for you based on closest connection speed and skill level. Only ranked 1 vs 1 or 2 vs 2 matches are available from the Automatch feature and the results are recorded on the ranked ladder.

- To prepare for your Automatch, set the number of players in the game, your colour, the side you wish to play and whether you prefer your game broadcast, then click JOIN GAME.
- To expand the search if the Automatch fails to find a suitable opponent, click WIDEN SEARCH. This reduces filtering criteria, increasing the chances of quickly finding a match.

CUSTOM MATCH

Create a custom game or join a game from the Custom Match screen.

To join a custom match:

1. Highlight a match in the game lobby, then click JOIN GAME.
2. Choose your colour, side and team in the Game Options screen.
3. To notify other players that you're ready, click the READY box.
4. When the host and all the players have selected READY, the game begins after a brief countdown.

To create a custom match:

1. Select CREATE GAME.
2. Enter the name of the game.
3. If you want to have a password for the game, enter it in the space provided.
4. Select your multiplayer game mode. (For more information, see *Multiplayer Game Mode Types* below.)
5. Choose your colour, side and team in the Game Options screen.
6. To select a different map, scroll through the map list and highlight the desired map. Next to each map's name is the maximum number of players that can play on the map. Official maps are denoted by a shield icon.
7. If you wish to broadcast your game, click BROADCAST and select your preferences. (For more information, see *BattleCast* on p. 24.)
8. To start the game, click PLAY GAME. When the timer counts down, you begin the game.

   Note: To evaluate peer-to-peer connections between players, click CONNECTIONS. Players with poor ping rates can adversely affect gameplay.

OBSERVING A MATCH

It is possible to join a Custom Match as an Observer. Observers do not participate in the match, but may freely scroll around the battlefield to watch what any of the competing players are doing. Observers may not chat to players.

MULTIPLAYER GAME MODE TYPES

There are five different multiplayer game mode types available in *Command & Conquer 3 Tiberium Wars*.

Unranked Unranked matches offer the most flexibility, from map variety to starting resource levels, to the number of AI-controlled players. These matches do not affect your ladder ranking.

Ranked (1 vs. 1) Ranked matches force certain game settings on you, restrict your map selection to official maps intended specifically for balanced, competitive play and affect your ladder position.

Ranked (2 vs. 2) Just like Ranked (1 vs. 1) but with four players instead of two. You cannot play ranked matches with or against the computer. However, you can choose your ally and challenge specific opponents if you play through Custom Match.

Clan (1 vs. 1) Similar to Ranked (1 vs. 1), except the results are counted toward a specific clan ladder. You cannot join or create a clan match unless you are affiliated with a clan. (For more information on clans, see p. 26.)

Clan (2 vs. 2) Similar to Ranked (2 vs. 2), except the results are counted toward a specific clan ladder. Each two-player team must consist of players belonging to the same clan.

CHAT

You have the option of chatting with buddies on your Friends List or everyone in the Online Lobby.

- To chat in the Online Lobby (your comments are viewed by everyone), type your message into the box below the chat window and click SEND.
- To instant message players on your Friends List, click the Envelope icon to open the Instant Messaging client. Your Friends List appears on the left.
- Each player has three icons next to his or her name. Click the question mark to view his or her rankings, click the exclamation mark to put the player on your Ignore list, or click the plus symbol to add this player to your Friends List.

BEACONS

In multiplayer matches, 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 and observers of the game can see it.

- To place a beacon, press **B**, then click the location where you wish to place it.

VOICE OVER IP (VOIP)

Voice Over IP technology lets players communicate by voice in multiplayer matches via a PC-compatible microphone or headset peripheral.

- To enable VOIP, select OPTIONS in the Main menu, click SETTINGS, then select the Audio tab. Click either PUSH TO TALK (you must press a button to enable voice chat during gameplay) or VOICE ACTIVATED (VOIP is enabled when your voice is detected). There is a Voice Calibration slider to adjust the threshold, and you can also adjust the Receive Volume and Transmit Volume.
- You can also enable VOIP for specific games via a checkbox in the Game Setup lobby for both Online and Network games.
- In game, you can set your preferences (chatting to allies only or chatting to everyone) by clicking the Voice Chat Mode button located to the left of the mini-map.
- If you selected PUSH TO TALK in the Settings menu, a button appears directly under the Voice Chat Mode button during gameplay, titled Voice Chatting. Click this button to talk.

Note: VOIP communication is only possible over broadband internet connections.

Note: Commentators use VOIP to communicate to Observers of a Match. However, Observers and Spectators can't use VOIP. For more information, see *Commentary* on p. 25.

BATTLECAST

Take the experience of competing online in *Command & Conquer 3 Tiberium Wars* to the next level with BattleCast. Broadcast your matches for all the world to see, issue challenges to rival players, build your profile the more you play and even commentate on other players' matches.

SETTING UP AND WATCHING A BATTLECAST

While creating an online match, you have the option to broadcast it via the BattleCast feature. Broadcast matches are viewable by anyone who wishes to view them, whether or not they have purchased *Command & Conquer 3 Tiberium Wars*.

To view a BattleCast match, you must have a copy of the BattleCast Viewer. The BattleCast Viewer is automatically included with your *Command & Conquer 3 Tiberium Wars* software, or can be downloaded free from the official website.

Note: For more information on BattleCasts, or to download the free BattleCast Viewer, please visit **commandandconquer.com**

Viewers may choose to watch a BattleCast from a variety of viewpoints.

Through the Eyes	See the match exactly as it appears to any of the participants. You may cycle between different players.
Commentator	Take in the commentator's comprehensive view and spoken analysis of the battle. The commentator may also use the telestrator (visual commentary) feature to indicate points of interest to viewers watching this channel.
Free Roam	View any part of the map at any time with no Fog of War or unit line-of-sight restrictions to impede you.

MATCH TYPES

There are two types of BattleCast matches. **Live!** matches are spur-of-the-moment online battles. **Upcoming** matches are coordinated on the official website at designated times and with designated participants.

To schedule an Upcoming match:

1. Visit **commandandconquer.com** and click BATTLECAST.
2. Click MATCH SCHEDULING and follow the on-screen instructions.

To broadcast a Live! match:

1. Follow the instructions for creating a Custom Match (see p. 22).
2. Click the Broadcast tab.
3. Click the Broadcast Game box to enable your game to be broadcasted online. If you wish, give your game a name and a brief description.
4. Select your desired quantity of Tape Delay.
5. To enable commentary, click the Rules tab, then click the Commentary box.
6. Click OK to save your preferences and resume creating your Custom Match.

TAPE DELAY

While creating a custom match that you intend to BattleCast, you have the option to add Tape Delay, which ensures that viewers cannot influence the outcome of the match.

- You may select from between no tape delay and up to 120 minutes of delay. The default is 10 minutes.

COMMENTARY

A BattleCast may also have a commentator who provides a running analysis of the match for viewers via the VOIP feature (for more information see *Voice Over IP* on p. 24). Using the in-game telestrator, the commentator can draw viewers' attention to areas of interest, much like you'd see in a televised sports broadcast.

- To use the telestrator (while in Commentary mode during a multiplayer match), select the Telestrator interface at the top of the Battle Window then begin drawing on the screen.

YOUR COMMAND & CONQUER 3 PROFILE

Your profile on commandandconquer.com is your passport to the worldwide community of *Command & Conquer* players. Profiles track match histories, persistent rankings, player reputation and statistics, and offer a list of upcoming matches. As you play successive matches in *Command & Conquer 3 Tiberium Wars*, your profile rank automatically improves. Subsequently, when you search for automatches online, the system automatically looks for players with a similar rank in order to ensure a good, even match. If you wish to compete in ranked ladder matches, seek out opponents higher up on the ladder than you.

- To create a profile, visit **commandandconquer.com**, select REGISTER, then follow the on-screen instructions.
- Those who don't own *Command & Conquer 3 Tiberium Wars* can also create profiles on **commandandconquer.com**

  Tip: On **commandandconquer.com**, you'll find a schedule of upcoming matches – including matches you're scheduled to participate in – and tournament finals between top-ranking players. What better way to improve your game than by watching the pros?

CLANS

As you proceed in your online battles, you may wish to join a clan. Clans are player-formed groups who compete online together. *Command & Conquer 3 Tiberium Wars* features separate ladder competitions both for solo players and for clans.

- To set-up a clan, visit **commandandconquer.com**, click CLANS, then select CREATE/EDIT CLANS. Follow the on-screen instructions.
- To invite others to join your clan, visit the official website, click CLANS, then select INVITE MEMBERS.

  Note: During chat, players affiliated with clans have their clan name displayed in brackets in front of their online name.

NETWORK

Command & Conquer 3 Tiberium Wars lets you match wits and armies across a Local Area Network (LAN).

- To begin a network play game, select MULTIPLAYER in the Main menu, then click NETWORK.
- To set up a network play game, follow the same basic procedures as starting an online match. (For more information, see *Online* on p. 22.)

REPLAYS

When you complete a skirmish or multiplayer game, you have the option to save a replay of the mission to your hard drive.

- You may also download other players' replays, or add commentary to a replay. (For more information, see *Commentary* on p. 25.)
- To load a replay, select MULTIPLAYER in the Main menu, then click REPLAYS.

UNITS, STRUCTURES AND POWERS

Thorough knowledge of the arsenal at your disposal is the mark of a good commander.

SUPPORT POWERS

Support Powers are special moves specific to the faction you are fighting for. They appear as icons on the left side of the Battle Window. Using a Support Power costs resources.

- Each time you use a Support Power there is a cool-down period before you can use it again.
- Support Powers are automatically unlocked when you build the requisite structure.

UPGRADES

Many units can be upgraded with various technologies, including advanced weapons and new abilities.

- To upgrade a unit, you must first research the upgrade at a specific faction structure. Select the proper structure and click the icon representing that upgrade. The cost is deducted from your credits and the upgrade is researched.

  Note: Even after you have researched an upgrade, the structure where the research was conducted must remain operational for you to receive the benefits of the upgrade. If the structure is destroyed, you must rebuild the structure in order to regain the benefits of the upgrade.

ABILITIES

Abilities are unit-specific special moves initiated by the player. Unlike most Support Powers, most Abilities do not cost resources per use (although some do). However, like Support Powers, they often require a cool-down period before they can be used again. Some abilities must be researched before they can be used.

GDI

GDI forces have one mission: to save the world from the spread of Tiberium. Their aim is to abolish The Brotherhood of Nod terrorist organisation and reverse the effects of Tiberium on the ecosystem so that the world can return to a sustainable level of habitability.

Resourceful, organised and heavily armed, GDI forces are direct and dependable. The GDI does sometimes need to cut through bureaucratic red tape to get things done, but once it gets up to speed, it is virtually unstoppable.

In general, GDI forces prefer to stick with the tried-and-true over new-but-questionable technologies. However, GDI is a resourceful organisation, built to withstand punishment and respond well to unexpected emergencies.

GDI UNITS

INFANTRY

All GDI infantry units are trained at the **Barracks**.

Icon/Name	Description
Rifleman Squad	Rifleman Squads are the mainstay of GDI ground forces, capable of digging foxholes to protect themselves – and other infantry – when defending a position. **Abilities:** Dig In, Call for Transport **Upgrades:** Composite Armor
Missile Squad	Missile Squads, the natural counterpart to Riflemen, provide essential support fire. Their heavy anti-vehicle weapons make them slower than Riflemen and thus vulnerable to enemy attacks. **Abilities:** Call for Transport **Upgrades:** Composite Armor
Engineer	Engineers can capture enemy facilities, repair GDI structures and damaged bridges and commandeer fallen walkers like the Juggernaut. Due to their slow movement rate and vulnerability, however, it's a good idea to offer them protection whenever possible. **Abilities:** Call for Transport
Grenadier Squad	Grenadier Squads serve as GDI's close-assault infantry. They are extremely difficult to suppress and can quickly clear enemy squads out of garrisoned structures with their high-powered, rocket-assisted grenades. **Requirements:** Command Post **Abilities:** Call for Transport, Clear Garrisoned Structure **Upgrades:** Composite Armor
Sniper Team	Sniper Teams can kill most infantry from long range with a single well-placed shot and are trained in reconnaissance tactics such as stealth and artillery target spotting. **Requirements:** Armory **Abilities:** Call for Transport
Commando	Thanks to their burst-firing prototype rail carbines, Commandos are unmatched when fighting enemy infantry. Their explosives can demolish structures and even large walkers like the Avatar Warmech. **Requirements:** Armory **Abilities:** Jump Jets, Call for Transport
Zone Trooper	Capable of surviving in otherwise uninhabitable environments, Zone Troopers are highly mobile, well protected and trained to destroy enemy infantry and vehicles with their heavy-duty railguns. **Requirements:** Tech Center **Abilities:** Jump Jets, Call for Transport **Upgrades:** Scanner Packs, Power Packs

VEHICLES

Most GDI vehicles are built at the **War Factory**.

Icon/Name	Description
Pitbull	Although the Pitbull – GDI's primary scout vehicle – can fire missiles capable of damaging ground and air vehicles, it is too lightly armoured to survive direct combat. Pitbulls can also detect stealth units. **Upgrades:** Mortar
Predator Tank	The Predator is equipped with an armour-piercing cannon and can withstand heavy fire thanks to its thick plating. However, it is ineffective against infantry plating and vulnerable to hostile aircraft unless supported with anti-air defences. **Upgrades:** Railgun Capacitors
APC	GDI infantry rely on APCs to move safely through hostile terrain. APCs can fire at aircraft, infantry and light vehicles and are designed to let infantry attack from within. **Abilities:** Mine Layer
Harvester	GDI Harvesters are easily recognisable by the light machinegun mounted above the cab, used to ward off marauders that might wish to steal their precious cargo. **Requirements:** Refinery
MCV	The Mobile Construction Vehicle (MCV) was invented to provide GDI with a mobile base at a moment's notice. MCVs can be seen packing and unpacking into Construction Yards.
Rig	The Rig is a heavy support vehicle capable of deploying into a versatile Battle Base, which provides considerable defence with two integrated Guardian Cannons, a missile launcher, stealth-detection scanners and automated repair drones. **Requirements:** Command Post
Mammoth Tank	Armed with dual cannons and rocket pods, the Mammoth Tank is the ultimate in armoured warfare. Although slow, the Mammoth is so powerful it can crush lesser tanks beneath its treads. **Requirements:** Tech Center **Upgrades:** Railgun Capacitors
Juggernaut	GDI's walking artillery platform can support tank operations with its long-range cannons, serve as a siege weapon when stationed outside an enemy base, and bombard targets with the aid of Sniper Teams. **Requirements:** Tech Center **Abilities:** Bombard Target

Surveyor		The Surveyor can locate viable base sites and deploy in order to facilitate construction. It is most useful when placed near Tiberium fields.

AIRCRAFT

Most GDI aircraft are built at the **Airfield**.

Icon/Name		Description
Orca		The Orca is effective in a variety of roles including scouting, fire support for ground operations and direct strikes on enemy installations. It can be outfitted to increase scouting capabilities. ➤ **Abilities:** Deploy Sensor Pod ➤ **Upgrades:** Sensor Pods
Firehawk		Firehawks can carry heavy Hellcat Firebombs or Rattlesnake Missiles for smashing enemy aircraft. When outfitted with Stratofighter Boosters, Firehawks can fly outside the range of enemy air defences then plunge for the attack. ➤ **Requirements:** Tech Center ➤ **Upgrades**: Stratofighter Booster
V-35 Ox Transport		The V-35 Ox – a flying transport capable of shipping all but the heaviest military forces – lets GDI mount surprise attacks. Ox Transports are not durable enough to send into enemy territory, however.

GDI STRUCTURES

GDI PRODUCTION STRUCTURES

Icon	Description
Construction Yard	The heavily-armoured Construction Yard doubles as GDI's forward base. It can pack into an MCV, affording it mobility, but needs to be protected at all costs. The Construction Yard provides radar capability to GDI bases.
Power Plant	GDI's Power Plant provides clean, efficient energy for their forward combat bases. ➤ **Upgrades:** Advanced Turbines
Crane	Larger GDI bases employ Cranes to help sustain rapid construction schedules. A single Crane can double the rate at which a GDI forward base is built.
Refinery	The GDI Refinery is highly effective at processing Tiberium into useful resources. The Refinery comes with a Harvester included and is essential to funding GDI's military efforts.
Barracks	The GDI Barracks is a self-contained recruitment and training centre. GDI infantry divisions can be outfitted for combat quickly and efficiently here. ➤ **Requirements:** Power Plant
Armory	The Armory grants GDI access to its most highly trained soldiers. It includes upgrades for Zone Trooper Power Armor as well as a medical bay that can heal wounded infantry. ➤ **Requirements:** Barracks
War Factory	The GDI War Factory builds standard GDI vehicles and is outfitted with automated repair drones that automatically repair damaged vehicles that approach it. ➤ **Requirements:** Power Plant, Refinery
Command Post	The Command Post is an essential component of an advanced GDI base. It can scan remote locations and is required to build key structures. ➤ **Requirements:** Power Plant, Refinery

Tech Center		Tech Centers provide cutting-edge military technology to GDI forces. Vehicles, tanks and aircraft can all be upgraded. Additionally, a Tech Center also grants access to some of GDI's strongest forces. ➤ **Requirements:** Barracks, Command Post
Airfield		GDI Airfields support ground operations in combat zones. Each Airfield contains up to four aircraft. Airfields can call Orca Strikes, deploy infantry and vehicles via air transports and summon elite Bloodhound recon groups. ➤ **Requirements:** Barracks, Command Post
Space Command Uplink		This self-contained launch platform allows GDI to deploy high-tech support weapons and send Zone Troopers to the battlefield from orbit. EMP weapons called Shockwave Artillery can also be utilised. ➤ **Requirements:** Tech Center

GDI SUPPORT STRUCTURES

Icon		Description
Watchtower		➤ These tall structures with a good line of sight and rapid firing, automated anti-infantry machineguns ensure the security of the base against hostile threats.
Guardian Cannon		Guardian Cannons – equipped with an automated gun that can punch through tank armour but is less effective against infantry – are a frequent sight in areas vulnerable to armoured attacks. ➤ **Requirements:** Barracks
AA Battery		The AA Battery contains cannons capable of eliminating aircraft with deadly efficiency. The targeting systems and turret actuators cannot track ground targets, so they are useless against infantry or tanks. ➤ **Requirements:** Command Post
Tiberium Silo		The Tiberium Silo, made of special materials that allow long-term storage, is the perfect storage facility for excess Tiberium. ➤ **Requirements:** Refinery
Sonic Emitter		Sonic Emitters were originally developed for breaking down Tiberium, but gained a reputation as extremely powerful base defences. ➤ **Requirements:** Tech Center

Ion Cannon Control		By building this structure you gain access to the latest version of GDI's most feared weapon, the Ion Cannon, which can vaporise virtually everything within its significant blast radius. **Requirements:** Tech Center

GDI SUPPORT POWERS

Icon/Name		Description
Radar Scan		The Radar Scan enables a powerful, localised sensory sweep of a designated area on the battlefield that instantly reveals stealthed enemies. **Enabled At:** Command Post
GDI Airborne		Paratroopers are standing by to descend on any visible point on the battlefield in need of fast reinforcements. **Enabled At:** Armory
Sharpshooter Team		The GDI commander may summon several experienced Sharpshooter Teams to drop in behind enemy lines. **Enabled At:** Tech Center
Orca Strike		Orca aircraft are always standing by to deliver a payload of infrared-guided air-to-surface missiles precisely where needed. **Enabled At:** Airfield
Bloodhounds		Bloodhounds are an airlifted recon-and-fast-attack unit of veteran Pitbulls and APCs, deliverable to any visible point on the battlefield. **Enabled At:** Airfield
Zone Trooper Drop Pods		Zone Troopers, specially-trained in atmospheric descent, crash straight into battle to settle the score with their powerful railguns. **Enabled At:** Space Command Uplink
Shockwave Artillery		Fitted into warheads, GDI's sonic emitter technology has the ability to decimate anything caught in the blast, while temporarily disabling any facilities or mechanical units in its periphery. **Enabled At:** Space Command Uplink
Ion Cannon		GDI commanders can call upon an orbital battle station to fire supercharged ion beams in one concentrated blast that disintegrates targets without causing environmental harm. **Enabled At:** Ion Cannon Control

GDI UPGRADES

Icon/Name	Description
Composite Armor	Composite Armor protects GDI's invaluable infantry troops from greater damage inflicted in battle. ⅄ **Units Affected:** Rifleman Squad, Missile Squad, Grenadier Squad ⅄ **Researched At:** Armory
Scanner Packs	By augmenting their powered armour with scanner packs, Zone Troopers are able to see farther and detect stealthed foes. ⅄ **Unit Affected:** Zone Trooper ⅄ **Researched At:** Armory
Power Packs	Powered armour is made supremely durable and includes sophisticated medical systems that let Zone Troopers recover from most injuries. ⅄ **Unit Affected:** Zone Trooper ⅄ **Researched At:** Armory
Mortars	Although the Pitbull is primarily intended for scouting and anti-air fire, upgrading this vehicle with Mortars turns it into a light artillery platform. ⅄ **Unit Affected:** Pitbull ⅄ **Researched At:** Tech Center
Railgun Capacitors	GDI's magnetic-accelerator weapons technology offers numerous advantages over conventional ballistics. Chief among them is intensely superior firepower. ⅄ **Units Affected:** Predator Tank, Mammoth Tank ⅄ **Researched At:** Tech Center
Stratofighter Boosters	When equipped with Stratofighter Boosters, GDI Firehawks can teleport nearly anywhere, safely bypassing most conventional anti-aircraft defences. ⅄ **Unit Affected:** Firehawk ⅄ **Researched At:** Tech Center
Sensor Pods	GDI Sensor Pods allow the Orca Fighter to accurately detect stealthed troops. ⅄ **Unit Affected:** Orca Fighter ⅄ **Researched At:** Tech Center
Advanced Turbines	Advanced Turbines provide nearby Power Plants with a much stronger, more efficient mechanism for generating clean power at a greater rate. ⅄ **Researched At:** Power Plant ⅄ **Requirements:** Tech Center

GDI ABILITIES

Icon/Name	Description
Call for Transport	All infantry and vehicle units with this ability can summon an Ox transport to take them wherever they need to go. ➤ **Requirements:** Airfield ➤ **Units Affected:** Rifleman Squad, Missile Squad, Engineer, Grenadier Squad, Sniper Team, Commando, Zone Trooper, Pitbull, APC, Predator Tank
Dig In	Trained infantry with this ability can create a Foxhole – a structure built out of sandbags that can be garrisoned. ➤ **Unit Affected:** Rifleman Squad
Jump Jets	Jump Jets allow specially-equipped troops to soar across the battlefield and over otherwise-impassable terrain. ➤ **Units Affected:** Zone Trooper, Commando
Mine Layers	This ability allows an APC to place small mine fields on the battlefield. ➤ **Unit Affected:** APC ➤ **Requirements:** Tech Center
Bombard Target	Juggernauts may fire their cannons much further than usual by targeting any area within the line of sight of a Sniper Team. ➤ **Unit Affected:** Juggernaut
Pulse Scan	Use this ability to scan the battlefield to reveal stealthed units and enemy structures. ➤ **Unit Affected:** Orca
Deploy Sensor Pod	Orcas may use these pods to track enemy formations and reveal hidden forces. ➤ **Unit affected:** Orca

THE BROTHERHOOD OF NOD

Followers of The Brotherhood of Nod do not consider themselves part of any army, so much as part of a religion. They believe their leader Kane to be on the forefront of a movement to elevate the human race. Their loyalty to Kane is thought to be absolute and their convictions, unshakable. They are willing to sacrifice everything to bring victory to the Brotherhood.

Nod's forces are an unusual combination of poorly-equipped third-world militias with highly-trained mercenaries armed with exotic weaponry. Nod's ethos is a guerrilla warfare approach on the battlefield. They like to move quickly to attack and then escape without a trace. Their mixture of high-end and low-tech military gear can be exceptionally lethal, but also unpredictable.

NOD UNITS

NOD INFANTRY

All Nod infantry units are trained at the **Hand of Nod**.

Icon/Name	Description
Militant Squad	Poorly trained but numerous, these lowly soldiers of Nod are armed with aging, 20th-Century chainguns. ➤ **Abilities:** Call for Transport ➤ **Upgrades:** Tiberium Infusion, Confessor
Militant Rocket Squad	Although armed with rocket launchers capable of destroying aircraft and armoured vehicles, Rocket Militants are still extremely vulnerable on the battlefield. ➤ **Abilities:** Call for Transport ➤ **Upgrades:** Tiberium Infusion, Confessor
Saboteur	The Saboteur can capture enemy structures and instantly repair Nod facilities and bridges. He is also equipped with explosives that can be planted on neutral structures and detonated when enemy forces draw too close. ➤ **Abilities:** Call for Transport, Booby Trap
Fanatic	Nod Fanatics are equipped with volatile explosive devices that detonate when in close proximity to enemy forces. Fanatics are impossible to suppress and must be eliminated before reaching their targets. ➤ **Abilities:** Call for Transport ➤ **Upgrades:** Tiberium Infusion ➤ **Requirements:** Operations Center
Black Hand	Extremely well-trained, loyal and supernaturally tough, the elite Black Hand forces are armed with flame throwers that can clear out structures and incinerate enemy squads. ➤ **Abilities:** Call for Transport ➤ **Requirements:** Operations Center

Shadow Team	These infantry units can use stealth and their collapsible glider packs to circumvent defences and expose weaknesses in GDI's front. Once behind enemy lines, they can plant explosives on structures. ➤ **Abilities:** Call for Transport, Glider Pack, Explosive Charge ➤ **Upgrades:** Tiberium Infusion, Confessor ➤ **Requirements:** Secret Shrine
Commando	Nod Commandos – the best of the best of Nod's infantry – can slink into battle armed with fast-firing laser weapons, satchel charges and portable stealth generators. ➤ **Abilities:** Call for Transport ➤ **Requirements:** Secret Shrine, Tech Lab

NOD VEHICLES

Most Nod vehicles are built at the **War Factory**.

Icon/Name	Description
Raider Buggy	Equipped with burst-firing machineguns that can make short work of infantry and light targets, the Raider Buggy is the most common Nod vehicle. ➤ **Upgrades:** EMP Burst, Laser Capacitors
Attack Bike	The Attack Bike – quick, armed and equipped with an advanced scanner array – is the ultimate scout for Nod forces. It is respectably powerful against aircraft, as well.
Scorpion Tank	The Scorpion Tank is the shield of Nod. Highly manoeuvrable, the standard Scorpion is armed with an armour-piercing 105mm cannon and sufficient armour to withstand direct fire – at least for a while. ➤ **Upgrades:** Laser Capacitors, Dozer Blades
Harvester	Nod Harvesters are stealthed, allowing them to avoid most detection and bring home valuable Tiberium unopposed. ➤ **Requirements:** Refinery
MCV	The Brotherhood's menacing-looking MCVs are capable of rolling over any relatively clear terrain and unpacking into a Construction Yard. ➤ **Requirements:** Operations Center
Flame Tank	Nod's Flame Tank is outfitted with two massive flame throwers capable of clearing out occupied buildings and burning structures to the ground with ease. ➤ **Requirements:** Operations Center

Stealth Tank		In spite of its light armour, the Stealth Tank is formidable. It is invisible to most opposing forces, except when it stops to fire a barrage of its deadly and accurate rockets. ➤ **Requirements:** Operations Center
Beam Cannon		Though not intended for direct attacks against enemy armour, groups of Beam Cannons can deal terrific damage to structures given sufficient time. Their energies can enhance Obelisks of Light as well. ➤ **Abilities:** Reflector Beam ➤ **Requirements:** Tech Lab
Avatar Warmech		This massive, state-of-the-art walker is equipped with a portable version of the Obelisk Laser. Avatars may further enhance their immense power by literally ripping pieces from other Nod vehicles. ➤ **Abilities:** Commandeer Technology ➤ **Requirements:** Tech Lab
Emissary		The Emissary vehicle is designed to travel to distant locations and establish a Nod presence, thus paving the way for additional Nod bases.

NOD AIRCRAFT

Most Nod aircraft are built at the **Air Tower**.

Icon/Name		Description
Venom Patrol Craft		The Venom Patrol Craft keeps watch over Nod interests with its rapid-firing machineguns that are lethal against enemy infantry and quite effective against aircraft and some vehicles as well. ➤ **Abilities:** Signature Generator ➤ **Upgrades:** Laser Capacitors, Signature Generators
Vertigo Bomber		Due to its stealth capability, the Vertigo Bomber appears as if from nowhere and delivers its payload of Groundpounder bombs before opposing forces can muster their defences. ➤ **Requirements:** Tech Lab
Carryall		The Carryall is able to transport most Nod units to new destinations at minimal cost and high speed. However, it sacrifices armour for its mobility.

NOD STRUCTURES

NOD PRODUCTION STRUCTURES

Icon/Name	Description
Construction Yard	Heavily armoured but mission-critical, Construction Yards are crucial to Nod's war efforts and tend to be well-defended for that reason. They also provide radar capability to Nod bases.
Power Plant	The Nod Power Plant is able to generate extraordinary amounts of power from a small amount of Tiberium at the expense of ecological damage to the surrounding environment.
Crane	Cranes reinforce the production capability of the Nod Construction Yard. One Crane fully doubles the rate at which Nod structures may be built.
Refinery	The Nod Refinery can rapidly transform raw Tiberium into useful materials. Each Refinery comes with one of Nod's nearly invisible Harvester vehicles.
Hand of Nod	The Hand of Nod provides shelter, supplies and training to the legions of Nod militants, fanatics and elite infantry as they wage war against GDI. **Requirements:** Power Plant
War Factory	This essential facility is used to construct and deploy Nod's highly specialised vehicles. Nod War Factories also have automated drones that quickly repair damaged vehicles nearby. **Requirements:** Power Plant, Refinery
Operations Center	The Operations Center contains advanced communications arrays required for Nod's costliest structures and can also deploy advanced counter-intelligence technology such as the Radar Jamming Missile and the Cloaking Field. **Requirements:** Power Plant, Refinery
Secret Shrine	Nod's Secret Shrine contains the special training rituals necessary to deploy advanced infantry. It can also be used to research advancements that substantially improve the effectiveness of most Nod infantry squads. **Requirements:** Hand of Nod

Tech Lab	When a Tech Lab is present, The Brotherhood of Nod can deploy its most advanced military equipment, as well as research upgrades to its lower-tech vehicles. **Requirements:** Operations Center
Air Tower	Air Towers enable air support for Nod operations and production of aircraft. Each Air Tower provides docking bays for up to four Vertigo Bombers. **Requirements:** Operations Center
Tiberium Chemical Plant	The Tiberium Chemical Plant allows Nod commanders to deploy advanced Tiberium weapons to the battlefield at a moment's notice. **Requirements:** Tech Lab

NOD SUPPORT STRUCTURES

Icon/Name	Description
Tiberium Silo	Tiberium Silos allow Nod bases to store as much Tiberium as they need to mount a decisive military campaign against its enemies. **Requirements:** Refinery
Shredder Turret	Shredder Turrets act like gigantic anti-personnel shotguns when hostile infantry approach. While these shards do little damage against heavily armoured vehicles, they are horrifyingly effective against flesh-and-blood targets.
Laser Turret	Laser Turrets scale down Nod's infamous Obelisk of Light into a flexible anti-vehicle defence. Trios of Laser Turrets, controlled by a central defence hub, can quickly focus their beams against armoured targets within range. **Requirements:** Hand of Nod
SAM Turret	SAM Turrets fire streams of surface-to-air missiles against hostile aircraft. A single SAM missile does not pack much of a punch, but concentrated fire from these defences can bring down aircraft. **Requirements:** Operations Center
Disruption Tower	Disruption Towers generate massive stealth fields. Nod buildings, infantry and vehicles in their vicinity cannot be seen by enemies. Disruption Towers cannot themselves be stealthed. **Requirements:** Secret Shrine

Obelisk of Light		Nod's incredibly powerful laser tower charges up a beam that can decimate vehicles and infantry squads. Its impressive range and power may also be enhanced by Nod's new Beam Cannon vehicles. ➤ **Requirements:** Tech Lab
Temple of Nod		The Temple of Nod houses launch facilities necessary for an appallingly destructive nuclear strike as well as advanced supercomputers capable of resetting the entire base in the event of an EMP attack. ➤ **Requirements:** Tech Lab

NOD SUPPORT POWERS

Icon/Name		Description
Radar Jamming Missile		Nod's Radar Jamming Missile technology launches a warhead that temporarily disables the enemy's ability to see the entirety of the battlefield. ➤ **Enabled At:** Operations Center
Decoy Army		Nod's research into stealth technology led to the discovery of light amplification techniques that create seeming mirror images of their fighting forces. ➤ **Enabled At:** Operations Center
Cloaking Field		Nod cloaking fields can render groups of Nod units invisible to the naked eye. Some of Nod's most experienced units use this to mount effective surprise attacks. ➤ **Enabled At:** Operations Center
Shadow Strike Team		Shadow Strike Teams swoop down with their gliders and perform assassinations and demolitions with surprising swiftness. ➤ **Enabled At:** Secret Shrine
Mine Drop		Mines jettisoned from a fast-moving aircraft quickly cover a wide area and become nearly invisible to the naked eye. ➤ **Enabled At:** Air Tower
Tiberium Vapor Bomb		Nod has discovered a way to evaporate Tiberium into a gas-like form and weaponise the result in an intensely explosive laser-guided bomb. ➤ **Enabled At:** Tiberium Chemical Plant
Seed Tiberium		Seeding the ground with liquid Tiberium not only accelerates the spread of Tiberium across the globe; it also has certain tactical benefits. ➤ **Enabled At:** Tiberium Chemical Plant

Catalyst Missile		This unique, long-ranged warhead's powerful effects are amplified by any Tiberium in the vicinity of the blast. ➤ **Enabled At:** Tiberium Chemical Plant
Master Computer Countermeasures		Nod's temples possess powerful backup generators and control systems designed to quickly restore power to a Nod base. ➤ **Enabled At:** Temple of Nod
Nuclear Missile		GDI's focus on Tiberium allowed Nod to secretly stockpile a considerable number of the 20th Century's most infamous weapons: Nuclear Missiles. ➤ **Enabled At:** Temple of Nod

NOD UPGRADES

Icon/Name		Description
Tiberium Infusion		This Tiberium elixir heightens infantry metabolisms and makes troops seemingly immune to Tiberium's deadly effects. ➤ **Units Affected:** Fanatics, Militant Squad, Militant Rocket Squad ➤ **Researched At:** Secret Shrine
Confessor		Experienced Nod leaders called Confessors increase the effectiveness of some troops and carry hallucinogenic grenades which can incite friendly fire. ➤ **Units Affected:** Militant Squad, Militant Rocket Squad ➤ **Researched At:** Secret Shrine
EMP Coils		This portable EMP device is capable of disabling vehicles and structures with electro-mechanical components. ➤ **Unit Affected:** Raider Buggy ➤ **Researched At:** Tech Lab
Dozer Blade		Dozer Blades can savagely fell heavy infantry, including GDI Zone Troopers. They can also clear minefields and serve as frontal armour. ➤ **Unit Affected:** Scorpion Tank ➤ **Researched At:** Tech Lab
Laser Capacitors		The Brotherhood's Obelisk of Light inspired scientists to hone its laser technology down to a more-portable form factor. ➤ **Units Affected:** Raider Buggy, Venom Patrol Craft, Scorpion Tank ➤ **Researched At:** Tech Lab
Signature Generator		Venom Patrol Craft may be retro-fitted with this technology that impairs enemy radar systems, creating the illusion that the Venom is a sizable force. ➤ **Unit Affected:** Venom Patrol Craft ➤ **Research At:** Tech Lab

Liquid Tiberium Core		Nod's Tech Labs enable nearby Power Plants to bolster their output by means of a Liquid Tiberium Core. ➤ **Researched At:** Power Plant ➤ **Requirements:** Tech Lab

NOD ABILITIES

Icon/Name		Description
Call for Transport		This ability allows the Brotherhood of Nod to call in rapid transportation to and from the battlefield. ➤ **Units Affected:** Militant Squad, Rocket Militant Squad, Saboteur, Fanatics, Black Hand, Shadow Team, Commando, Attack Bike, Raider Buggy, Scorpion Tank ➤ **Requirements:** Air Tower.
EMP Burst		Nod's notoriously reckless Raider Buggy drivers are encouraged to close distance with enemy vehicles and disable them using this ability. ➤ **Unit Affected:** Raider Buggy
Explosive Charge		Trained in demolitions and espionage, Shadow Teams can cripple enemy structures with the high explosives they conceal. ➤ **Unit Affected:** Shadow Team
Glider Pack		Specially trained Shadow Teams can deploy a hang glider to quickly move around the battlefield. ➤ **Unit Affected:** Shadow Team
Booby Trap		Place traps on any garrisoned structure or bridge with this ability. ➤ **Unit Affected:** Saboteur
Signature Generator		Use this ability to make a single Venom appear as a group on enemy radar. ➤ **Unit Affected:** Venom Patrol Craft
Reflector Beam		Beam Cannons may reflect their beams off of Venom Patrol Craft to strike otherwise-unreachable targets. ➤ **Unit Affected:** Beam Cannon
Commandeer Technology		The Avatar Warmech can use this ability on an Attack Bike, Flame Tank, Stealth Tank or Beam Cannon to commandeer its technology. This destroys the unit being commandeered. ➤ **Unit Affected:** Avatar Warmech

SCRIN

Proof that humankind was not alone in the universe came suddenly when the Scrin appeared on Earth and commenced their attack. They seem to thrive in Tiberium and, unlike us, appear to actually be healed, not harmed, by the substance.

The Scrin's numbers are unknown and their technology seems to be far superior to ours. Most interestingly, their technology seems to have afforded them a level of resilience to our foreign environment. We haven't got much intel on their motives but, unless proven otherwise, we will treat them as a serious threat.

SCRIN UNITS

SCRIN INFANTRY

All Scrin infantry units are transported via the **Portal**.

Icon/Name	Description
Buzzers	The terrifying Buzzers are like a cloud of flying razors that can cut cleanly through flesh and light armour. They seem to be guided by a limited sentience. ➤ **Abilities:** Combine With Vehicles, Clear Garrisoned Structures
Disintegrators	These metallic walking creatures decimate vehicles with a powerful cutting beam. When crushed, they explode, damaging enemies in the vicinity.
Assimilator	This alien, which is completely invisible when stationary, specialises in taking control of enemy structures. Assimilators can also repair Scrin structures and capture defeated walkers.
Shock Troopers	Shock Troopers are so called because of their violent attacks on heavily populated areas. They are more than capable of attacking armoured vehicles head-on. ➤ **Requirements:** Nerve Center, Stasis Chamber ➤ **Upgrades:** Plasma Disc Launchers, Blink Pack
Mastermind	The shadowy Mastermind is capable of teleportation and mind control. It appears at the centre of enemy forces and takes control of vehicles, buildings and infantry. ➤ **Requirements:** Stasis Chamber, Technology Assembler ➤ **Abilities:** Teleport Units, Manipulator device

SCRIN VEHICLES

All Scrin vehicles are transported via the **Warp Sphere**.

Icon/Name	Description
Seeker	Apparently designed for scouting, this light vehicle is equipped with advanced scanners as well as plasma disc launchers.
Gun Walker	These legged vehicles are armed with rapid-firing energy weapons, capable of tearing through infantry and aircraft.
Harvester	Harvesters absorb Tiberium and transport it to Scrin Extractors. They also seem to self-repair when Tiberium is present.
Devourer Tank	The Devourer Tank is armed with a long-ranged proton cannon and can also consume Tiberium to supercharge its beam. ⅄ **Requirements:** Nerve Center
Corrupter	Corrupters spray corrosive slime onto structures and infantry with devastating effect on humans; yet with surprisingly restorative effects on their own troops. ⅄ **Requirements:** Nerve Center
Annihilator Tripod	This devastating walking behemoth is armed with three beam weapons mounted on independently articulated tentacles and legs so powerful that they can crush smaller vehicles underfoot. ⅄ **Requirements:** Technology Assembler ⅄ **Upgrades:** Forcefield Generator
Explorer	The Scrin, seemingly obsessed with Tiberium, often send Explorers to establish a presence in Tiberium-rich areas so that harvesting can commence.

SCRIN AIRCRAFT

All Scrin aircraft are transported via the **Gravity Stabilizer**.

Icon/Name	Description
Drone Ship	These giant floating towers land and deploy in order to establish a Scrin base. They are similar in function to MCVs.
Stormrider	Stormriders are fast-attack aircraft armed with a plasma gun that is effective against both ground and air forces.
Devastator Warship	Devastator Warships can inflict grievous damage on anything and everything below with their tremendously long-ranged Zeus Plasma Disc Batteries. - **Requirements:** Technology Assembler - **Upgrades:** Forcefield Generator
Planetary Assault Carrier	This heavy floating starship contains a complement of fighters that are vicious when swarming to attack ground targets. The Planetary Assault Carrier is most fearsome when generating an Ion Storm. - **Abilities:** Ion Storm - **Requirements:** Signal Transmitter - **Upgrades:** Forcefield Generator
Mothership	The slow-moving Scrin Mothership is a superweapon capable of releasing a jolt of energy that disintegrates its target and causes a chain reaction that can level entire cities. - **Requirements:** Signal Transmitter

SCRIN STRUCTURES

SCRIN PRODUCTION STRUCTURES

Icon/Name	Description
Drone Platform	The Drone Platform can construct other Scrin buildings to form a base. The Drone Platform also enables radar capability.
Reactor	The primary power source for Scrin bases, the Reactor makes efficient use of Tiberium radiation to supply energy to other alien structures.

Extractor

The Extractor collects and stores Tiberium delivered by the alien Harvesters. It comes with a Harvester and is essential for generating the currency the Scrin need to mount their war efforts.

Portal

Transport Scrin infantry to the battlefield with a Portal. The Portal is not powerful enough to provide passage to heavy units.

- **Requirements:** Reactor

Warp Sphere

The Warp Sphere creates a gateway capable of teleporting Scrin vehicles. It contains drones that repair damaged vehicles within range and can also deploy reconstruction drones when necessary.

- **Requirements:** Reactor, Extractor

Nerve Center

Required for advanced alien bases, the Nerve Center can do everything from networking with distant alien forces to calling a Lightning Spike to help defend a base.

- **Requirements:** Reactor, Extractor

Gravity Stabilizer

The Gravity Stabilizer controls the gravitational fluctuations of the planetary body it is built on in order to allow a safe teleportation destination for the Scrin's starship fleets.

- **Requirements:** Nerve Center

Stasis Chamber

A Stasis Chamber can sustain advanced alien infantry such as the Shock Trooper and the Mastermind. The Stasis Chamber can also project a Stasis Shield anywhere on the battlefield.

- **Requirements:** Nerve Center, Portal

Technology Assembler

The Technology Assembler enables production of the Scrin's strongest units, outfits forces with improvements and can render ground units impervious to attack for a short period of time.

- **Requirements:** Nerve Center, Portal

Signal Transmitter

The Signal Transmitter can be used to summon a massive Scrin Mothership. It can also change its frequency to open Wormholes in its vicinity.

- **Requirements:** Technology Assembler

Foundry

A Foundry acts like a Drone Platform when creating structures, thereby granting Scrin foremen access to expedited base construction.

SCRIN SUPPORT STRUCTURES

Icon/Name	Description
Buzzer Hives	Buzzer Hives store countless numbers of vicious Buzzers. If the Buzzers are destroyed, the Hive rapidly regenerates new ones.
Growth Accelerator	The Scrin are known to construct these mysterious Growth Accelerators to increase the output of their Tiberium fields. ➤ **Requirements:** Extractor
Storm Column	The Storm Column generates a localised Ion Storm that aids alien spacecraft. It can focus this storm into a lightning bolt that severely damages aircraft, vehicles and infantry. ➤ **Requirements:** Technology Assembler
Photon Cannon	Photon Cannon blasts are capable of decimating ground vehicles. However, infantry are small enough to avoid taking direct damage. ➤ **Requirements:** Portal
Plasma Missile Battery	The Plasma Missile Battery unleashes ultra hot discs, capable of incinerating enemy aircraft. ➤ **Requirements:** Nerve Center
Rift Generator	The Scrin use this profoundly dangerous device to open a flashpoint anywhere on the battlefield and eject everything near it into deep space. ➤ **Requirements:** Technology Assembler

SCRIN SUPPORT POWERS

Icon/Name	Description
Reconstruction Drones	Scrin foremen are trained to release Reconstruction Drones wherever their forces require repairs, even in the midst of combat. ➤ **Enabled At:** Warp Sphere
Lightning Spike	The Scrin developed Lightning Spikes as a defensive countermeasure effective against most known types of combat units. ➤ **Enabled At:** Nerve Center

The Swarm		Because some situations require a larger-than-anticipated quantity of Buzzers, Scrin foremen stand ready to summon an entire swarm upon the battlefield as needed. **Enabled At:** Nerve Center
Vibration Scan		The Scrin's Vibration Scan power instantly reveals Tiberium fields as well as Tiberium-based life forms, structures and vehicles in the vicinity. **Enabled At:** Nerve Center
Stasis Shield		Everything caught in a Scrin Stasis Shield temporarily shuts down – as if frozen in time – and becomes impervious to all known weapons. **Enabled At:** Stasis Chamber
Phase Field		The Phase Field alters makes affected units difficult to attack and unable to fight. Scrin foremen use this power to send forces behind conventional base defences. **Enabled At:** Technology Assembler
Wormhole		The Scrin Wormhole creates a tunnel through space, allowing military forces to instantly travel from one end to the other. **Enabled At:** Signal Transmitter
Mothership		While presumably not the sole vessel containing Scrin high command, the Mothership is an extreme threat, and can be summoned to battle with this power. **Enabled At:** Signal Transmitter
Rift		The Scrin's most powerful weapon cuts a hole in the fabric of space which sucks up anything and everything in its vicinity. **Enabled At:** Rift Generator

SCRIN UPGRADES

Icon/Name		Description
Plasma Disc Launchers		Normally reserved for Scrin armour divisions, Plasma Disc Launchers – which track and dismantle fast-moving aircraft – can be retro-fitted for the Scrin's strongest foot soldiers as well. **Researched At:** Technology Assembler **Unit Affected:** Shock Troopers
Blink Packs		Elite Shock Troopers are able to use Blink Packs to instantaneously shift locations across the battlefield, much to the dismay of their enemies. **Researched At:** Technology Assembler **Unit Affected:** Shock Troopers

Forcefield Generators		Forcefield Generators create a localised energy shield that can withstand significant force – and even an EMP blast – before collapsing. ⅄ **Researched At:** Technology Assembler ⅄ **Units Affected:** Annihilator Tripod, Devastator Warship, Planetary Assault Carrier
Fusion Core		The Scrin's Technology Assembler affords its Reactors with the necessary components to substantially increase power output via a fusion core. ⅄ **Researched At:** Reactor ⅄ **Requirements:** Technology Assembler

SCRIN ABILITIES

Icon/Name		Description
Teleport Units		The Mastermind can teleport all units in an area by harnessing Tiberium from the environment – either from a Tiberium field or enemy Silo. ⅄ **Unit Affected:** Mastermind
Conversion Beam		Devourer Tanks can "devour" Tiberium in order to supercharge their proton cannons. This affords them with improved range and stopping power. ⅄ **Unit Affected:** Devourer Tank
Ion Storm		Planetary Assault Carriers may generate a localised ion storm, which has the effect of bolstering the defenses of most Scrin aircraft in the vicinity. ⅄ **Unit Affected:** Planetary Assault Carrier
Manipulator Device		The Manipulator Device grants Scrin's Mastermind units the remarkable ability to instantly assert complete control over a target, whether it be a tank, an aircraft or even an entire production facility. ⅄ **Unit Affected:** Mastermind

NEUTRAL UNITS AND TECH BUILDINGS

NEUTRAL UNITS

Icon/Name	Description
Mutant Marauder	Mutant Marauders are extremely strong, chaingun-wielding savages that seem to thrive in Tiberium, unlike most living creatures.
Visceroids	These foul, mindless and dangerous by-products of a certain type of Tiberium exposure attack anything that moves and constantly regenerate.

TECH BUILDINGS

Icon/Name	Description
Tiberium Spike	Capturing this Tech Building provides a constant flow of additional resources.
Expansion Point	Capturing this building provides ground control in the nearby vicinity. Ground control allows the placement of structures.
Reinforcement Bay	Capturing this Tech Building provides additional units.
Subway Hub	Capturing this Tech Building provides access to all the Subway Entrances on the battlefield.
Subway Entrance	Capturing the Subway Hub allows several units at a time to travel between all Subway Entrances on the map.

EMP Control Center		Capturing this Tech Building allows the use of an EMP strike.
Mutant Hovel		Capturing this Tech Building allows the recruitment of Mutant Marauders.
Defensive Tower		Capturing this Tech Building provides a stationary turret.
Tiberium Silo		Capturing this Tech Building provides a one-time bonus of additional resources.

SAVING AND LOADING

You can load games through the Main menu and save them through the Pause menu. In Campaign mode, your game is automatically saved after each mission victory. (Separate autosave files are stored for each campaign.)

- To load a saved game, click CAMPAIGN in the Main menu, then click CONTINUE CAMPAIGN. Select a saved game from the list and click LOAD GAME.
- To save a game in progress, press **ESC** to open the Pause menu, then click SAVE. Select a saved game on the list to overwrite then click SAVE GAME.

TROUBLESHOOTING

ONLINE SUPPORT CENTRE

If you are having trouble running this game, please visit our online Support Centre at **http://support.electronicarts.co.uk** where you can view the latest troubleshooting FAQs and send us your technical support queries online.

For EA Link troubleshooting tips, please ensure you have EA Link running, then select HELP from the top of the EA Link Window to visit the Help section.

OFFLINE SUPPORT

This game includes a Technical Support file to help you troubleshoot your problem. You can find the Technical Support file in the same folder as your game. You can also receive support via our Customer Support team (see *Customer Support* below).

PROBLEMS RUNNING THE GAME

- Ensure 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/directx** 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 or your Antivirus applications running in Windows. However, ensure you restart your Antivirus applications after you have finished playing the game.

PLAYING ONLINE THROUGH A ROUTER OR FIREWALL

This game uses the following network ports for playing online. If you are running a firewall (e.g. the Windows software firewall or a hardware firewall) ensure it is set to allow the game to communicate on these ports:

Type	Local	Remote
UDP	Any	27900
TCP	Any	29900
TCP	Any	29901
TCP	Any	6667
UDP	6500	27900
UDP	6500	Any
TCP	Any	28910
UDP	13139	13139
UDP	Any	27900
TCP	Any	28910

PORT FORWARDING

If you are connected to the Internet through a router, setting up Port Forwarding can solve many network-related connection issues. All routers have unique methods to set up port forwarding, but the following steps should help you:

1. Access the Admin panel for your router. Most routers have a web-based interface with which you can configure port forwarding. The naming conventions are different for each router, but look for any references to Port Forwarding, Services, Virtual Servers, Inbound Services, Applications or Gaming.
2. You then need to create new rules to forward the port numbers listed above to the IP address of your PC. You can find your PC's IP address through your Windows start menu: Click START > RUN… and type **cmd**. Click OK.
3. At the command prompt, type **ipconfig** and press ENTER. Your basic network settings are displayed along with your IP address.

A typical Port Forwarding setting looks like this:
Port – 3658, **Protocol** – UDP, **Traffic** – Incoming, **Forwarded to** – [your IP address – e.g. 192.168.1.3]

DMZ

Routers often have an option to place your PC into a DMZ (De-Militarised Zone). In home router terms, this means that all inbound ports will be forwarded to your PC. This is likely to solve any connectivity problems, but you will lose any security protection that was offered by the router.

For more information on firewalls, port forwarding and DMZs, please take note of the advice in our online Support Centre at **http://support.electronicarts.co.uk**

CUSTOMER SUPPORT

Due to the nature of most problems encountered when running PC games, it is easier – and usually quicker – to diagnose them using our online Support Centre at **http://support.electronicarts.co.uk**

Here you can view the latest top FAQs for our games or view our knowledge base by clicking GET HELP. If you are unable to resolve your problem, click CONTACT US to submit your query to a Customer Support Technician who will respond as soon as possible.

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** 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.

  Note: Customer Support cannot provide gameplay hints or tips.

  Note: If you need gameplay help please see the back of this manual for details of our official EA Hintline.

  Note: If you purchased this game via EA Link, you may access the End User License Agreement at **http://files.ea.com/downloads/commerce/eula/en_US/eula.pdf**

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