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INSTALLING THE GAME

NOTE: For system requirements, see the readme file.

To install (EA Store users):
NOTE: If you'd like more information about purchasing direct downloads from EA, visit www.eastore.ea.com and click MORE ABOUT DIRECT DOWNLOADS.
Once the game has been downloaded by EA Download Manager, click the install icon that appears and follow the on-screen instructions.
NOTE: If you've already purchased a title and would like to install it on another PC, first download and install the EA Download Manager on the other PC, then launch the application and log in with your EA account. Select the appropriate title from the list that appears and click the start button to download the game.

To install (third party online users):
Please contact the digital retailer through whom you purchased this game for instructions on how to install the game or how to download and reinstall another copy.

STARTING THE GAME

To start the game:
Games on Windows Vista™ are located in the **Start > Games** menu and on earlier versions of Windows™ in the **Start > Programs** (or **All Programs**) menu. (EA Store users must have the EA Download Manager running.)
NOTE: In Windows Vista Classic Start menu style, games are located in the **Start > Programs > Games > Games Explorer** menu.
INTERNET CONNECTION, PERIODIC ONLINE AUTHENTICATION, ACCEPTANCE OF END USER LICENSE AGREEMENT REQUIRED TO PLAY.

COMPLETE CONTROLS

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

GENERAL GAMEPLAY
GENERAL CONTROLS

Scroll camera	Arrow keys
Rapid scroll	Right-click and drag
Rotate camera left/right	Keypad **4**/**6**, or drag by clicking and holding mouse wheel
Zoom camera in/out	Keypad **8**/**2**, or use mouse scroll wheel
Reset camera	Keypad **5**, or double-click mouse wheel
Jump to base	**H**
Create Control Group	**CTRL** + number key
Jump to Control Group	Double-tap number key
Pause/Objectives menu	**ESC**
Jump to Radar Event	**SPACEBAR**
Waypoint mode	**ALT**
Sell mode	**Z**
Repair mode	**C**
Production Structure tab	**E**
Support Structure tab	**R**
Infantry tab	**T**
Vehicle tab	**Y**
Aircraft tab	**U**
Navy tab	**I**
Cycle Unit Subgroup	**TAB**
Cycle previous Unit Subgroup	**SHIFT** + **TAB**
Planning mode	**CTRL-Z**

SELECTION COMMANDS

Select unit/structure/open menu	Left click on a single unit, or click and drag a box around a group of units
Select entire army	**Q**
Select unit type on-screen	**W**, or double-click on the unit
Select unit type on battlefield	Double-tap **W**
Add individual units to selection	**SHIFT**-click
Jump to Next Support Unit	**N**
Deselect individual unit	**SHIFT**-click on the battlefield, or right-click in the selection window

UNIT COMMANDS

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

MISCELLANEOUS COMMANDS

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

ALL WAR IS DECEPTION.

The Allies' decisive victory at Leningrad has led to the end of major military operations in Europe and Asia. The war is over ... but the problems are just beginning.

Now both victors and vanquished are secretly maneuvering to take advantage of the new world order. Allied forces race to secure hard-won Japan against treacherous foes, assisted by an ambitious former enemy. An illegal Allied operation deep inside Russian territory faces a lesson in Soviet aggression. The crushed Imperial armies fend off a new threat to their shores, with the unwitting "help" of their Western conquerors. And in a hidden laboratory, Empire scientists turn a young, frightened schoolgirl into something everyone will fear.

As these new conflicts flair up across the globe, one thing becomes very clear: the war *hasn't* ended. It's simply changed.

FACTIONS

ALLIES

A coalition of Western countries, bound together in defense of the free people of the world. The Allies are quickly learning that victory doesn't mean peace, and some of their own member states aren't helping the situation.

SOVIETS

A totalitarian regime currently picking up the pieces after their defeat by Allied forces. Even in their broken state, they stand ready to field armies of conscripts and poorly-trained grunts with the aim of achieving a global communistic state.

EMPIRE OF THE RISING SUN

An ancient land of strict tradition and futuristic technologies. Their failed bid to capture the world has left them an occupied—but no less proud—nation of selfless warriors, waiting for a chance to redeem themselves.

PLAYING THE GAME

A situation this volatile requires a commander who's cool under fire. It's up to you to manage resources, create and equip your armies, and carry out the objectives your superiors pass down.

But remember: the challenges you face are harsher than ever before, and there's no-one to help you. You're on your own.

NOTE: You must complete the first Soviet mission in order to unlock the Allied and Empire campaigns.

DIFFICULTY LEVELS

Easy	A light workout for novices.
Medium	The standard mode for most players.
Hard	Extra pain and hardship for players who want to be tested.
Brutal (Skirmish only)	The enemy makes no mistakes, shows no fear, and has better resources.

TUTORIAL

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

CAMPAIGN

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

GAME SCREEN

Waypoint marker

Energy production/consumption

Resources/Credits

Mini-map

Unit/Structure Build tabs

Command Point number

Threat meter

Top Secret Protocols menu

Selected unit/secondary ability

BATTLE WINDOW

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

NOTE: During Campaign missions, waypoint markers always appear on-screen to guide you toward objectives. Use your Arrow keys to scroll the Battle Window.

THE FOG OF WAR

Each unit has a certain range of vision, so what you see in the Battle Window is the sum of all that your units can see. Areas beyond your visible range only show terrain and civilian buildings; any enemy units and structures will be hidden. The Fog of War is only removed when your units return to that area.

RADAR MINI-MAP

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

Current range of the battle window

Unexplored terrain

Your unit or structure

Enemy unit or structure

MISSION OBJECTIVES (CAMPAIGN ONLY)

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

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

SAVING AND LOADING

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

To load a previously saved game or Skirmish, press **SHIFT-L**, then select the game save you wish to continue. You can also load games from the main menu. If you're defeated in the campaign, you can go back to the last autosave by selecting Quick Load.

NOTE: There are no save options in the Commander's Challenge.

WWW.REDALERT3.COM

GAMEPLAY BASICS

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

BUILDING STRUCTURES

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

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

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

By contrast, Soviets place structures which then build from the ground up.

Empire of the Rising Sun deploys Nanocore structures, which unpack using their secondary ability.

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

TRAINING UNITS

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

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

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

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

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

POWERING YOUR BASE

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

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

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

RESOURCES

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

You begin a typical match with enough credits to spend on building basic units and structures. To finish the fight, you must acquire more credits.

If you chose to perform a task that requires credits, but run out of credits, that task is put on hold until you earn more.

To acquire more credits, locate an Ore Mine and build an Ore Refinery in its vicinity. Refineries come with a Collector vehicle that automatically seeks out and recovers ore, which is converted into credits. The closer your Refinery is to your Ore Mine, the faster you gather resources. A green highlighted area indicates the optimum placement location.

UPGRADING TECHNOLOGY

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

ALLIES

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

SOVIET

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

EMPIRE OF THE RISING SUN

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

SPECIAL ABILITIES AND CONTEXTUAL ATTACKS

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

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

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

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

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

REPAIRS

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

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

CONTROLLING YOUR FORCES

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

BASIC MOVEMENT CONTROLS

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

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

STANCES

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

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

UNIT VETERANCY

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

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

THREAT METER

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

FORMATION MOVE

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

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

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

ATTACK MOVE

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

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

GARRISONING INFANTRY

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

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

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

CRATES

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

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

INTERMEDIATE TACTICS

Once you've mastered the basics, it's time to focus on the strategies that lead to victory.

BASE BUILDING 101

Battles are often decided well before you meet the enemy. While you'll spend most of your time in combat, the decisions you make very early in a match can greatly affect the outcome. The first step is to learn how to build a well-defended base quickly and effectively.

CHECK YOUR TARGETS

Try to prioritize the more dangerous or vulnerable targets. Even a nearly-defeated enemy can still cause considerable damage, so destroy foes in succession to thin out their ranks and quickly overwhelm their forces.

You can order your selected units to focus on specific targets by placing your cursor on the enemy you want destroyed and right-clicking.

SELL OFF THE DEAD WEIGHT

If structures in your base are about to be destroyed by enemy forces and the situation cannot be salvaged, consider selling those buildings before they're completely blown apart. You won't get top dollar, but it's better than a smoking hole in the ground. Press the **Z** key to enter Sell mode.

THE GEEK SHALL INHERIT

Engineers are weak, mostly unarmed units with only one function: taking over enemy structures and turning their tech to your advantage. The savvy commander will sneak his Engineers behind enemy lines on sabotage missions, or order them to capture a neutral tech structure, converting it to your side.

A handful of Engineers can accomplish more than whole armies, if used properly. But it usually helps if you assign a few grunts to protect them from hostiles.

NOTE: Add insult to your enemy's injury by selling off their structures immediately after capture, or have them start creating units for your own army.

SPIES LIKE US

Another special unit available to the Allies and the Empire of the Rising Sun, infiltrators use stealth and camouflage to infiltrate enemy structures on sabotage missions. Spies and Shinobi can also send back vital intel on enemy positions, bypassing the Fog of War and giving you a major advantage when planning your assault. But keep in mind that Bears, Dogs, and Burst Drones can sniff out a spy no matter what disguise they're using.

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.

ADVANCED UNIT ORDERS

Your units are smart enough to react to new situations on their own, such as opening fire when enemy units come into range. But when it comes to more complex tactics, they need more direction ... your direction. And your repertoire is full of special maneuvers to help you gain the upper hand.

ATTACK MOVE

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

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

NOTE: You can also force attack a neutral structure by right-clicking on that particular neutral structure.

REVERSE MOVE

When ordered to reverse-move, capable selected units will move backwards towards the target location. This allows for a strategic retreat, while keeping the stronger front armor facing the enemy.

To order a reverse-move, select the units you wish to order, then right-click while pressing the **D** key.

FORCE ATTACK

Units given a force attack command will automatically fire at the target, regardless of allegiance or location. Use force attack with artillery over open ground to hold down a position.

To order a force attack, select the units you wish to order, then right-click while pressing the **CTRL** key.

WAYPOINT MOVE

Order your units to proceed through a string of objectives in whatever order you want, destroying each and retreating once the final target is gone.

To stack up a series of waypoint moves, hold the **ALT** key, then right-click your designated targets in the order you want them destroyed.

TOP-SECRET PROTOCOLS

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

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

During the normal course of battle, you'll gradually earn Security Points. These can be used to unlock Protocols. You can check your progress towards earning another Security Point on the meter under your radar.

Protocols are ranked according to level. You must unlock lower-level Protocols before you gain access to the more advanced powers.

Each time you use a Protocol there is a cool-down period before you can use it again.

SUPERWEAPONS AND ULTIMATE WEAPONS

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

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

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

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

SKIRMISH

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

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

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

COMMANDER'S CHALLENGE

Crushing the enemy into a fine powder isn't always a straight-forward task. Take the Commander's Challenge and face fifty unique scenarios, each with special rules and conditions for victory.

Beat the circle challenges to advance through the critical path, and take on triangle side-missions to unlock new units and superweapons. Clear each challenge under the par time to prove your skills in adaptive warfare.

Resources are limited, so use whatever forces you're handed and learn to turn limitations into advantages. Skilled commanders earn a credit stash bonus for clearing difficult scenarios quickly and efficiently.

THE RED ALERT BUTTON

A tactic of last resort, the Red Alert button can snatch victory from the jaws of defeat ... but not without penalties. As long as you have $10,000 in credits stashed to pay for it, the Red Alert button becomes available when your Threat meter maxes out. Pushing the button instantly;

★ Boosts all active combat units to maximum veterancy.
★ Makes up to $50,000 credits from your stash available.
★ Reduces your Threat meter to zero.
★ Invalidates your score for that challenge.

While using the button will instantly fail the par time challenge, it may help you get past tougher missions and unlock more advanced units. There are no refunds if you push the button and still lose.

Use the button wisely.

YURIKO OMEGA

The Empire's top scientists wanted to breed a corps of psychic warriors, able to unleash the power of their minds against the Emperor's enemies. Instead, they created a monster. And then they drove her insane.

Guide young schoolgirl Yuriko Omega as she embarks on a campaign of terror, without the worries of base building or resource management. Upgrade Yuriko's devastating psionic abilities as you unlock the secrets of her past, and exact a bloody vengeance on her creators.

NOTE: Both left-click and right-click can be used to move and attack. Click on open ground to give a move order or click on an enemy to attack.

UNITS

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

ALLIES

INFANTRY

	Attack Dog	Specially trained German Shepherds, Attack Dogs excel in sniffing out ambushes during field recon, guarding important locations, and light combat. Allied sonic technologies have amplified their bark to stun enemy soldiers.
	Engineer	Engineers look unarmed, but their briefcases are full of gadgets perfect for fixing or commandeering various technologies, and building medic tents to triage wounded troops. Top Engineers can take over an enemy factory single-handedly in seconds, but they rarely get far without armed escort.
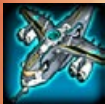
	Peacekeeper	The frontline soldiers of the Allied military, Peacekeepers are equipped for defensive postures first, but don't lack for aggressive moves. Their combination of shotguns and riot shields often prove decisive in combat.
	Javelin Soldier	Heavy support troopers operating specially designed missile systems good for surface-to-air and anti-vehicle use. Devastating as their weapons are, Javelin Soldiers can "paint" enemy targets for even more damage.
	NEW **Cryo Legionnaire**	Specialists armed with the Allies' unique cryo-technology, Cryo Legionnaires arc their freeze rays to immobilize multiple enemies, then use their cryo-propulsion packs to leap up and shatter them on impact.
	Spy	The Spy is a tuxedo-clad master of disguise, able to camouflage himself as the enemy and infiltrate their bases of operation with ease. Spies go into the field unarmed, but their abilities to steal enemy intel, sabotage bases and bribe enemy troops into changing sides are invaluable.
	Tanya	When it absolutely, positively has to be destroyed, the Allies send Tanya. Her liberal use of machine pistols and C4 explosives makes her more than a match for nearly any opponent—land, sea, or air—and a time belt allows her to jump back 10 seconds in time... in case of accidents.

VEHICLES

	Riptide ACV	A small and maneuverable hovercraft good for troop transport and fire support, thanks to a mounted machine gun and dual torpedo tubes.
	Multigunner IFV	The Infantry Fighting Vehicle is a robust armored car featuring variable weaponry; its standard rocket launcher adapts to whatever weaponry its passengers are carrying.
	NEW **Pacifier FAV**	The Pacifier doesn't move very fast, but twin anti-infantry guns take care of business until it's ready to deploy into a stationary siege unit, hitting entire areas with artillery barrages.
	Guardian Tank	The backbone of Allied armored units. If its 90mm cannon can't solve a problem, the Guardian can easily designate targets for bigger Allied weapon platforms to obliterate.
	Mirage Tank	A scalpel to the Guardian's club, the Mirage is a stealth-active tank sporting a spectrum-dispersion cannon that boils metal. Its active camouflage can be redirected to hide nearby forces.

	NEW **FutureTank X1**	FutureTech's crowning achievement is a stone-killer sporting neutron scramblers that annihilates the targeted unit and everything around it, and a death ray that more than lives up to the name.
	Athena Cannon	Linking to orbital laser satellites, the Athena can paint targets and rain down fire to spectacular—and devastating—effect. The satellites can also temporarily shield the Athena from attack.
	Prospector	This unassuming, unarmed workhorse keeps the Allied forces functional. Prospectors endlessly gather ore and deliver it for processing. They can also deploy into a self-sufficient outpost for base expansions.
	Mobile Construction Vehicle	Tough, amphibious, and versatile, the MCV is vital to setting up forward bases, gathering resources, manufacturing support craft and training Allied forces. Protecting their MCV is always a commander's highest priority.

AIRCRAFT

	Vindicator	Medium-range bombers specializing in tactical strikes on ground forces using two laser-guided bombs.
	Cryocopter	An experimental light helicopter armed with the latest in non-lethal weaponry: a freeze ray as its primary option, and a highly impressive S.H.R.I.N.K. ray for special occasions.
	Apollo Fighter	A superior air-to-air fighter armed with beam weaponry, Mach-3 capabilities, and piloted by the best hotshots in the Allied nations.
	NEW **Harbinger Gunship**	When called into action, the Harbinger Gunship does only two things: circles the designated target and bombards it with artillery shells and an unending stream of bullets.
	Century Bomber	Made in the U.S.A., these sturdy planes can carpet-bomb fortified enemy compounds into dust, then deploy paratroopers to mop up.

NAVY

	Dolphin	Trained, weaponized dolphins capable of scouting enemy fleets or engaging them with anti-ship sonic disruptors.
	Hydrofoil	A light skiff made for surveillance and defense, but carrying two nasty stings: a 20mm Icarus cannon and a weapon jamming system.
	Assault Destroyer	The Allies' fearsome amphibious warship, featuring a powerful gauss cannon, depth charges, and magnetic armor for drawing fire away from unprotected friendlies.
	Aircraft Carrier	A floating fortress capable of deploying squadrons of short-range Sky Knight fighter drones and devastating Blackout missiles that fry all electronics in the blast radius.

STRUCTURES

	Construction Yard	The basis for all Allied operations, the Construction Yard builds structures that train troops and create vehicles, and then releases clearances to upgrade the available technologies.
	Boot Camp	A first-rate training center for the Allies' infantry, animals, spies and specialists.
	Power Plant	Power Plants keep all base structures and defenses running; without enough power to support a base, production stops.
	Armor Facility	From armored cars to Mirage tanks, all Allied land-based vehicles are put together in the Armor Facility.
	Seaport	Seaports are tasked with creating a navy that can rule the waves.

	Airbase	The first step in air superiority, an Airbase is responsible for building things that fly ... and shoot, and bomb.
	Ore Refinery	The center of the Allied economy, Ore Refineries turn ore delivered by Prospectors into credits. Each Refinery comes with one collector.
	Command Hub	A remote base outside the Construction Yard, Command Hubs help expand areas of control and can be used to tech-up units in their vicinity.
	Defense Bureau	Ultraweapons and superior defenses are the purview of the Defense Bureau, once the technology tier to build one has been unlocked.
	Multigunner Turret	Basic base defenses, garrisoning infantry in a Multigunner Turret will change its weapons to match the occupant's.
	Spectrum Tower	Advanced base defenses sporting a spectrum-dispersion cannon similar to the Mirage tank's.
	Chronosphere	The Chronosphere has the ability to instantly teleport units anywhere on the battlefield, giving them a huge tactical advantage. It can also relocate units to hostile environments, but the teleport process is fatal to infantry.
	Proton Collider	A base-killer, the Proton Collider is the Allies' weapon of last resort ... and final reckoning.
	Fortress Wall	Defense at its most basic. Each purchase creates one section of wall; place two sections within a few grids in a straight line, and they will automatically connect.

SOVIETS
INFANTRY

	War Bear	Born in captivity, trained in combat and light recon, many enemies have fallen to the serrated claws and technologically-amplified roars of the Soviet War Bear.
	Combat Engineer	The best and brightest serve as Combat Engineers, tasked with hacking computers, sabotage, reprogramming enemy units, and digging bunkers to garrison fighting men. They are issued a simple pistol for self defense, for all the good it does them.
	Conscript	Poorly trained, yet highly enthusiastic due to mental conditioning and healthy propaganda, Conscripts heedlessly charge into battle firing assault rifles and hurling Molotov cocktails in blind allegiance to the State.
	Flak Trooper	Gloriously free after years spent in the gulag, brutish Flak Troopers serve Mother Russia by hefting large anti-air flak cannons and attaching mines to enemy armor. Used on ground targets, their cannons are even more impressive.
	(NEW) **Desolator Trooper**	Brave, toothless, hairless soldiers who fear not the enemy, nor their own highly irradiated weaponry: a desolator that sprays radioactive goo, and a blat gun that lowers enemy resistance to radioactive goo.
	Tesla Trooper	Enemies of the Soviet Union fear these elite mechanized patriots and their deadly tesla cannons. Their only vulnerability comes when they release a devastating EMP attack, rendering their foes—and themselves—temporarily helpless.
	Natasha	A product of advanced Soviet training programs, Natasha is a hero of the Soviet Union, able to turn the tide of battle with nothing more than her trusty Korshunov rifle and her undying cruelty. She can call in airstrikes to kill larger targets, or snipe pilots to claim their vehicles for Mother Russia. What Natasha's scope sees, dies.

VEHICLES

	Terror Drone	A nasty, spider-like robot that attacks infantry and vehicles with equal viciousness. It likes to bore in and dismantle targets from the inside, but can also disable vehicles with its stasis ray.
	(NEW) **Mortar Cycle**	Daredevil heroes of the Soviet Union use Mortar Cycles to rush into combat and peck at the enemy with a glorious one-two punch of Molotov cocktails and mortar fire.

	Sickle	Originally designed for riot suppression, this walking gun turret is still excellent for crowd control, and is capable of leaping obstacles in order to reach its objectives.
	NEW Reaper	An early version of the Sickle complete with leaping function, Soviet engineers wisely designed the Reaper's legs to completely break on landing, turning it into a useful grenade launching turret.
	NEW Grinder	Durable and amphibious, the Grinder crushes any infantry or vehicles in its path, and even some structures. Its speed boost ensures that even those enemies fleeing in terror do not miss the experience.
	Hammer Tank	Long the symbol of Soviet might, this bruiser's 85mm smoothbore gun packs a brutal punch, while the Leach Beam leaches enemy health and weapon strength to boost the Hammer's own aggressive ends.
	Apocalypse Tank	The Soviet harbinger of death. The massive (and slow) Apocalypse would live up to its name thanks to the twin 125mm cannons alone, but then added a magnetic grapple to catch faster adversaries and drag them under its chain treads.
	V4 Rocket Launcher	A mobile rocket launcher, the V4 fires huge, long-range ballistic missiles that can demolish nearly any target, or splinter into multiple mortar shells for area damage. The V4 must be stationary to fire, making it a poor frontline weapon.
	Sputnik	The smaller, cheaper answer to the MCV, the Sputnik spun out of a failed orbital probe project. Now it specializes in deploying listening posts that can be upgraded into fully realized forward bases.
	Ore Collector	Heavily armored beasts of burden, the Ore Carriers aren't fancy when it comes to finding and transporting ore to processing, but do get the job done.
	Mobile Construction Vehicle	The Soviet MCV has been instrumental in pushing communist forces into new territories under various pretenses. Not surprisingly, savvy commanders always sent massive military escorts to "safeguard' them. For every Soviet aggression, there is an MCV fueling the advance.

AIRCRAFT

	Twinblade	A dual-bladed attack chopper often deployed to mow down enemy infantry or Soviet deserters... occasionally both. Armed with quad-mounted rocket launchers and twin machine guns, it's well suited to the task, and doubles as transport for infantry or tanks.
	MiG Fighter	Synonymous with Soviet air power, the MiG is a fast-attack air-to-air fighter that can boast a remarkable survival rate, largely thanks to its armament of M-type burst missiles. MiGs have earned a reputation for owning the skies.
	Kirov Airship	The pride of the Soviet military, these war zeppelins are capable of carrying hundreds of heavy bombs to any target in the world, and blowing it out of existence. Kirovs are slow, but can achieve a quick burst of speed at the expense of hull integrity.

NAVY

	Stingray	Mixing a fast-attack strike ship with Soviet Tesla weaponry (and crews who don't know how dangerous that combination is), the Stingray is a thing of sick ingenuity, able to fire underwater to electrocute everything in its attack radius.
	Bullfrog	Amphibious transports with an unusual troop deployment system: infantry are launched out of a fairly accurate man-cannon, allowing for fast and strategic enemy engagements supported by the 'frog's AA gun.
	Akula Sub	The venerable hunter/killer attack sub specializes in locating and destroying enemy ships, then vanishing into the deep. Akulas have multiple torpedo payloads at their disposal, for use on a variety of targets.
	Dreadnought	Built specifically to accommodate and fire endless barrages of Molot V4 Rockets on land or sea-based targets, Dreadnoughts are vulnerable in close quarters, but few things on Earth can withstand its devastating bombardments for long.

STRUCTURES

	Construction Yard	The glorious Soviet Construction Yard builds many good structures, which maintain and expand Russian forces in the field.
	Barracks	Harsh training programs in the Barracks turns scores of worthless serfs and criminals into feared, expendable infantry.

	Reactor	The beating heart of the Soviet base, it brings needed power to all structures and productions.
	War Factory	Self-propelled guns, missile launchers, terror drones and tanks all roll off the War Factory's assembly lines.
	Naval Yard	Only the finest, most reliable ships put to sea from the Soviet Naval Yard, built by happily indentured workers.
	Airfield	Russian pilots rule the skies with powerful aircraft constructed on Airfields, in numbers that blot out the sun.
	Ore Refinery	Ore Refineries convert plain rocks into the bountiful wealth all citizens will someday share in, and generously come with an Ore Collector.
	Outpost	Soviet expansion is accelerated by the use of outposts.
	Super Reactor	An incredible power source, fueling many structures and unlocking new technologies, the Super Reactor is also quite volatile. Few survive its destruction.
	Battle Lab	The pinnacle of Russian ingenuity, Battle Labs engineer ultimate weapons and defenses, virtually guaranteeing a glorious Soviet victory.
	Crusher Crane	One of many Soviet advantages, a Crusher Crane allow commanders to double production speed, repair damaged units, and scrap old, useless units for credits.
	Flak Cannon	Standard base anti-air defenses, Flak Cannons keep the Soviet skies clear.

	Sentry Gun	While Flak Cannons guard the skies, Sentry Guns sweep the ground clean of Allied and Empire trash.
	Tesla Coil	Upgraded base defenses with deadly electrical weaponry. Tesla Troopers and Stingrays can super-charge Tesla Coils to make them even deadlier.
	Iron Curtain	This superweapon protects the citizens by making them temporarily invulnerable to puny enemy weaponry.
	Vacuum Imploder	The ultimate Soviet weapon. Everything in the target area is sucked in and annihilated... people, vehicles, and whole bases.
	Fortress Wall	A marvel of State engineering, the wall is purchased one segment at a time, masterfully keeping decadent rabble out and the proletariat in.

EMPIRE OF THE RISING SUN
INFANTRY

	Burst Drone	Even small robotic dragonflies are ready to die at the divine Yoshiro's command. Burst Drones scout the enemy, latch on to slow vehicles, or simply self-detonate, releasing an EMP blast to disrupt all electrical systems.
	Engineer	Skilled field mechanics and saboteurs, the Engineer is a weasely, groveling salaryman who nonetheless excels in his art, and fills a vital role in expanding the Empire. If pressed, they can sprint short distances without tripping, though this can be exhausting.
	Imperial Warrior	Modern day samurai, brandishing the sacred katana alongside a powerful energy rifle. Light armor is worn with honor, but it is the fate and duty of every Imperial Warrior to die in perfect obedience to his Emperor.
	Tankbuster	Men eager and equipped to attack armored vehicles while on foot. Tankbusters hide in self-made spider holes, then burst forth to slice apart enemy armor with barely-portable wave force canons. They are greatly feared.

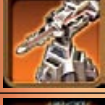|	Shinobi	Master assassins and spies, Shinobi are legendary for their ability to kill silently and escape into thin air. The Emperor's killer elite resolutely cling to the old ways: the shuriken, the smoke bomb, and the sword.
	Rocket Angel	Women are not allowed the honor of combat. Unless they are insanely hyper girls in state-of-the-art combat suits, armed with paralysis whips, firing volleys of missiles, demolishing all in their path. Such are the Rocket Angels.
	NEW Archer Maiden	The ancient art of *kyudo* combines with high-tech energy bows in the hands of the Archer Maidens. They can bring down aircraft, or rain death on ground targets with their exquisite Arrow Storm abilities.
	Yuriko Omega	No one knows how Yuriko Omega was created. What is important now is that her mind destroys her enemies utterly, without mercy. Do not believe her innocent schoolgirl appearance; Yuriko is a barely-contained monster, using her terrifying psionic powers in the name of the Emperor.

VEHICLES

	Mecha Tengu	A dual purpose interceptor, Mecha Tengu can fluidly change to Jet Tengu and back, allowing pilots to easily engage air or ground units with its 20mm autocannon.
	Sudden Transport	To position their limited forces swiftly and safely, Imperial scientists developed this amphibious transport, able to camouflage itself as other objects or enemy vehicles.
	Tsunami Tank	The Emperor's mainline tanks, Tsunamis transform into amphibious units as needed. Its armor-piercing cannon is weaker than other tanks, but special nanodeflectors can nullify most incoming attacks.
	Striker-VX	A counterpart to the Tengu, the VX switches seamlessly between anti-air mecha and anti-ground helicopter, unleashing rocket swarms to obliterate the Emperor's enemies.
	NEW Steel Ronin	A swift robot armed with a powerful laser glaive, Steel Ronin cuts down the Empire's enemies, then creates explosive energy waves to ensure their destruction.
	King Oni	Few survive the Radiant Eyeblasters of King Oni, the Empire's giant robot guardian. Whether crushing tanks in its massive arms or melting entire armies to slag, King Oni more than lives up to its demonic name.

	Wave-Force Artillery	This mobile artillery unit foregoes ballistic shells in favor of a devastating particle beam, able to shred entire fortresses in a few well-placed shots. Less, if allowed to charge up to full power first.
	Ore Collector	An armored harvester tasked with rapidly gathering the massive resources needed to produce the Empire's top-of-the-line forces. As an added precaution, it has been fitted with a small but effective collapsible cannon.
	Mobile Construction Vehicle	Reverse-engineered from Allied and Soviet MCVs, the Imperial variant operates in virtually the same way, establishing forward bases and processing centers to expand the Emperor's reach.
	Nanocore	A marvel of modern technology, Nanocores are truck-sized, all-terrain devices that unpack into massive military structures in seconds. This allows Imperial forces to move into new territories quickly and efficiently.

NAVY

	Yari Minisub	Light two-man subs made for skirmishing and reconnaissance, Yaris are armed with torpedoes, but their best weapon is the crew's willingness to *kamikaze* enemy ships.
	Sea-Wing	Swift and agile, the Sea-Wing is an aerial bomber that converts into an attack sub. Their Aozora air/sea missiles also pull double duty, destroying enemy vessels from above and below.
	Naginata Cruiser	The ship-hunters of the Imperial Navy, a Naginata typically closes with its victims at incredible speed and launches a spread of torpedoes, taking out multiple targets before they have time to respond.
	Shogun Battleship	The majestic Imperial standard-bearer, both decorative and awe-inspiring, the Shogun is a weapon of mass destruction, bombarding coastlines with weaponry that leave nothing standing. Heavily defended, Shoguns have historically never needed even minor repairs after battle.
	NEW Giga Fortress	Breathtaking in scope and ability, Giga Fortress *The Emperor's Pearl* transforms from a seafaring wonder to a flying siege platform that blots out the sun. Advanced missile systems and cannons make this elegant ship the last thing the Empire's foes will ever see.

STRUCTURES

	Construction Yard	The Empire's analog to the West's Construction Yard comes with a unique spin: the ability to create Nanocores for swift expansion into new lands.
	Instant Dojo	Yoshiro's willing subjects undergo rigorous training at the Instant Dojo, and emerge as fearless warriors.
	Instant Generator	Advanced technology requires advanced power; this is the duty Instant Generators fulfill.
	Mecha Bay	The honorable technicians of the Mecha Bays produce fleets of warmechs, many of which also transform into aerial combatants.
	Imperial Docks	Mastery of the oceans begins in the Imperial Docks, which produce spectacular sea (and air)-dominating craft.
	Ore Refinery	Ore Refineries humbly process the vast resources needed to create and maintain the Imperial armies.
	Nanotech Mainframe	The ultimate expression of the Empire's technological superiority, the Nanotech Mainframe makes it possible to upgrade units and weaponry to their highest degree.
	Defender-VX	Variable base defenses that transform from anti-air to anti-ground as required.
	Wave-Force Tower	Particle beams fired from Wave-Force Towers cut any enemy foolish enough to attack the Emperor's forward bases.
	Nanoswarm Hive	No attack can penetrate a shield produced by the Nanoswarm Hive ... and nothing inside it can escape.

	Psionic Decimator	On the Emperor's order, the horrific power of the Psionic Decimator is unleashed on his enemies to destroy them, their vehicles, and their bases utterly.
	Fortress Wall	Breathtaking architecture and bold defense as one, walls must be constructed one piece at a time, and kept in harmony with nature.

COMMAND & CONQUER RED ALERT 3: UPRISING CREDITS

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Harry Jarvis

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Lead Configuration Management Engineer
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Beach House Producer
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Director of Photography
Rich Schaefer

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Cherie Baker

Set Decorator
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Wardrobe
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Neil Smith

DI Colorist
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Paul Hellmrich

PR & Marketing Manager, New Zealand
Jemma Glancy

Product Manager, South Africa
Ralph Spinks

Senior Business Manager, South Africa
Chris Gatherer

Marketing Manager, India
Yashdeep Bali

PERFORMANCE TIPS

PROBLEMS RUNNING THE GAME

★ Make sure you meet the minimum system requirements for this game and that you have the latest drivers for your video card and sound card installed:
For NVIDIA video cards, visit www.nvidia.com to locate and download them.
For ATI video cards, visit www.ati.amd.com to locate and download them.

GENERAL TROUBLESHOOTING TIPS

★ If the game is running slowly, try reducing the quality of some of the video and sound settings from the game's options menu. Reducing the screen resolution can often improve performance.

★ For optimum performance when playing, you may like to disable other background tasks (except the EADM application, if applicable) running in Windows.

TECHNICAL SUPPORT

If you have trouble with this game, 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 the game already installed):

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

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

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

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.

TECHNICAL SUPPORT CONTACT INFO

If you need to talk to someone immediately, call our Technical Support team (Monday through Friday 8 AM – 5 PM PST):

Telephone: US 1 (650) 628-1001.

NOTE: No hints or codes are available from Technical Support.

Website: http://support.ea.com

Mailing Address: EA Technical Support
9001 N I-35 Suite 110
Austin, TX 78753

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

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Please return the product along with (1) a copy of the original sales receipt showing the date of purchase, (2) a brief description of the difficulty you are experiencing, and (3) your name, address and phone number to the address below and Electronic Arts will mail a replacement Recording Medium and/or Manual to you. If the product was damaged through misuse or accident, this 90-day warranty is rendered void and you will need to follow the instructions for returns after the 90-day warranty period. We strongly recommend that you send your products using a traceable delivery method. Electronic Arts is not responsible for products not in its possession.

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Online: http://warrantyinfo.ea.com

Automated Warranty Information: You can contact our automated phone system 24 hours a day for any and all warranty questions:
US 1 (650) 628-1001

EA Warranty Mailing Address

Electronic Arts Customer Warranty
9001 N I-35 Suite 110
Austin, TX 78753

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Technical Support Contact Info

E-mail and Website: For instant access to all of our technical support knowledge, please visit http://techsupport.ea.com.

Telephone Support: Technical Support is also available from 8am to 5pm PST by calling us at (650) 628-1001. No hints or codes are available from (650) 628-1001.

Mailing Address: Electronic Arts Technical Support, 9001 N I-35 Suite 110, Austin, TX 78753