COMMAND & CONQUER 3

TIBERIUM WARS

TEEN
T
CONTENT RATED BY ESRB

PC GAMER EDITORS' CHOICE 90%

EA

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This product has been rated by the Entertainment Software Rating Board. For information about the ESRB rating please visit www.esrb.org.

CHECK OUT ONLINE AT WWW.EA.COM.

INSTALLING THE GAME

NOTE: For system requirements, see commandandconquer.com.

NOTE: If you'd like a step-by-step guide to purchasing an EA Link title, visit www.ea.com/ealink and click LEARN MORE ABOUT DOWNLOADING GAMES FROM EA.

1. Install EA Link. EA Link is available for free from www.ea.com/ealink.
2. After you have created an EA account, launch EA Link and log in using your EA account name. Your purchased games are displayed in the My Downloads list after you log in.
3. Select your game and click to begin downloading the game.

NOTE: You can even download a game before it is released. A progress bar shows you the estimated download time. For the fastest possible download, close other programs that use bandwidth. You can install the game on its release day to begin playing.

4. Once the download is complete, close all open programs including virus scanners (see *Performance Tips* on p. 53 for more info). A system tray reminder indicates when the game is ready for installation. Click to launch the game's installer.
5. Follow the on-screen instructions to complete the installation.

NOTE: If you've already purchased a title and would like to install it on another PC, first download and install EA Link on the other PC. After installing EA Link, launch the application and log in with your EA account. The titles you have purchased are listed in the My Games section. Select the appropriate title and click to begin downloading the game.

STARTING THE GAME

To start *Command & Conquer 3 Tiberium Wars*:

1. Close all open programs and background tasks, including virus scanners (see *Performance Tips* on p. 53 for more info).
2. Click the **Start** button from the Windows Taskbar and **All Programs** (or **Programs**) **> Electronic Arts > Command & Conquer 3 Tiberium Wars > Command & Conquer 3 Tiberium Wars**.

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.

YOU PLAYED THE GAME. NOW PLAY THE MUSIC.
EA SOUNDTRACKS AND RINGTONES AVAILABLE AT WWW.EA.COM/EATRAX/

COMPLETE CONTROLS

You won't need to memorize 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 customize 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	CONTROL + 0–9
Select numbered group	0–9
Select and jump to numbered group	Double-tap 0–9
Place rally point	CONTROL + R, right-click
Jump to last mini-map event	SPACEBAR
Select next Harvester	N
Show all Health Bars	CONTROL + ~
Fast forward mode (during replays only)	>

MOVE AND ATTACK COMMANDS (WITH UNITS SELECTED)

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	CONTROL, right-click
Scatter	CONTROL + X
Planning mode	CONTROL + 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 / CONTROL + TAB
Sidebar slot 1-10	F1–F10
Unit ability buttons	CONTROL + A / S / D / F
Support powers	CONTROL + 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	Hold right mouse button and drag mouse
Jump to primary base	H
Set camera bookmark 1	CONTROL + J
Set camera bookmark 2	CONTROL + K
Set camera bookmark 3	CONTROL + L
Set camera bookmark 4	CONTROL + ;
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 hold the mouse wheel and drag mouse left/right
Zoom camera in/out	Numeric keypad 8/2, or hold the mouse wheel and drag mouse up/down
Reset camera to default position	Numeric keypad 5 or double-click the mouse wheel
Toggle interface graphics	END
Capture screenshot	F12

MULTIPLAYER CONTROLS

ACTION	KEYBOARD/MOUSE
Toggle voice chat	CONTROL + V
Voice chat	V
Chat with allies	BACKSPACE
Chat with everyone	ENTER
Place beacon	B

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 epitomizes the fine line between genius and madman, so it's little wonder that the world seems to be polarized either for or against him. His followers believe that he prophesized the existence of Tiberium, yet his actions seem to hint at 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 the go-to guy for Nod military planning. 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, graphics, network, hotkey, 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 click SETTINGS.

➤ During gameplay you can adjust settings by pressing [ESC] to open the Pause screen, then clicking SETTINGS. However, graphics settings can only be adjusted by opening the Settings menu via the Main menu. You can only change Brightness 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 ULTRA 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 movies, 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], [CONTROL], 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 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 DONE.

➤ 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 center 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 forward or backward. 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 [CONTROL]+[J]/[K]/[L]/[;].

➤ To jump to a defined camera bookmark, press [J]/[K]/[L]/[;].

➤ To jump to your Command Center, press [H].

SIDEBAR

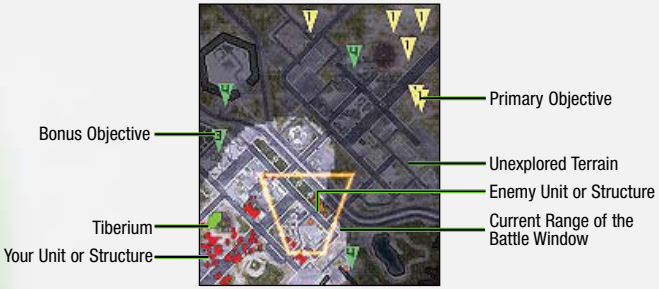
Use the Sidebar to manage your base and your forces. Regardless of where you are and what you see in the Battle Window, you can always build new units and structures in the Sidebar. You need not view your base each time you want to initiate production.

➤ 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.



NOTE: Enemy units and structures appear in a different color than your own.

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.

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

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: Listen for important battlefield announcements from your Electronic Video Agent (EVA). Press SPACEBAR to instantly move to EVA's specified locations.

COMMON CONTROL INTERFACE

Located along the bottom of the Battle Window, the Common Control Interface lets you set unit behavior 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 (or the production structures tab). The structures that it can create are displayed as icons in the Context Window in the Sidebar.

NOTE: If an icon appears grayed out, it is either because you do not have sufficient resources to purchase it or you have not yet built prerequisite structures.

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, construction 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, 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.

To train units:

1. Click your infantry production structure—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, press and 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 defenses 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 choose to power down one or more of your structures in a conservation effort. To do so, click the Power 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. To restore power, click the building again while still in this mode.

RESOURCES

Building units and structures, researching upgrades, and using support powers all cost you credits. When you select an item or action that requires credits, the funds begin 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 choose 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-colored 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 production tab, press CONTROL + R, and right-click on the map. **NOTE:** Once you have set a rally point, your newly-trained units exit the unit production structure 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 Common Control Interface or press one of the designated shortcut keys.

Aggressive	Your units approach, attack, and pursue enemy units or structures in 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. (Shorcut key: ALT + F)

TIP: Try selecting your unit product structure 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** inflict more damage and are more resistant to damage (compared with elite units). Also, they attack more quickly, automatically heal themselves, and have distinct weapon effects.

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 maneuvers. Planning mode may also be used to put units on patrol.

To issue orders in planning mode:

1. Press CONTROL + 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 CONTROL + Z again to toggle planning mode off.

To create a patrol in planning mode:

1. Press CONTROL + 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 CONTROL + 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 organized formation. The formation preview feature takes the guesswork out of organizing 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 such that it faces your preferred direction, then move the mouse vertically to change up 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. 15.

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 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 gray 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 CONTROL 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 center 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 coordinated 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 customize them to best suit your personal style.

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

BASE BUILDING 101

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 from 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.

➤ It's usually best to build at least one extra Harvester for every Refinery that you build. Harvesters fuel your economy and therefore should be protected at all costs.

➤ Consider an early expansion to additional resources. The fastest way to expand is to build a Surveyor (GDI), Emmisary (Nod), or Explorer (Scrin). These vehicles deploy into Outposts that provide ground control for base expansion.

➤ Set up base defenses wherever you may be vulnerable. It may 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 disabled buildings—such as buildings that have been powered down—do not count as requisites for advanced units and structures until they are re-enabled.

➤ A building that has been hit with an EMP attack 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 prioritize 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 get on resale 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 an important role: taking over enemy structures and tech buildings. Thus, the shrewd commander never underestimates the Engineer.

➤ 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.

➤ Engineers can also capture walker units, such as the Juggernaut and Avatar Warmech, after the walkers have fallen to the ground in defeat.

TIP: To add insult to your enemy's injury, sell off an enemy structure immediately after capture, or have it start rapidly creating 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 defenses 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 armor that is stronger than their rear armor. 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: CONTROL + 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: CONTROL + 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 prioritize focused attacks against enemies and enemy structures, or for setting circuitous routes through enemy terrain.

ARMOR FACING

Tanks and other armored 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 armor 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 well 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 Wars* 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 on reserve to mop up the remaining 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 center and the beginning of the Third Tiberium War.

Tiberium. To the GDI, it is an alien substance that has polluted the Earth to the point that it is nearly uninhabitable—and is spreading at dangerous rates. To the Brotherhood of Nod, Tiberium is humanity's destiny, a substance of great power prophesized by their enigmatic leader, Kane. The GDI want nothing more than to eradicate Tiberium off 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, 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 the difficulty level you chose. 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 also 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 customize 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. 13).
- Handicap allows you to balance gameplay between two unevenly matched players, making one side or the other inherently stronger. A negative handicap decreases attacks and the severity of damage as well as other factors.
- 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 CUSTOMIZABLE AI

You can adjust the behavior of the computer artificial intelligence in both skirmish and multiplayer games with four different difficulty settings and five different personalities. This allows you to configure the game to your unique tastes and desire for challenge.

AI SKILL LEVELS

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 favors mixed forces and an even-handed style that doesn't emphasize defense over offense.
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 defense-oriented personality type, which also focuses on resource gathering.
Guerilla	Expect the unexpected from this personality type, which harasses you with fast, diversionary tactics.
Steamroller	This personality type favors 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 want to hone your skills to a razor sharp point, and join a community of like-minded players, then you need to visit commandandconquer.com. The revolutionary new BattleCast™, available exclusively at the official site, allows you to broadcast games online, schedule matches in advance, provide commentary on live games, watch replays in order to study the pros, and more.

- To get the full online experience in *Command & Conquer 3 Tiberium Wars*, visit commandandconquer.com and click BATTLECAST.

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 color, 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 color, 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 players have selected Ready, the game begins after a brief countdown.

NOTE: For more information on rules, AI personalities, and more, see *Skirmish* on p. 17.

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* on p. 20.)
5. Choose your color, 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. 22.)
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 view a Custom Match as an Observer, if the host allows it. To do so, join the match, then select Observer as your side. 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 with other 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. 23.)
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.

LEVELS

When playing online, you are awarded Level points for every win or loss. Level is represented within your Reputation Insignia and is not directly tied to your online Rank. Players gain Level points for playing an online match, regardless of the result. Wins award more points than losses and ranked matches award more points than unranked matches.

NOTE: If you wish your online play not to affect your place on the ladder, choose unranked matches.

Sportsmanship—Triangle color changes to display opponents' votes regarding your play following each match.

Level—Total points gained from online matches.

Skill—Triangle color changes to display opponents' votes regarding your play following each match.

Favorite Faction—Background color shows the faction you've played the most online matches with.

RANK

The results of ranked online matches are calculated via Elo rules, a conventional player ranking system. After each battle, your rank goes up or down based on the result of the battle and the Elo value of your opponent. The higher the rank of the player you defeat, the more you rise on the Rank Ladder.

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 in to 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 two icons next to his or her name. Click the thumbs down icon 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.

TIP: Try placing beacons when teamed up with AI-controlled players. They can send available forces to your aid.

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 test 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: Please be sure that your microphone and its volume settings are configured properly before using the VOIP feature.

NOTE: Commentators use VOIP to communicate to Observers of a Match. However, Observers can't use VOIP. For more information, see *Commentary* on p. 23.

BATTLECAST™

Take the experience of competing online in *Command & Conquer 3 Tiberium Wars* to the next level with the 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 for 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 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. 19).
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. 21.) 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 ONLINE ID

Your online ID 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 online ID rank automatically improves. Subsequently, when you search for automatches online, the system automatically looks for players with a similar rank in order to best 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 an online ID, visit commandandconquer.com, select REGISTER, then follow the on-screen instructions.

➤ Those who don't own *Command & Conquer 3 Tiberium Wars* can also create online IDs 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 setup 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. 19.)

REPLAYS

When you complete 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. 23.).

➤ 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: Once you have researched an upgrade, it is instantly applied to all relevant units on the battlefield and any additional units of that type that you train—even if the structure where the upgrade was researched is destroyed.

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 organization and reverse the effects of Tiberium on the ecosystem so that the world can return to a sustainable level of habitability.

Organized 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 organization 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 against ground and air targets. 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 **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. **Requirements:** Armory, Tech Center **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 armored to survive direct combat. Pitbulls can also detect stealth units. **Upgrades:** Mortars
Predator Tank	The Predator is equipped with an armor-piercing cannon and can withstand heavy fire thanks to its thick plating. However, it is ineffective against infantry and vulnerable to hostile aircraft unless supported with anti-air defenses. **Upgrades:** Railguns
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:** Lay Minefield
Harvester	GDI Harvesters are easily recognizable 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 defense 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 armored warfare. Although slow, the Mammoth is so powerful it can crush lesser tanks beneath its treads. **Requirements:** Tech Center **Upgrades:** Railguns
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 its scouting capabilities. **Abilities:** Deploy Sensor Pod, Pulse Scan **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 defenses then plunge for the attack. **Abilities:** Missile Loadout, Bomb Loadout **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/NAME	DESCRIPTION
Construction Yard	The heavily-armored 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.

ICON/NAME	DESCRIPTION
Barracks	The GDI Barracks is a self-contained recruitment and training center. 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:** 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:** 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. An EMP weapon called Shockwave Artillery can also be utilized. **Requirements:** Tech Center

GDI SUPPORT STRUCTURES

ICON/NAME	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. **Requirements:** Power Plant
Guardian Cannon	Guardian Cannons—equipped with an automated gun that can punch through tank armor but is less effective against infantry—are a frequent sight in areas vulnerable to armored 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 for 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 defenses. **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 vaporize virtually everything within its significant blast radius. **Requirements:** Tech Center

GDI SUPPORT POWERS

ICON/NAME	DESCRIPTION
Radar Scan	The Radar Scan enables a powerful, localized 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 Sniper 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 super-charged 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 armor with scanner packs, Zone Troopers are able to see farther and detect stealthed foes. **Unit Affected:** Zone Trooper **Researched At:** Armory
Power Packs	Powered armor 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
Railguns	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 defenses. **Unit Affected:** Firehawk **Research At:** Tech Center
Sensor Pods	Upgrade the Orca fighter with Sensor Pods that can be used to spy on enemy forces. **Unit Affected:** Orca Fighter **Researched At:** Tech Center
Advances 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 garrisonable structure built out of sandbags. **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
Lay Minefield	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 farther 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 guerilla 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 armored 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. He may even recover fallen walker units like the GDI Juggernaut. **Abilities:** Call for Transport, Booby Trap
Fanatics	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 garrisoned structures and incinerate enemy squads. **Abilities:** Call for Transport **Requirements:** Operations Center

ICON/NAME	DESCRIPTION
Shadow Team	These infantry units can use stealth and their collapsible glider packs to circumvent defenses 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 **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. **Abilities:** EMP Burst, Call for Transport **Upgrades:** EMP Coils, 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. **Abilities:** Call for Transport
Scorpion Tank	The Scorpion Tank is the shield of Nod. Highly maneuverable, the standard Scorpion is armed with an armor-piercing 105mm cannon and sufficient armor to withstand direct fire—at least for a while. **Abilities:** Call for Transport **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.
Flame Tank	Nod's Flame Tank is outfitted with two massive flamethrowers capable of clearing out garrisoned buildings and burning structures to the ground with ease. **Requirements:** Operations Center

ICON/NAME	DESCRIPTION
Stealth Tank	In spite of its light armor, 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 armor, 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, Charge Defenses **Requirements:** Tech Lab
Avatar	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 defenses. **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 armor for its mobility.

NOD STRUCTURES

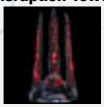
NOD PRODUCTION STRUCTURES

ICON/NAME	DESCRIPTION
Construction Yard	Heavily armored 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 specialized 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

ICON/NAME	DESCRIPTION
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 armored vehicles, they are horrifyingly effective against flesh-and-blood targets. **Requirements:** Power Plant
Laser Turret	Laser Turrets scale down Nod's infamous Obelisk of Light into a flexible anti-vehicle defense. Trios of Laser Turrets, controlled by a central defense hub, can quickly focus their beams against armored targets within range. **Requirements:** Hand of Nod
SAM Turret	SAM (surface-to-air-missile) Turrets fire streams of missiles against hostile aircraft. A single SAM missile does not pack much of a punch, but concentrated fire from these defenses can bring down aircraft. **Requirements:** Operations Center

ICON/NAME	DESCRIPTION
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	Stealths allied vehicles in a targeted area and causes extraordinary damage to allied and enemy infantry. **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

ICON/NAME	DESCRIPTION
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 weaponize 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 armor. **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 Generators	Venom Patrol Craft may be retrofitted with this technology that impairs enemy radar systems, creating the illusion that the Venom is a sizable force. **Unit Affected:** Venom Patrol Craft **Researched 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, 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 Attack	Beam Cannons may reflect their beams off of Venom Patrol Craft to strike otherwise-unreachable targets. **Unit Affected:** Beam Cannon
Commandeer Technology	The Avatar 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

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 resiliency to our foreign environment. We haven't 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 armor. They seem to be guided by a limited sentience. Buzzers can clear garrisoned structures. **Abilities:** Combine with Vehicle
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, specializes 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 armored vehicles head-on. **Requirements:** Nerve Center, Stasis Chamber **Upgrades:** Plasma Disc Launchers, Blink Packs
Mastermind	The shadowy Mastermind is capable of teleporting units and mind control. It appears at the center of enemy forces and takes control of vehicles, buildings, and infantry. **Requirements:** Stasis Chamber, Technology Assembler **Abilities:** Manipulator Device, Teleport Units

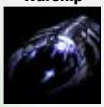
SCRIN VEHICLES

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

ICON/NAME	DESCRIPTION
Seeker	Well-suited for scouting and skirmishing, this light hovertank is equipped with advanced scanners as well as plasma disc launchers that are effective against vehicles and aircraft. **Abilities:** Combine with Buzzers
Gun Walker	These legged vehicles are armed with rapid-firing energy weapons capable of tearing through infantry and aircraft. **Abilities:** Combine with Buzzers
Harvester	Harvesters absorb Tiberium and transport it to Scrin Extractors. They also seem to self-repair when Tiberium is present. If heavily damaged, harvesters generate a massive Ion Storm due to the destruction of their reactors.
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 **Abilities:** Combine with Buzzers
Corrupter	Corrupters spray corrosive slime onto structures and infantry with devastating effect on humans; yet with surprisingly restorative effects on their own troops. Corrupters can clear garrisoned structures. **Requirements:** Nerve Center
Annihilator Tripod	This devastating walking behemoth is armed with three beam weapons mounted on independently articulated tentacles, and legs so powerful they can crush smaller vehicles underfoot. **Requirements:** Tech Lab **Upgrades:** Forcefield Generators **Abilities:** Combine with Buzzers
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 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:** Tech Lab **Upgrades:** Forcefield Generators
Planetary Assault Carrier	This heavy floating starship contains a complement of fighters that are vicious when swarming ground targets. The Planetary Assault Carrier is most fearsome when generating an Ion Storm. **Abilities:** Ion Storm **Requirements:** Signal Transmitter **Upgrades:** Forcefield Generators
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

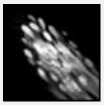
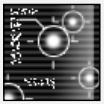
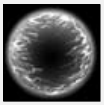
ICON/NAME	DESCRIPTION
Drone Platform	The Drone Platform can construct other Scrin buildings to form a base. The Drone Platform also enables radar capability.
Reactor	The primary power source for Scrin bases, the Reactor makes efficient use of Tiberium radiation to supply energy to other alien structures.

ICON/NAME	DESCRIPTION
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 to the battlefield. 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:** 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
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.

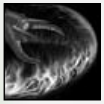
SCRIN SUPPORT STRUCTURES

ICON/NAME	DESCRIPTION
Buzzer Hives	Buzzer Hives store countless numbers of vicious Buzzers. If the Buzzers are destroyed, the Hive rapidly regenerates new ones. **Requirements:** Reactor
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 localized 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 defenses. **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 that sucks up anything and everything in its vicinity. **Enabled At:** Rift Generator

SCRIN UPGRADES

ICON/NAME	DESCRIPTION
Plasma Disc Launchers	Normally reserved for Scrin armor divisions, Plasma Disc Launchers—which track and dismantle fast-moving aircraft—can be retrofitted 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 localized 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	Adding to the threat of the Mastermind's ability to take control of its enemies, this Scrin commando unit may also teleport groups of its brethren across the battlefield. **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 localized 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

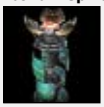
NEUTRAL UNITS AND TECH BUILDINGS

Tech structures initially appear as white dots on the mini-map. They must be captured by a GDI Engineer, Nod Saboteur, or Scrin Assimilator to gain their benefits.

NEUTRAL UNITS

ICON/NAME	DESCRIPTION
Mutant Marauder	Mutant Marauders are extremely strong, chaingun-wielding savages that seem to thrive in Tiberium, opposite to 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.

ICON/NAME	DESCRIPTION
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 auto-save files are stored for each campaign.)

- ➤ To resume your most recently-played campaign from the last mission completed, select CAMPAIGN in the Main menu, then click CONTINUE CAMPAIGN.
- ➤ 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.

NOTE: It is recommended that you manually save your progress from time to time.

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Join Us. We See Farther.

PERFORMANCE TIPS

SYSTEM REQUIREMENTS

It is essential that your PC meets the game's minimum system requirements, which you can view at commandandconquer.com. If you are experiencing poor performance, check to make sure your system hardware supports the requirements.

BACKGROUND TASKS

In some cases programs that are running on your system can monopolize resources that the game needs in order to install, load, and run properly. Not all of these programs are immediately visible. There are a number of programs, called "background tasks," that are always running on your system.

IMPORTANT NOTE: While shutting down background tasks will optimize your system for running *Command & Conquer 3 Tiberium Wars,* these background tasks' features will be unavailable once shut down. Be sure to re-enable background tasks after playing *Command & Conquer 3 Tiberium Wars* by restarting your computer.

If your system is running anti-virus or crash guard programs you will need to close or disable them to run *Command & Conquer 3 Tiberium Wars.* To do this, find the icon for the program on the Windows Taskbar and then right-click the icon and select "close," "disable," or the relevant option. Please note that these programs will be reactivated the next time you restart your computer.

Once anti-virus and crash guard programs have been disabled, you should end all unnecessary general background tasks.

To view and close background tasks (Windows XP):

1. Hold down CONTROL and SHIFT and then tap ESC. Select the Windows Task Manager.
2. Click the **Processes** tab. This tab displays a list of all background tasks running on your system.
3. Click the **User Name** column heading. This sorts all the processes together by user name.
4. Select an item with a user name, but DO NOT select one from the SYSTEM, LOCAL SERVICE, or NETWORK SERVICE groups. Also, DO NOT select the *explorer.exe* or *taskmgr.exe* items.
5. Click END PROCESS. You may receive a warning message, if so click YES. The selected item disappears from the list.
6. Repeat steps 4 and 5 until only *explorer.exe* and *taskmgr.exe* remain in the user name group.

VIDEO AND SOUND DRIVERS

An outdated video or sound driver can lead to slow and choppy gameplay, or in some cases can prevent the game from running at all. To ensure an enjoyable experience with *Command & Conquer 3 Tiberium Wars,* be sure that you have the most recent video and sound drivers installed. These drivers are typically available for download from your system or hardware manufacturer's website. If you are not sure what type of video or sound card you have, or you don't know how to update the drivers on your system, please refer to the documentation that came with your system or peripheral.

INTERNET PERFORMANCE ISSUES

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

Command & Conquer 3 Tiberium Wars uses the following UDP ports for Internet play:

UDP 8088-65535

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

TECHNICAL SUPPORT

If you have trouble with *Command & Conquer 3 Tiberium Wars*, EA Technical Support can help. The *EA Help* file provides solutions and answers to the most common difficulties and questions about how to properly use this product.

To access the EA Help file (with *Command & Conquer 3 Tiberium Wars* already installed):
Click the **Start** button from the Windows Taskbar and select **All Programs** (or **Programs**) **> Electronic Arts > Command & Conquer 3 Tiberium Wars > Technical Support**.

If you are still experiencing difficulty after utilizing the information in the EA Help file you can contact EA Technical Support. EAsy Info is a utility that detects your system's hardware and organizes this information into a detailed report. This report can tell you whether you are meeting minimum requirements and helps EA Technical Support solve your problem in the quickest possible time.

EA TECHNICAL SUPPORT ON THE INTERNET

If you have Internet access, be sure to check our EA Technical Support website at:

http://support.ea.com

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

If you are unable to find the information you need on our website, please feel free to contact EA Technical Support via e-mail, phone, or letter. *Please be sure to include the EAsy Info report in your e-mail or letter.*

If you need to talk to someone immediately, call us at US 1 (650) 628-1005. *Please have the EAsy Info report printed and ready when you call.* This will help us service your call in the quickest possible time. This number is available Monday through Friday 8 AM – 5 PM PST. **No hints or codes are available from Technical Support.**

EA TECHNICAL SUPPORT CONTACT INFO

E-mail and Website: http://support.ea.com
Mailing Address: EA Technical Support
P.O. BOX 9025
Redwood City, CA 94063-9025

If you live outside of North America, you can contact one of our other offices.

In the **United Kingdom**, contact:
Electronic Arts Ltd.
P.O. Box 181
Chertsey, KT16 OYL, UK
Phone (0870) 2432435
http://eauk.custhelp.com

In **Australia**, contact:
Electronic Arts Pty. Ltd.
PO Box 432
Southport Qld 4215, Australia

In **Australia:** For Technical Support and Game Hints & Tips, phone: 1 902 261 600 (95 cents per minute) CTS 7 days per week 10:00 AM – 8:00 PM. If you are under 18 years of age, parental consent required.

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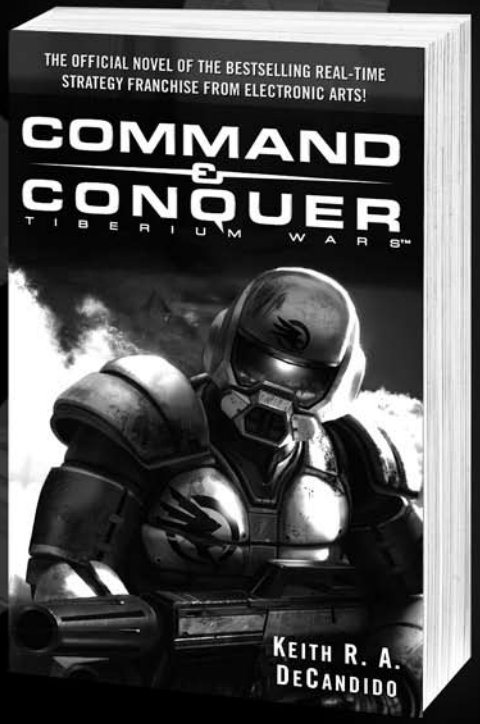

Read the official tie-in novel

for the in-depth story on the Third Tiberium War and prepare to face an enemy unlike any you've ever seen in this world!

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