



## **WARNING: TO OWNERS OF PROJECTION TELEVISIONS**

Still pictures or images may cause permanent picture-tube damage or mark the phosphor of the CRT. Avoid repeated or extended use of video games on large-screen projection televisions.

## **EPILEPSY WARNING**

### **Please Read Before Using This Game Or Allowing Your Children To Use It.**

Some people are susceptible to epileptic seizures or loss of consciousness when exposed to certain flashing lights or light patterns in everyday life.

Such people may have a seizure while watching television images or playing certain video games. This may happen even if the person has no medical history of epilepsy or has never had any epileptic seizures.

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

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

### **Precautions To Take During Use**

- Do not stand too close to the screen. Sit a good distance away from the screen, as far away as the length of the cable allows.
- Preferably play the game on a small screen.
- Avoid playing if you are tired or have not had much sleep.
- Make sure that the room in which you are playing is well lit.
- Rest for at least 10 to 15 minutes per hour while playing a video game.

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"KANE IS DEAD AND I'M NOT  
AFRAID OF GHOSTS."

- General Solomon, GDI

"IT WOULD BE A SAD ERROR IN  
JUDGMENT TO MISTAKE ME  
FOR A CORPSE."

- Kane, NOD

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>GLOBAL DEFENCE INITIATIVE  
DIVISION 85567  
SERVER CLASSIFICATION RED / NO DISCLOSURE  
SATELLITE NET INTERLINK, ORBITAL STATION PHILADELPHIA

INTEL ASSESSMENT OF CURRENT CONFLICT -- GDI VS. NOD  
DATABURST PROCESSED BY: EVA 9  
RECEIVED: January 19, 2030  
ENCODED FILE CONTACT: GENERAL JAMES SOLOMON

GENERAL SOLOMON.....  
.....HAVE PROCESSED DATA AS REQUESTED.....  
.....HAVE CALCULATED COMBAT SCENARIOS.....  
.....HAVE COMPARED OUR RESOURCES.....  
.....HAVE CALCULATED ODDS OF WIN/LOSS.....  
.....HAVE DETERMINED HUMAN LOSSES WILL BE.....  
.....TREMENDOUS ON ALL SIDES.....  
.....CONCLUSIONS ENCRYPTED BELOW.....  
  
.....AWAITING ORDERS.....  
.....EVA.....

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## BATTLE ASSESSMENT: GDI VS. NOD

### ABOUT THIS REPORT

The following report has been generated by EVA in accordance with a directive issued from the office of the Chief Commander of the GDI, General James Solomon, dated January 19, 2030.

This document serves two purposes. First, to compile and assess the most recent intelligence reports, including detailed descriptions of Nod units, structures, vehicles and personnel. Second, to evaluate GDI units, structures, vehicles and personnel versus their Nod counterparts.

All personnel reviewing this report must have security clearance level RED or greater. Violation of security procedure is a court-martial offence and is punishable by death.

## DATALOGUE OF PAST CONFLICT

### TWENTIETH CENTURY CONFLICT

The conflict between the Global Defence Initiative and the Brotherhood of Nod originated in the late twentieth century. GDI, now the most powerful military organisation on Earth, was formed forty-five years ago by the final act the United Nations Global Defence Initiative.

Conceived as a united military force for global peacekeeping, GDI relies upon the technological sophistication of its weaponry and the superior training and loyalties of its officers, to end violent conflict between countries across the planet.

At the same time, the Brotherhood of Nod, led by the charismatic Kane, grew to prominence. Working largely in third world countries, wherever there was discontent, unrest, and unhappiness – there was Kane.

With the promise of a New World Order and bankrolled by the illicit Tiberium research and trade that Kane made famous the Brotherhood of Nod began to gain power. A few scattered, disaffected units grew into an army - an army with powerful atomic weaponry, ruthless tactics and a Tiberian fortune.

### TWENTY-FIRST CENTURY CONFLICT

Kane was presumed dead during the final battle of Nod's first comprehensive bid for global domination. Though Nod was effectively disbanded and GDI claimed total victory, Kane's body was never recovered. (In hindsight, top GDI personnel have concluded that this was a costly oversight.) Kane's followers continued to hold vigils believing their leader would someday return.

In the decades following his disappearance, Kane sightings became common myth, especially prevalent amongst regions of former Nod strongholds. After a series of GDI investigations, the case was closed and the records sealed. Kane was officially declared dead – and a disenfranchised Nod became scattered into separate factions.

### THREE FACTIONS

In the current global battle climate, GDI watches over world combat situations from the Philadelphia, an orbital command centre stationed high above the earth.

Three major military factions increasingly affect the state of world relations:

GDI FORCES continue to fight for world order – as defined by United Nations Global Defence Initiative Directive 3115.

THE BROTHERHOOD OF NOD has broken into several distinct factions after the loss of Kane in the last Tiberium War. The various leaders of these factions have tried to reunite the Brotherhood under their control but as of yet have been unsuccessful. The fragmented command structure of the Brotherhood makes them unpredictable and especially dangerous.

THE FORGOTTEN, or Mutants, have begun to shift the balance of global combat. A tribal community composed of victims of extreme Tiberian poisoning, the Forgotten are vicious warriors. Abandoned by both GDI and Nod, the Forgotten trust no one and are extremely dangerous.

### THE RETURN OF KANE

In a recent communiqué, Kane himself made contact with top GDI officials. Additional testing has revealed that the message from Kane is indeed authentic. However, the tests have revealed a minor anomaly that has been determined to be some sort of image enhancement. Make no mistake though - Kane is back.

Days after first contact, Kane launched his initial blitzkrieg. He now appears to be operating from a concealed subterranean base with awesome strength and unknown personnel.

Due to insufficient data, EVA is unable to determine where Nod is getting its resources, aircraft, personnel, or technology.

### ENVIRONMENTAL IMPACT OF CONFLICT

Across the earth, Tiberium is found mainly in the temperate, tropical and sub-tropical regions of the equator. Tiberium, for unknown reasons, spreads much more slowly in the arid frozen poles, both North and South. Tiberium is harvested in two forms, blue and green, that can be found in Tiberium fields and processed in a refinery.

The process by which Tiberium grows is largely unknown. It has been determined that Tiberium leeches valuable minerals from the soil, virtually destroying the ground it comes from.

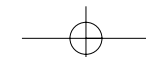
Additionally, in recent years, Tiberium vein holes have sprouted unpredictably throughout the temperate zones and have created havoc for all that encounter them. Reports indicate the veins may be a form of mutated flora, capable of causing damage to nearby structures, units and vehicles.



Violent Ion Storms, whose relationship to Tiberium remains unclear, continue to batter the temperate Tiberium Zones. Tiberium, though largely mysterious and misunderstood, remains inarguably the most powerful substance on the planet. Originally championed by Kane, Tiberium brought to rise the Brotherhood, empowering their otherwise impoverished forces. GDI's research facilities have been attempting to decipher the secrets of Tiberium for years but, to date, few definitive conclusions have been reached. The compound remains 1.5 percent unidentifiable, with elements of unknown origin that elude standard classification. Once thought to be the next great clean energy source, both Nod and GDI have invested many decades into the research of Tiberium – building on the pioneering work of renowned GDI scientist, Dr. Ignatio Moebius. Without Tiberium, neither GDI nor Nod would have the wealth or power to fuel their great armies. However, in recent years, the research into Tiberium has shown startling results. Tiberium has always been known to be dangerous to life but, in the past few years, a majority of the exposed population has begun to show signs of genetic mutation and a variety of Tiberium-based maladies. Calling themselves "The Forgotten", the remaining mutated population has retreated underground, demanding retribution for their plight and engaging in terrorist activities. GDI has recently launched a full-scale effort to rescue these infected populations. Nod has allegedly been more interested in using these people as test subjects for a variety of unknown experiments. At this point, GDI recommends that no uninfected, unprotected humans expose themselves to Tiberium.

## **GDI PERSONNEL EVALUATION**

This EVA unit has thoroughly evaluated the strengths and weaknesses of the GDI personnel. GDI has watched over the planet for decades from their orbital command centre, the Philadelphia. The GDI position has flourished as a result of this of global support – benefiting from superior technology, weaponry, economic resources and recruitment practices of conventional armed forces. GDI troops are ambitious and hard working, co-operative and loyal. These twenty-first century marines want both peace and honour. More than that, they want to win – to destroy all traces of the Brotherhood of Nod. Rank and file GDI troops are unconditionally devoted to each other, to their squadron leaders and to their highest commander, General Solomon.







A GDI career officer, General Solomon graduated first in his class from West Point. Now monitoring GDI global operations from the orbital Philadelphia Command Centre, Solomon has become the figurehead of the Global Defence and the archrival of those who would threaten the peace he lives to defend.



General Solomon's field campaign against Kane has been entrusted to Commander Michael McNeil. As profiled by PSY89902 in his annual medical examination, Commander McNeil has been characterised as uncompromisingly loyal and as a competitive athlete who is intense in everything he does. As long-time second in command Lt. Commander Chandra writes in one of the requisite review forums, "Mac doesn't view life as complicated. He knows what he wants and he will do anything to get it. And like every good GDI marine -- what he wants is to win."

## NOD PERSONNEL EVALUATION

This EVA unit has evaluated the strengths and weaknesses of Nod personnel according to the most recent GDI intelligence.

Historically, Nod forces have been strong – because their leader is strong. Nod soldiers take their cue from the ruthlessness of Kane and his commanders – the cold Commander Slavik and the cunning propagandist Oxanna.

Nod forces are equally strengthened by their willingness to engage with unbelievable force, their cruel tactics and their sophisticated Tiberium-derived weaponry. Nod soldiers are willing to die for their leader and for their cause. Traditionally composed of third world renegades, Nod forces often have nothing to lose.

Consequently, the Brotherhood of Nod is a cruel clan, equally violent toward friend and foe. Fuelled by a long history, Nod has earned a reputation for employing violence and fear in order to achieve their objectives. GDI intelligence has difficulty keeping up with the rapid shifting of rank within Nod's command structure as treachery and assassination is often the key to career advancement.

The exception, of course, is the nearly totalitarian control of Kane. Nothing will stop Kane and his loyalists, Slavik and Oxanna, in their pursuit to conquer GDI and control the world.

## 'THE FORGOTTEN' PERSONNEL EVALUATION

"The Forgotten", also called "Shiners" due to Tiberium crystals that grow on their bodies, are the one remaining indigenous population of the temperate Tiberium zones. Underground warriors, innocent victims – the Forgotten are the Tiberium Tribes of the planet.

Once productive members of mainstream society, their nomadic tribes grew out of their common status as outcasts. Victims of irreversible Tiberium poisoning, the Forgotten are reclusive and secretive homeless wanderers. It is unknown how many they number in their tribal dwellings hidden deep beneath the Tiberian ridden terrain. They are a fierce warrior people who can defeat most Nod and GDI soldiers in combat.

The Forgotten are lead by a venerable warrior named Tratos. He has assumed responsibility for his people for many years, offering them acceptance, home and community where once they had none.



Tratos is plagued by visions of the death of the planet, an alien Armageddon that haunts his dreams. He is the first to know the secret of the Forgotten that not only is Kane alive but that he is heir to almost unlimited power through use of the Tacitus. The Tacitus was once protected and studied by the Forgotten in the hopes that they could use it to find a cure for their Tiberium mutation. Tratos was tricked into translating the Tacitus for Kane and now must live with the knowledge that he has betrayed his planet and the human race.

Tratos surrounds himself with a cadre of the finest Forgotten warriors. Foremost amongst these is the beautiful and fierce Umagaan, a particular favourite of the old chief. Umagaan is famous even among Nod and GDI military personnel for her remarkable strength as a warrior. A beautiful "Shiner" (slang for mutant), Umagaan has been terminally exposed to Tiberium and one day will no longer resemble a human being. Today though, she is only made more beautiful by the Tiberium crystals that glitter on her marred face.

## KANE – PERSONAL PROFILE



Long presumed dead, Kane is the charismatic leader of the Brotherhood of Nod. Although he appears to be in his thirties, with his trademark sadistic grin and bald head, Kane's age is indeterminate. Indeed, many of his followers maintain the belief that he is no longer mortal.

Man or myth, Kane wields a nearly totalitarian hold on his Nod followers. Cold, brutal, passionate – the Nod leader is a dark visionary for the next millennium. Armed with compelling anti-establishment, anti-western rhetoric, Kane seduces Nod armies into total compliance to both his ideologies and his military directives.

Using terrorist tactics and a slew of Tiberium-based super weapons, Kane has consolidated the factions of the third world. He has risen from hiding to attack the conventional military of GDI in an attempt at world domination.

Kane relies on the power of the strange mineral compound Tiberium to set his dark plan in motion. It matters little to Kane that, in the process, Tiberium has destroyed most of the earth's surface and most of the human race.

# UNITS

## CLASSIFIED INTELLIGENCE REPORT

### GDI UNITS - CLASSIFIED

#### Light Infantry:



The Light Infantry are the mainstay of the GDI and Brotherhood troops. Armed with an M16 Mk. II pulse rifle, they deliver light damage to most targets. Although slow, infantry are capable of movement over varied terrain types with little loss in speed. They are also able to pass through certain terrain or hazards that are inaccessible or damaging to vehicles.

#### Disk Thrower:



The Disk Thrower is a light infantry unit that carries a long-range grenade delivery system. Instead of traditionally shaped grenades, the Disk Thrower uses an aerodynamic grenade that is designed with longer flight in mind. Because of the dynamics of the discus-like projectile, the grenade can bounce along terrain if it does not impact its intended target.

#### Jump Jet Infantry:



The airborne divisions of GDI's infantry, Jump Jet soldiers are able to perform surgical hits on targets normally inaccessible to standard infantry. Armed with a Vulcan cannon, these flying soldiers can provide an anti-air defence as well as quick air-to-ground attacks on poorly defended targets.

#### Medic:



Among the chaos of battle, the Medic is solely responsible for treating the injured and getting downed soldiers back in the fight. Left on his own, the medic will automatically heal any nearby friendly soldiers. Medics can also be targeted to treat a specific soldier.

**Engineer:**

Slow and unarmed, the Engineer is, nonetheless, deadly in his own right. The only unit able to capture enemy structures; tactical use of engineers is considered an art among many commanders. The unit has multiple purposes, each explained below. Note that the engineer unit will be lost when any of the actions below are performed.

1. Capturing enemy structures: The engineer has the ability to capture enemy structures and bring them under your control. This is done by selecting an engineer and then clicking on an enemy structure to send the engineer into the building to capture it. A blue "enter" cursor will tell you if your side can capture that building. Only one engineer is required to capture any structure.
2. Repairing Damaged Structures: The engineer has the ability to bring any of your own structures back to full health. Select the engineer and highlight the building you want fully repaired. A golden "wrench" icon will tell you if this building can be repaired. Left click to send the engineer into the building to repair it.
3. Repairing Damaged Bridges: Most bridges in Tiberian Sun have a "repair hut" at one or both ends of the span. Sending an Engineer into the repair hut will rebuild missing sections and repair any damaged ones. Left click to send the engineer into the repair hut to repair the bridge.

**Ghostalker:**

Part of Forgotten, Ghostalker carries a small rail gun and is armed with C4 charges. His railgun has the ability to shoot through multiple targets at once, eliminating rows of enemies in a single hit. Ghostalker's C4 ability can be used to destroy any enemy structure when a C4 icon appears. Left-clicking will send Ghostalker to the building and once he touches the building, it will flash for a few seconds then explode. Like all mutant units, Ghostalker can heal in tiberium.

**Wolverine:**

The Powered Assault Armour or "Wolverine" is a small, eight to nine foot bipedal unit that is piloted by a single soldier. Fast and agile, these lightly armoured suits excel at suppression fire and in light skirmishes. Handling large groups of enemy infantry is no problem for a squad of these troopers.

### Amphibious APC:



The Amphibious APC is a heavily armoured unit that can carry up to five infantry units. Capable of ferrying units over land and sea, the amphibious APC is a valuable asset to GDI's forces. To load the APC, select the infantry soldier(s) you wish to load and highlight the APC. A blue "enter" cursor will appear. Left clicking will load the units into the APC. To make the units exit the APC, select it and click on it again when the "deploy" cursor appears. Note that an APC cannot be unloaded while in water.

### Titan:



The Medium Battle Mechanised Walker, or "Titan", is GDI's all-purpose assault and defence unit. Standing 25 feet tall and packing a 120mm cannon, the Titan is a force to be reckoned with. Its long range makes it an ideal unit for use in base assaults, as it can pummel defences without fear of retaliation.

### Hover Multi-Launch Rocket System (MLRS):



The Hover MLRS is a medium to long range missile delivery system mounted on a hover chassis. Like the Amphibious APC, the hover MLRS is capable of crossing both land and sea. Because of its hover capability, the unit is unaffected by most terrain types, making it an ideal (although somewhat expensive) unit for scouting enemy territory. Its rockets are capable of hitting both air and land targets with equal effectiveness.

### Disrupter:



Recent developments aboard the Philadelphia have lead to breakthroughs in harmonic resonance. The Disrupter is the first to use this new technology. Firing a harmonic resonance wave, the Disrupter is capable of shattering any unit or structure caught in the wave – enemy or ally alike. Care should be used in the positioning of Disrupter units as to minimise incidence of "friendly fire".

### Mammoth Mark. II:



This prototype behemoth is GDI's most powerful weapon. Towering over the battlefield, the Mammoth II carries dual rail guns and a back mounted anti-aircraft missile launcher. The rail guns are capable of reducing most units to slag in a matter of seconds, while its AA launcher ensures air protection for the unit. Virtually indestructible, the Mammoth Mk. II is still in its testing phases and, due to limitations on the technologies involved, only one can be deployed at any time.

**Mobile Sensor Array:**

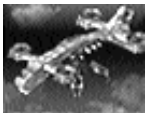
The Mobile Sensor Array (MSA) is a vehicle equipped with a state-of-the-art sensor package that can detect the presence of enemy units even if they are cloaked or burrowing underground. Detected units will not be "uncloaked" but will be displayed on radar and the tactical view, allowing a commander to take the necessary measures to destroy the hidden unit(s).

**Orca Fighter:**

The mainstay of GDI's air force, the Orca Fighter is a versatile and lightweight attack aircraft. Fast, lightly armoured and armed with dual missile launchers, the Orca Fighter can deliver a missile barrage to any location on the battlefield within moments of receiving orders. However, like all aircraft, the Orca must return to a helipad in order to reload its weapons.

**Orca Bomber:**

Heavier and better armoured than its fighter cousin, the Orca Bomber trades speed for firepower. Delivering a stream of high-explosive bombs in strafing runs, the Orca Bomber is ideal for softening up ground defences during the beginning of a base assault.

**Orca Carry-All:**

The largest of all the Orcas, this transport aircraft has the critical job of rescuing or delivering units to any destination on the battlefield. Using a large grappling device, the Carry-All is capable of picking up any vehicle found on the battlefield. To make the Carry-All pick up a unit, select the Carry-All, then left click on the unit you wish to pick up. To put the unit down, select the Carry-All when it is on the ground, highlight it and left-click on it when the "deploy" cursor appears.

**Note:** You may drop units directly onto Service Depots and refineries without detaching them first.

**Hunter-Seeker Droid:**

The Hunter-Seeker Droid is a lightning fast drone unit that is deployed to "clean up" the battlefield. Hunter-Seeker Droids randomly search out an enemy unit or structure and latch on to it. Once attached, the Hunter-Seeker Droid will self-destruct, destroying itself and the object it has attached to. The unit cannot be controlled and will automatically seek prey when released.

### Harvester:



Critical to the financial success of both sides, the Harvester is the only unit capable of collecting Tiberium for refinement. Harvesters will automatically begin to collect Tiberium if a patch is nearby. The Harvester can be ordered to a specific location to harvest by selecting it and targeting the new area. The Harvester will automatically avoid threat areas and will inform you when it cannot enter an area because of nearby threats. Tiberium Harvesters will not enter a hostile area unless specifically ordered.

### Dropship:



Dropships allow the delivery of crucial supplies and reinforcements to specific areas on the battlefield. The arrival of a dropship with reinforcements during a heated battle can mean the difference between victory and defeat. Dropships are only available in certain solo play missions and can never be directly controlled.

### Kodiak:



The Kodiak is GDI's mobile command centre. Commander McNeil and his crew reside on the Kodiak and use it to travel from battle to battle. Typically, the Kodiak observes the battle from afar so as not to put commanding officers in direct danger. However, certain conditions could cause the Kodiak to become vulnerable to attack. If that were ever to happen, protect it at all costs, for if it is destroyed, the battle is over.

### Orca Transport:



Available only in certain solo-play missions, the Orca Transport can carry up to 5 infantry units to any location on a battle map. Loading and unloading it is identical in function to loading and unloading an amphibious APC.

### Mobile Construction Vehicle:



The foundation of any base starts with the Mobile Construction Vehicle (MCV). Able to deploy itself into a fully functioning Construction Yard, the MCV is a highly prized piece of equipment for both GDI and Nod. To deploy the MCV, select it, then double-click. If you get a "no deploy" cursor, something is blocking deployment of the unit. Move any other vehicles and infantry away from it, or move it away from trees or rocks that would prevent deployment.

## NOD UNITS - CLASSIFIED

**Light Battle Infantry:**

The Light Battle Infantry are the mainstay of the GDI and Brotherhood troops. Armed with an M16 Mk. II pulse rifle, they deliver light damage to most targets. Although slow, infantry are capable of movement over varied terrain types with little loss in speed. They are also able to pass through certain terrain or hazards that are inaccessible or damaging to vehicles.

**Cyborg Infantry:**

Cyborg infantry are the result of recent Nod experiments in melding Tiberium mutated humans with machines. They are armed with heavy body armour and a high-power pulse rifle.

**Rocket Infantry:**

Nod's heavy infantry carry a shoulder mounted rocket launcher that is effective against vehicles, structures, infantry and aircraft. Because of the increased weight of the rocket launcher, rocket infantry are slower than light battle infantry but are more heavily armoured.

**Engineer:**

Slow and unarmed, the Engineer is, nonetheless, deadly in his own right. The only unit able to capture enemy structures; tactical use of engineers is considered an art among many commanders. The unit has multiple purposes, each explained below. Note that the engineer unit will be lost when any of the actions below are performed.

1. Capturing enemy structures: The engineer has the ability to capture enemy structures and bring them under your control. This is done by selecting an engineer and then clicking on an enemy structure to send the engineer into the building to capture it. A blue "enter" cursor will tell you if that building can be captured by your side. Only one engineer is required to capture a structure.



2. **Repairing Damaged Structures:** The engineer has the ability to bring any of your own structures back to full health. Select the engineer and highlight the building you want fully repaired. A golden "wrench" icon will tell you if this building can be repaired. Left click to send the engineer into the building to repair it.
3. **Repairing Damaged Bridges:** Most bridges in Tiberian Sun have a "repair hut" at one or both ends of the span. Sending an Engineer into the repair hut will rebuild missing sections and repair any damaged ones. Left click to send the engineer into the repair hut to repair the bridge.

#### Cyborg Commando:



Those cyborgs that perform well are further modified and promoted to the Nod Cyborg Commando ranks. Packing enough firepower to take out entire bases, the Cyborg Commando is a large threat on the battlefield. Armed with a chain gun and flame-thrower, the Commando can make quick work of vehicles, infantry and structures.

#### Mutant Hijacker:



Another of the mutant commandos, the hijacker has the ability to commandeer any vehicle he wishes. When the hijacker is selected and the cursor is placed over an enemy vehicle, the cursor becomes an "enter" cursor to signify the vehicle can be stolen. Clicking on a vehicle when the cursor is in this stage sends the hijacker to the unit to steal it. Once a vehicle is stolen, the hijacker cannot be removed from the vehicle until the vehicle is destroyed. When it is, he pops out and is able to steal another vehicle. Like all mutant units, the mutant hijacker can heal in Tiberium when he is not inside a vehicle.

#### Subterranean APC:



The Subterranean APC is capable of carrying up to five units underground to a target. When underground the subterranean APC is invisible to the enemy but can be detected by a GDI Deployable Sensor Array. The APC cannot surface from under certain terrain types, such as rough terrain, water, etc.

To load infantry into the APC, select the infantry to be loaded and highlight the APC. An enter cursor will appear. Left clicking will send the units into the APC.

To unload infantry, select the APC and double-click. A deploy cursor will appear. Left clicking again with the deploy cursor will unload the infantry from the APC.

**Attack Cycle:**

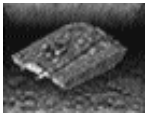
Primarily used as a scouting unit, the Attack Cycle is Nod's fastest ground unit. Although it trades armour for speed, the Cycle is capable of sustaining moderate damage before being destroyed. It carries twin rocket launchers capable of hitting both air and ground units.

**Hunter-Seeker Droid:**

The Hunter-Seeker Droid is a lightning fast drone unit that is deployed to "clean up" the battlefield. Hunter-Seeker Droids randomly search out an enemy unit or structure and latch on to it. Once attached, the Hunter-Seeker Droid will self-destruct, destroying itself and the object it has attached to. The unit cannot be controlled and will automatically seek prey when released.

**Weed Eater:**

This Nod vehicle is essentially a massive lawnmower that is used to harvest Tiberium veins for use in a Chemical Missile. The Weed Eater behaves like a Harvester but with two differences. It harvests Tiberium veins, not Tiberium crystals and dumps its cargo at a Tiberium waste facility, not a refinery. The harvested Tiberium veins, once processed at a waste facility, can be used to create a deadly Chemical Missile.

**Tick Tank:**

This light battle tank has the ability to burrow itself into the ground to increase its defences and perform mobile battery defence. When burrowed, only the turret and a small part of the unit remains above ground.

To burrow the tick tank, select it, then left-click on it. The unit will burrow down into the ground and become immobile. To move the unit again, select it, then left-click on it again. Once the tank has dug out from the ground, it can be moved again.

**Stealth Tank:**

The newest in covert warfare, the stealth tank is a light battle tank that is able to cloak itself in order to remain undetected by enemies. The tank is unable to remain cloaked while firing due to the enormous power drain of the stealth generator. Only infantry and base defences can reveal the stealth tank. However, GDI's Mobile Sensor Array can detect a stealth tank's presence.

### Artillery:



Realising they needed a way to deliver damage without fear of retaliation, Nod developed a new long-range artillery platform. Because of the recoil involved, the unit is unable to fire while undeployed and cannot move while deployed. To deploy the unit, select it, then left-click on it. To un-deploy the unit, select the deployed unit, then left-click on it again.

### Harpy:



Excellent against infantry and lightly armoured vehicles, the Harpy is newest generation of combat helicopters. Like all flying units, the Harpy must return to a helipad in order to reload its weapons.

### Mobile Repair Vehicle:



This robotic vehicle is capable of repairing damaged vehicles on the battlefield. The repair bot features an extendable arm which houses all of the tools needed to repair a vehicle to battle readiness. Placing this unit in guard mode will enable it to automatically repair any units in its immediate vicinity.

### Harvester:

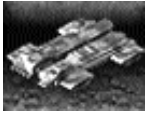


Critical to the financial success of both sides, the Harvester is the only unit capable of collecting Tiberium for refinement. Harvesters will automatically begin to collect Tiberium if a patch is nearby. The Harvester can be ordered to a specific location to harvest by selecting it and targeting the new area. The Harvester will automatically avoid threat areas and will inform you when it cannot enter an area because of nearby threats. Harvesters will not enter a hostile area unless specifically ordered.

### Banshee:



Experiments with recovered alien technology has allowed Nod to develop the next generation of fighting aircraft. Code-named the Banshee, this sleek craft is capable of decimating any unit or structure with its twin plasma cannons.

**Mobile Construction Vehicle:**

The foundation of any base starts with the Mobile Construction Vehicle (MCV). Able to deploy itself into a fully functioning Construction Yard, the MCV is a highly prized piece of equipment for both GDI and Nod. To deploy the MCV, select it, then highlight it. If you get a "no deploy" cursor, something is blocking deployment of the unit. Move any other vehicles and infantry away from it, or move it away from trees or rocks that would prevent deployment.

**Devil's Tongue Flame Tank:**

Terror is a formidable weapon and the sheer sight of this nightmarish unit is enough to cause GDI troops to tremble. Capable of burrowing through all but the hardest of substances, the Devil's Tongue can unleash deadly jets of flame on unsuspecting targets with impunity. The flame is especially effective against infantry and structures although prolonged exposure to its blasts can melt even steel.

**Montauk:**

The Montauk is Nod's mobile command centre. Commander Slavik and his crew use it to travel between battles. Capable of burrowing underground, the Montauk typically remains safely away from the battlefield so as not to endanger the command crew. However, certain conditions can cause the Montauk to enter the battlefield. If this should happen, it is imperative that the Montauk be protected at all costs.

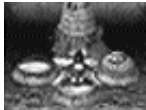
## GDI STRUCTURES - CLASSIFIED

### Construction Yard:



The Construction Yard is where all life begins. It allows the player to build other structures, so defending it should be a top priority of any successful commander. In some missions, the player starts with an MCV, which can be deployed into a Construction Yard. In other missions, the Construction Yard has already been placed.

### GDI Power Plant:



Power plants provide power for base structures and are critical to keeping base defences online. GDI power plants are upgradable via add-on Power Turbines. There are two empty upgrade pads for add-on Power Turbines per power plant. Each will increase the power output of the structure by 50% over a non-upgraded power plant.

### GDI Barracks:



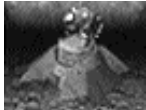
The Barracks allow infantry units to be trained. It is also a prerequisite for base defensive structures.

### Tiberium Refinery:



The refinery converts the Harvester loads of Tiberium into credits for the player. It also stores a certain amount of Tiberium. Once a refinery is full, silos must be created in order to store excess Tiberium. If there is no available storage capacity at a refinery or silos, excess Tiberium will be lost.

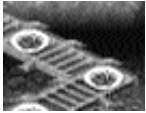
### Electromagnetic Pulse(EMP) Cannon:



The EMP Cannon can fire a high powered blast of Electromagnetic energy that renders any mechanised vehicles inoperative for a short period. Any vehicle or structure caught in the blast is disabled until the effect wears off.

**Firestorm Defence Generator:**

The Firestorm Defence Generator creates an infinitely high force field. Once the generator is constructed, special Firestorm Defence Emitters must be placed on the perimeter of an area to be defended, just like a wall. When activated, the force field that results from these emitters is impenetrable. The Firestorm Defence Generator consumes massive amounts of power. Because of this, it can only be active for a short period before it needs to recharge. The shield can be turned on and off at will.

**Firestorm Wall Sections:**

Used in conjunction with the Firestorm Defence Generator, these emitters are placed like a wall and control the placement of the Firestorm Defence shield. These emitters can be used to completely encircle a base or can be used at key defensive positions.

**Radar Installation:**

A Radar Installation allows commanders to view the battlefield and the relative locations of friendly and enemy units. In order for the radar view to remain active, the Radar Installation must be constantly powered.

**Ion Cannon Control:**

The Ion Cannon control is an upgrade to an Upgrade Centre that allows targeting control of GDI's orbital Ion Cannon weapon. Without this control, the Ion Cannon cannot be used.

**Hunter-Seeker Control:**

This upgrade to a GDI Upgrade Centre allows two-way communications with a Hunter-Seeker Droid, allowing it to acquire enemy targets. This upgrade is required in order to build Hunter-Seeker Droids.

#### Power Turbines:



Up to two of these Power Turbines can be added to a power plant to increase power output. The output of each add-on generator is less than that of a new power plant, but the cost is much lower.

#### Tiberium Silo:



Tiberium Silos store excess Tiberium once the Tiberium refineries are at maximum capacity. If a Tiberium refinery is filled to capacity and there are no empty silos available, excess Tiberium from a Harvester will be lost.

#### GDI War Factory:



This structure allows for the construction of vehicles. Certain advanced vehicles require additional structures before they can be built by a War Factory.

#### Component Tower:

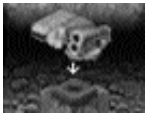


Based on a modular construction principle, the Component Tower serves as the basis for all GDI base defences. Component Towers can be built as individual structures or as part of a wall. One of three weapons can be mounted on a Component Tower: a Vulcan cannon, RPG launcher, or SAM launcher.

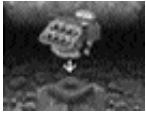
#### Vulcan Cannon Component:



The Vulcan Cannon Component consists of two mini-guns firing 50mm projectiles at high speed. The cannon is primarily intended for use against infantry but it can be used less effectively against vehicles.

**Rocket Propelled Grenade Component:**

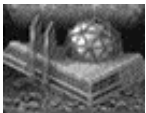
The rocket propelled grenade, or RPG, upgrade launches grenades at enemy units. The RPG is designed for use against vehicles but can be used against infantry as well. Its explosive charge ensures splash damage to any other units caught around its target.

**Surface to Air Missile Component:**

Surface to air missiles or SAMs, are GDI's anti-aircraft defence. SAMs can only be used against flying units.

**Helipad:**

The Helipad allows for the construction and rearming of Orca Fighters, Bombers and Carry-Alls. Without the Heli pad, aircraft cannot be constructed and cannot be rearmed when returning from an attack.

**GDI Tech Centre:**

The Tech Centre is where GDI conducts its high tech weapons research. This structure is required prior to the construction of certain high-tech units and structures.

**GDI Upgrade Centre:**

The Upgrade Centre is used to communicate with various units and structures on the battlefield. Upgrade Centres have two available upgrade pads and can accept the following upgrades: Ion Cannon control or Hunter-Seeker control.



### Service Depot:



Used to repair vehicles and aircraft. A vehicle or aircraft can land on this structure and if enough credits are available, the unit will be fully repaired. Units can be queued onto the pad by bandbox selecting all the units and targeting the repair pad.

### Concrete Walls:



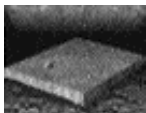
A robust defensive structure. Concrete Walls are effective at stopping both infantry and vehicles. Only certain units can shoot over these defensive walls.

### GDI Automatic Gate:



This structure prevents enemy units and Tiberium growth from entering a base. The gate automatically opens to allow friendly units to pass but will not open for enemy units.

### Pavement:



Pavement is designed to protect your base from burrowing units as well as prevent heavy weapons fire and explosions from making craters in your base. In addition, units on Pavement will move faster compared to normal terrain.

Unlike placing other structures, Pavement can still be placed down when any parts of its placement bib are red. Only the squares that are white at the time will be paved. Pavement can not be placed on slopes or over existing roads.

## NOD STRUCTURES - CLASSIFIED

**Construction Yard:**

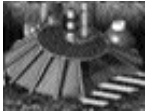
The Construction Yard is where all life begins. It allows the player to build other structures, so defending it should be a top priority of any successful commander. In some missions, the player starts with an MCV, which can be deployed into a Construction Yard. In other missions, the Construction Yard has already been placed.

**Power Plant:**

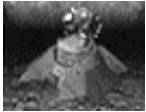
Power Plants supply power to all structures in a base. Without enough power, structures will either not function at all or will function in a reduced capacity.

**Hand of Nod:**

The Hand of Nod is where Nod infantry units are trained. The Hand of Nod is also a prerequisite to building base defences.

**Tiberium Refinery:**

The refinery converts the Harvester loads of Tiberium into credits for the player. It also stores a certain amount of Tiberium. Once a refinery is full, silos must be created in order to store excess Tiberium. If there is no available storage capacity at a refinery or silos, excess Tiberium will be lost.

**Electromagnetic Pulse Cannon:**

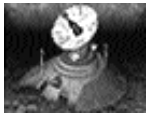
The EMP Cannon can fire a high powered blast of Electro-magnetic energy that renders any mechanised vehicles inoperative for a short period. Any vehicle or structure caught in the blast is disabled until the effect wears off.

### Stealth Generator:



The Stealth Generator can cloak all units and structures in a large area. The base will remain cloaked until the stealth generator is turned off, the base becomes underpowered or the stealth generator is destroyed. Base defences and units under the effect will uncloak only when firing or leaving the area of effect. It should be noted that units exiting from a War Factory or Hand of Nod and Harvesters exiting a refinery will be visible briefly before the stealth generator adjusts and cloaks them.

### Nod Radar:



A Radar Installation allows commanders to view the battlefield and the relative locations of friendly and enemy units. In order for the radar view to remain active, the Radar Installation must be constantly powered.

### Advanced Power Plant:



The Advanced Power Plant functions exactly like a regular Power Plant in that it generates power and supplies it to a base. However, due to its greater size and efficiency, an Advanced Power Plant generates twice as much power as a regular power plant.

### Tiberium Silo:



Tiberium Silos store excess Tiberium once the Tiberium refineries are at maximum capacity. If a Tiberium refinery is filled to capacity and there are no empty silos available, excess Tiberium from a Harvester will be lost.

### Nod War Factory:



This structure allows for the construction of vehicles. Certain advanced vehicles require additional structures before they can be built by a War Factory.

**Tiberium Waste Facility:**

The Tiberium waste facility serves as the drop-off point for the Weed Eater unit. This structure refines and concentrates harvested Tiberium veins for use in the Chemical Missile. Once enough of this Tiberium substance has been collected, it is automatically loaded into a Chemical Missile, provided a Missile Silo is available. When built, the Waste Facility comes with a Weed Eater unit.

**Laser:**

The Laser is Nod's main base defence. Like its larger cousin, the Obelisk of Light, the laser fires a focused laser beam at enemy units. Recent advancements in laser technology allow the laser to generate its own power so that it can remain operational during low power conditions.

**SAM Site:**

The Surface to Air Missile site, or SAM site, is the primary defence against enemy aircraft. It can only be used against flying units.

**Obelisk of Light:**

The Obelisk of Light is a frighteningly powerful weapon. It has undergone significant improvement since it was last seen on the battlefield. Power output has been increased and few units can survive a single hit from an obelisk laser bolt.

**Nod Tech Centre:**

The Tech Centre is where Nod conducts its high tech. weapons research. This structure is required prior to the construction of certain high tech units and structures.

### Nod Helipad:



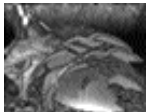
The helipad allows for the construction and rearming of the Banshee and Harpy aircraft. Without the landing pad, aircraft cannot be constructed and cannot be rearmed when returning from an attack.

### Missile Silo:



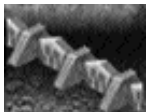
The Missile Silo allows Nod to launch long range weapons at an enemy, specifically a cluster missile or Chemical Missile.

### Temple of Nod:



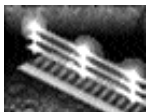
Within the halls of this mysterious structure, Nod continues its Tiberium experiments and conducts cutting-edge research. Construction of the temple enables the Hunter-Seeker drone and allows the recruitment of the Cyborg Commando and the Mutant Hijacker. Note that because of the resources required to produce these special soldiers, only one of each may be in your army at any one time. You may train another only if the one you currently own is destroyed.

### Nod Walls:

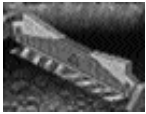


This basic base defence structure is effective in stopping both infantry and vehicles. Only certain units can fire over Nod walls.

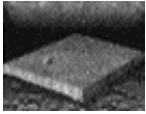
### Laser Fencing:



Laser Fencing consists of emitter posts that project a continuous laser beam between one another, effectively stopping vehicles and infantry. Because laser fence posts can be placed up to 4 cells from one another, a defensive perimeter can be constructed quickly. However, Laser Fencing does require significant external power to remain online.

**Nod Automatic Gate:**

This structure prevents enemy units and Tiberium growth from entering a base. The gate automatically opens to allow friendly units to pass but will not open for enemy units.

**Pavement:**

Pavement is designed to protect your base from burrowing units as well as prevent heavy weapons fire and explosions from making craters in your base. In addition, units on Pavement will move faster compared to normal terrain.

Unlike placing other structures, Pavement can still be placed down when any parts of its placement bib are red. Only the squares that are white at the time will be paved. Pavement can not be placed on slopes or over existing roads.



## GDI AND NOD UNITS

### GDI Units

Light Infantry  
Disk Throwers  
Jump Jet Infantry  
Medic  
Engineer  
Wolverine  
Amphibious APC  
Titan  
Hover MLRS  
Disrupter  
Mobile Sensor Array  
ORCA Fighter  
ORCA Bomber  
ORCA Carry-All Transport  
Harvester

### GDI Specials

Ghostalker  
Dropship  
Kodiak  
Mammoth Mark. II  
Hunter-Seeker Droid

### Nod Units

Light Battle Infantry  
Cyborg Infantry  
Rocket Infantry  
Engineer  
Subterranean APC  
Attack Cycle  
Devil's Tongue Flame Tank  
Tick Tank  
Stealth Tank  
Artillery  
Mobile Repair vehicle  
Harpy  
Banshee  
Weed Eater  
Harvester

### Nod Specials

Cyborg Commando  
Montauk  
Hunter-Seeker Droid  
Mutant Hijacker

## GDI AND NOD STRUCTURES

**GDI Structures**

Construction Yard  
 Power Plant  
 Power Turbine  
 Tiberium Refinery  
 Tiberium Silo  
 Barracks  
 War Factory  
 Component Tower  
 Vulcan Cannon Component  
 R.P.G Component  
 S.A.M. Component  
 Radar Installation  
 Upgrade Centre  
 Hunter Seeker Control  
 Ion Cannon Control  
 Helipad  
 Tech. Centre  
 Service Depot  
 E.M.P. Cannon  
 Firestorm Defence Generator  
 Firestorm wall section  
 Automatic Gate  
 Pavement  
 Concrete Walls

**GDI Specials**

Ion Cannon  
 Hunter-Seeker  
 E.M. Pulse  
 Firestorm Defence

**Nod Structures**

Construction Yard  
 Power Plant  
 Tiberium Refinery  
 Tiberium Silo  
 Hand of Nod  
 War Factory  
 Laser Turret  
 S.A.M  
 E.M.P. Cannon  
 Tiberium Waste Facility  
 Obelisk of Light  
 Stealth Generator  
 Helipad  
 Tech Centre  
 Radar  
 Missile Silo  
 Concrete Walls  
 Laser Fencing  
 Temple of Nod  
 Advanced Power Plant  
 Pavement  
 Automatic Gate

**Nod Specials**

Chemical Missile  
 Multi-Missile  
 Hunter-Seeker  
 E.M. Pulse





# HOW TO PLAY C&C TIBERIAN SUN

## HOW TO ENGAGE

### STARTING THE GAME

#### CHOOSING YOUR SIDE: GDI VS. NOD

*COMMAND AND CONQUER: TIBERIAN SUN* gives you the option to play one of two distinct armed forces: the honourable marines of the Global Defence Initiative (GDI) or the ruthless disciples of the Brotherhood of Nod (Nod).

If you choose GDI, you will fight against Nod. If you choose Nod, you will fight against GDI. For multiplayer games, either side may attempt to enlist the efforts of the alienated Mutant tribes known as The Forgotten. However, in a single player mission only GDI can ally with the Forgotten.

GDI and Nod forces are radically different, each possessing a unique array of strengths and weaknesses. Additionally, each side relies upon different units, technologies and philosophies towards war. GDI utilises traditional military techniques and units while Nod favours stealth and advanced technology.

When you start a new campaign from the main menu, a dialog box comes up asking which side you wish to play. Make your selection by clicking on the side you want and your game will begin. You can also choose which side to play by using either the GDI or Nod CD when you start the game for the first time.

#### TITLE SCREEN MENU



When you start the game, you will be taken to the Start Up Screen. Pick the side you want, GDI or Nod and the introduction movie will play before going directly to the main menu screen. From here you can choose what type of game you want to play, set game options, load a save game and view sneak peeks at upcoming Westwood products.

## START NEW CAMPAIGN



If you want to start a new campaign, choose this option. Your new game starts with a screen that allows you to select which side to play: GDI or Nod.

## DIFFICULTY LEVELS

There are three difficulty settings, which will change the balance of the game. We recommend playing the game at "Normal" difficulty, but if you feel the game is too hard or too easy, you can tailor it to your tastes by switching to "Easy" or "Hard". Difficulty level can ONLY be set at the beginning of a new game – you cannot change it once you have begun a campaign.

Depending on what difficulty level you choose, your enemy's units and structures could be less / more expensive and be faster / slower to build.

## LOAD MISSION



If you want to play a previously saved mission, choose this option.

### Load Mission Screen

From this screen (see diagram), click on the up-arrow or down-arrow to scroll through your saved missions. Select the saved mission you wish to reload and left-click on LOAD.

## MULTIPLAYER GAME



This option allows you to select a Serial (null modem or modem) game, practice game, multiplayer network game (if detected) or internet game via Westwood Online. More information about multiplayer games can be found by following the "documentation" link from the Start menu or from the AutoPlay screen.

## OPTIONS

From this menu, you can access controls to adjust the game resolution, volume levels, keyboard shortcuts, network options and game settings such as speed, scroll rate, detail level and difficulty.

## EXIT GAME

Select this option to exit the game and return to the operating system.

## BASIC INTERFACE

The interface for *COMMAND AND CONQUER: TIBERIAN SUN* is designed to allow maximum control of your units and structures with little effort. The mouse will move your pointer around the screen and depending on what you click, you can order units, build structures, attack, repair and perform a variety of other commands.

As a rule, in *COMMAND AND CONQUER: TIBERIAN SUN*, left clicking confirms orders, changes modes or selects units and structures. Right clicking pauses and cancels actions, modes and selections.

## SCROLLING AROUND

To scroll the main viewing window around the battlefield, move the cursor to the edge of the screen. The cursor becomes a green arrow and the view scrolls in the indicated direction. If you are at the edge of the battlefield, a "no slash" appears over the arrow indicating that this is the edge of the battlefield and you cannot scroll any further. You can also scroll the main viewing window by holding down the right mouse button and dragging the cursor in the direction you want to move. The scroll rate can be adjusted from the game controls menu.

Scroll arrows



Can't Scroll arrows



## ORDERING YOUR TROOPS AROUND

To get your units to act, select a unit by left clicking on it, then move the cursor to the desired point on the battlefield where you want the unit to move.

If the cursor is over a potential target, it changes to one of the targeting cursors. Left clicking at this point causes the unit to attack the target if it is in range, or move towards the target and attack it when it gets in range. Otherwise, it will move the unit to the chosen location if the terrain is passable by the unit.

Some terrain is passable to infantry but not to vehicles. If a vehicle is told to move to impassable terrain, it will get as close as possible. To cancel out of move / attack mode (or any mode), right click and the unit is deselected. Although no longer selected, the unit retains its orders so it will continue to follow its last command. To stop a unit from moving, select it again and redirect it to a new location or press the 'S' key to make it stop.

Selection No Move Cursor



Movement Cursor



## GROUP ACTIVITIES

To save time, you can form your troops into teams. To select several units simultaneously, left click and hold the mouse button down. Drag the mouse cursor to include all the troops you want selected. A box outline indicates the range of this selection. To complete the selection, release the mouse button and all the units within the box become selected. You can give the group an order the same way you would give a single unit an order. Some units in a group do not respond to certain commands. For example, an engineer in a group that is ordered to attack cannot do so because he has no weapon.

## THE SHROUD

When you start a mission, much of the battlefield is covered with a black "shroud." This represents the unknown areas of the battlefield that are unexplored. As you move your unit towards the edge of the visible area, the shroud is uncovered around it depending on the unit's sight range. You can order a unit to move deep into the shroud, uncovering large sections of the area at a time.

## THE SIDEBAR

The sidebar is your tool for accessing information and abilities not directly related to your troops. It gives you the controls to build units and structures. If you build a Radar Installation, a radar view of the battlefield will appear in the sidebar. The sidebar also displays how much power your base is producing versus how much it requires.

## BUILDING YOUR BASE

Critical to the success of many missions is the construction of your own field base and the constant maintenance and defence of this Base during combat. The base is necessary for the gathering of resources (harvesting Tiberium via the Tiberium refinery with its accompanying Tiberium Harvester), as well as the construction and defence of units.

To begin building your base, you must have a Construction Yard. Unless the Construction Yard is set up when the mission begins, you need to deploy the Mobile Construction Vehicle (MCV). Move the MCV to the site you have chosen for your Construction Yard. Once positioned, move the cursor over the MCV and it will change to the deploy cursor. You need ample clearance on all sides of the MCV in order to deploy it. If there is not enough clearance to deploy your MCV, the cursor will change to a "no-deploy" cursor and the MCV will not deploy. Otherwise, left click to deploy the MCV and it turns into a Construction Yard.

### Deploy Cursor



### No Deploy Cursor



Once the Construction Yard is set up, the sidebar becomes active and fills with icons. In the large upper window on the sidebar, a GDI or Nod logo may appear, depending on which side you have chosen. Once you have built a Radar Installation and have enough power to operate it, this area will display your radar map.

## BUILDING

Below the radar display is a horizontal row of four buttons. Each button has a single function: repairing a structure, selling a structure or unit, powering a structure on/off, or entering way-point mode.

Below these buttons are two columns of icons. The left column displays the structures your Construction Yard can build. The right column displays the units you can create. The arrow buttons at the bottom of the sidebar allow you to scroll through these selections. Left clicking on a up/down button will scroll the icons up or down one icon at a time. Right clicking on a up/down button will scroll the icons one full page at a time.

To build a structure or unit left click on the icon that represents the item you wish to create. Construction takes time, as indicated by the sweeping colour. Cost for construction is automatically deducted from your credits. Only one vehicle and one infantry unit can be built simultaneously. Moving the mouse cursor over the icon (without clicking) displays the cost of producing that unit.

Multiple infantry units and vehicles can be queued up so they may be constructed automatically. This is accomplished by clicking on the different icons for the units you wish to create. There is a limit of five items in a production queue at any given time.

When construction of a structure is completed, the word "READY" appears across the top of the selected icon in the sidebar. Left click on this icon and the mouse cursor converts into a placement grid on the battlefield. The grid gives you an idea of how much space the building requires once deployed. Move the grid to the location you have chosen for the building and left click to place the building. The grid must be entirely white in order to place the building. Red cells in the placement grid indicate that the placement area is blocked and you will be prevented from deploying the building.

You cannot build any further structures while the placement grid is on the battlefield. To build additional structures, either place the completed building or cancel placement. To cancel, right click while the placement grid is still active. The grid will disappear. Right clicking on the icon in the sidebar cancels the building and refunds your credits.

When the training or construction of a unit is complete, the new unit emerges from the building of origin (Barracks for infantry and a War Factory for vehicles). It is a good idea to keep some free space in front of these buildings so units do not bunch up and block additional units from deploying.

## POWER

On the sidebar to the left of the construction icons is a narrow bar featuring a vertical indicator. This is your power bar – keep an eye on it! Every building that you create requires power. Knowing how much power you have and how much you are using is very important. The vertical indicator tells you how much power your base needs to function optimally, while the vertical bar tells you how much power your base is producing. If it is green, your base has enough power to run all of the structures you have built. If the bar is in the yellow, your base is running low on power. If the indicator is red, your base is underpowered.

### Power On



### Power Off



## NORMAL POWER

The amount of power produced by Power Plants depends on their state of repair. Make sure to keep all of your Power Plants fully repaired or you may find yourself losing power at an inopportune moment.

## LOW POWER

Lack of full power slows construction, shuts down radar (if built) and turns off base defences. Power Plants are good targets, especially if your enemy has extensive base defences. Without power, the enemy is denied information, quick response time and moderate base defences.

## POWER BUTTON

The power on/off button on the sidebar, represented by a lightning bolt, can be used to turn structures on or off. This feature is especially useful if your base is underpowered and you need to get your base defences on-line quickly. Click on the power toggle button on the sidebar and the cursor changes into a lightning bolt. Click on any structure and it will be turned on or off. Structures that are powered off have an icon indicating their status. When a structure is powered off, any unit, structure, or ability that the structure offers is unavailable until the structure is turned on again.

## BUILD BARRACKS

If you have a Construction Yard and enough credits, you can build a Barracks. Barracks allow you to train infantry. At first, the types of units you can train are limited but as you complete missions, you receive new technologies and upgrades. Soon, new units with unique abilities will become available.

## MONEY, TIBERIUM AND HARVESTING

There is one type of resource that you collect to make money: TIBERIUM. Tiberium is found in Tiberium fields and must be harvested to produce credits. You must construct a Tiberium refinery in order to convert raw Tiberium into useable credits.

Above the sidebar, the credit counter keeps track of available money to build structures and units. This decreases as you build or repair units and structures and increases if you sell a building, deposit Tiberium from a Tiberium Harvester into the refinery or find a crate that contains money.

There are two types of Tiberium: green Tiberium and blue Tiberium. Green Tiberium is plentiful but it is toxic to infantry units, killing them if they remain nearby for too long. Blue Tiberium is rare and hence more valuable than green Tiberium. Also, blue Tiberium is highly volatile and will explode if struck with gunfire.

## TIBERIUM HARVESTER REFINERY

Scout around your base until you find some Tiberium. Once you find some, select the Harvester by left clicking on it and put your cursor over the Tiberium. The cursor changes to an attack cursor. The Harvester does not have a weapon - this cursor indicates when the cursor is over Tiberium that can be harvested. Left click again and the Harvester will proceed to the Tiberium and begin to collect it. The Harvester will now automatically continue collecting and refining Tiberium.

## TARGETING TIBERIUM

You can force the Harvester to return to the refinery early by left clicking on the Harvester, then placing your cursor over the refinery. The cursor changes to an "enter" cursor (3 blue arrows). Left clicking on the refinery tells the Harvester to return to the refinery with its current load. As always, you may deselect the Harvester by right clicking.

Force-Return

**Note:** if you move the Harvester somewhere without targeting a Tiberium source for collection, the Harvester will not collect Tiberium. When it reaches its destination, it remains there until you order it to move again. The automatic collection happens only when you first build a refinery.



## UPGRADING BUILDINGS (GDI ONLY)

GDI employs a modular construction system that allows the placement of add-on components on certain structures, enhancing that structure's capabilities. Three structures are capable of being upgraded: Power Plants, Upgrade Centres and Component Towers. The location for each of these structures is a disk with four holes indicating where the add-on components fit.

### Repair Button & Repairing

To repair a damaged building or unit, left click on the wrench button on the sidebar. The mouse cursor on the battlefield becomes a wrench and rotates when placed over a damaged building. Left click the rotating wrench on the building you want repaired. A wrench flashes on and off on the repairing building. The cost of repair is automatically deducted from your credits. Several buildings can be repaired simultaneously. To stop repairs on a structure left click on the structure while the wrench icon is still active. Right click when you want to cancel repair mode.

### SELL BUTTON & SELLING

To sell a building, left click on the "\$" button in the sidebar and the mouse cursor will turn into a gold "\$". When the cursor is over a building that can be sold it rotates. Left click on the building you want to sell. The building is sold and you are credited a percentage of the structure's original cost. Using this method, you can also sell vehicles that are on a Service Depot.

BE CAREFUL! As long as the cursor is in "\$" mode, any building you left click on will be deconstructed and sold! To cancel out of sell mode, right click.

### WAY-POINTS

Tiberian Sun features the ability to automate base patrols, repair routes and attack vectors with a way-point system. Way-points are persistent and will remain on the battlefield until you delete them.

#### Placing a way-point path

The simplest way to use way-points is for moving units from one location to another. By setting a path, you can make units avoid threats or sneak around the enemy base to attack from a less defended side. To accomplish this, left-click on the way-point button (or hit W). This will place you in way-point mode. For now, only click once. Every successive time you click on the way-point button, you are cycling through one of the way-point paths you can set. Note the colour of the flag on the button will change to show which path you have selected.

Once you are in way-point mode, left-click where you wish to set the first way-point. Note that a zero (0) will appear next to the first way-point. The number order is important, for this is the order the units will follow the way-points, 0 to 1 to 2 and so on.

Once the first way-point is set, move the mouse and left-click in another location and way-point #1 will be placed. You can continue to set way-points wherever you can see. Note that the way-points are connected so you can get an idea how the units will move from place to place. Ground units will have to navigate around impassable terrain but will try to stay as close to the path as possible. When you are done placing way-points, right click to exit way-point mode. If you wish to re-enter way-point mode, left-click on any way-point with no units or structures selected.

### Moving and deleting way-points

To move a way-point, left-click on one of the way-points on the path you wish to modify. Once in way-point mode, left click on the point you wish to move. You will then pick up that point. Move it to the new location and left-click to place it back down. To delete a way-point, pick up the point as if you were moving it. Once the point is picked up, hit the delete way-point key (-) to remove it.

### Following way-points

In order to get a unit to follow your set path, select the unit and left-click on one of your way-points. The unit will move to that way-point and follow the successive numbered way-points until it reaches the end of the path. Note that units will simply follow the way-points without engaging any enemy units.

### Looping way-points (Patrols)

Way-points can be used to create a patrol route, which is a series of way-points that loop. Any units sent on a patrol continually follow the path until otherwise ordered.


To create a patrol route, place the desired pattern of way-points, then without cancelling placement mode, hold down the SHIFT key and left-click on the first point in the path. The cursor changes to a loop path cursor when holding down shift. Left-click to set the patrol path.

### Guard Patrols

To make patrolling units attack any enemy units they encounter, select the units to follow the path or patrol path and hold down CTRL+ALT while left-clicking on one of the way-points. The selected units will follow the path, attacking any enemy units they come across.

Guard patrols can be used for more than just attacking. Placing a repair unit (medic or mobile repair bot) on a Guard patrol will allow that unit to follow the path and repair / heal any friendly units near the path. Once the unit(s) are healed, the healing unit will return to the path and continue to look for other units to assist.

Aircraft can also be put on Guard Patrols. They will patrol the path as long as they have ammo to attack with. When they run out, they will return to their pad, reload, then continue on the patrol path.



### Advanced way-point use

Way-points can be used for more than just moving units around. Placing a way-point on a structure can make units perform several different functions.

### Attacking specific structures

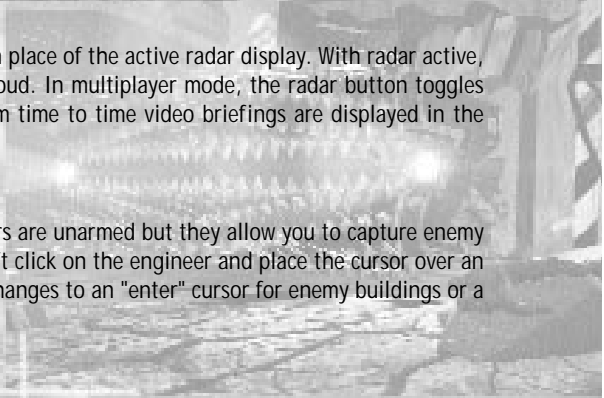
Placing a way-point on an enemy structure tells the units moving along that path to attack that structure. If engineers are used, they will attempt to capture that structure. If one of the structures along the path is destroyed or captured, the remaining units will move along the path, attacking any other structures that have way-points on them.



### Automated repairing (GDI only)

Placing one of the points directly on a GDI repair bay will cause any units following the path to stop and repair at the repair bay. If a damaged unit is already repairing when another reaches the pad, the second unit will loop around the path again, checking each loop to see if the Service Depot is clear. If it is, the unit will move onto the pad and be repaired. Once repairs are complete on any unit, that unit will return to following the path.



### RADAR



If you have not built a Radar Installation, your alliance's insignia (GDI or Nod) appears in place of the active radar display. With radar active, you will see a small map of the battlefield and any visible units not covered by the shroud. In multiplayer mode, the radar button toggles between displaying radar and displaying additional information about your enemy. From time to time video briefings are displayed in the radar window to give you important battle information.

### CAPTURING ENEMY BUILDINGS

As the game advances, a special infantry unit, the engineer, becomes available. Engineers are unarmed but they allow you to capture enemy buildings, repair bridges, or fully repair damaged structures owned by you. To do this, left click on the engineer and place the cursor over an enemy building, bridge repair hut or damaged structure under your control. The cursor changes to an "enter" cursor for enemy buildings or a rotating gold wrench for bridge repair huts and damaged structures.



## ENTER CURSOR



When you capture a building, it becomes part of your base. You can build additional structures around it, sell it or just leave it alone to deny its use to your enemy. Depending on the structure captured, you may be able to build some units that are normally unavailable to you. Your enemy may attempt to retake the building so be prepared to defend it.

## CHECK-UP

To check the health status of a unit or structure, select it by left clicking on it when the cursor is in select mode (deselect with a right-click). As long as the bar is green, it is healthy. As the size of the bar decreases and turns red, the unit selected is becoming increasingly damaged and will eventually be destroyed. Units that are in the yellow and red do not function as efficiently as those that are green. This may result in slower construction time, slower movement and a variety of other negative effects.

Some units have a carrying capacity, indicated by a series of boxes in the lower left corner of the selected unit. These boxes tell you at a glance how much your unit is carrying and how much capacity remains.

## REPAIRING UNITS

Later in the game, the ability to build a Service Depot, medic and repair bot becomes available. The Service Depot and the repair bot can repair damaged vehicles and aircraft while the medic can heal damaged units.

To repair a damaged vehicle, select it and then move the cursor over the Service Depot. The cursor changes to an enter icon. Left click and the unit moves onto the pad and begins repairs. If you have selected multiple units, they are repaired one at a time. Money is automatically deducted from your account depending on the type of unit and the severity of the damage.

To repair damaged vehicles or infantry with the repair bot or medic, select the repair bot or medic and place the cursor over a damaged unit. The cursor changes to a wrench for the repair bot or a red cross for the medic. Repairing units in this way does not cost credits.

## OPTIONS

Choosing the options mode stops all the action on the battlefield while you adjust your visual, audio and game controls. Note that in multiplayer, the game does not pause while you change settings - you remain vulnerable to enemy attack!

### Load Mission

Select load mission from the options menu if you want to play a previously saved mission.

#### Load Mission Menu

Left click on the up or down arrow to scroll through your saved games. Then left click on "LOAD", to load the selected game.

If you wish to leave this screen without loading a game, left click on CANCEL.

### Save Mission

Select save mission from the options menu to save the mission you are currently playing. In the save mission menu, choose the saved mission slot you wish to use. If you save a game over a slot already used, the existing saved mission is overwritten. If you want to save into a new slot, choose [Empty Slot] and name your mission. The number of saved games available depends on your hard drive space. If you are out of hard disk space, [Empty Slot] will not appear. You must save over a previously saved game or delete some saved games.

Note: Tiberian Sun will only store save games under the directory in which the game is installed.

### Save Missions Menu

Left click on the up or down arrow to scroll through your saved games. Then left click on "SAVE" to save the selected game. If you wish to leave this screen without saving a game, left click on "CANCEL".

### Delete Mission

Select delete mission from the options menu when you want to get rid of some saved games. This is especially useful if you need to free up space on your hard drive.

In the delete mission menu, choose the mission you want to delete by left clicking on it. Then left click on "DELETE" to remove the mission. A confirmation window appears to make sure this is what you want. If you are intent on deleting the mission, left click on "YES", otherwise, left-click on "NO".

### Abort Mission

Select abort mission if you decide you do not like how the battle is going and you want to escape to the title screen. A confirmation window appears just to make sure. You can also restart the mission from this screen by clicking on the "RESTART MISSION" button.

### Game Controls

From the game controls menu you can customise your sound options, game speed and map scroll rate.

### Game Speed

This slider bar allows you to change the speed at which the game functions.

### Scroll Speed

Use this slider bar to set the scroll rate of the game screen to your liking. The higher the setting, the faster the map will scroll in the game.

### Sound Controls

To control the volume of music or sound effects, drag the slider left or right. Moving the slider to the right makes that audio track louder and moving left makes it softer. If you want to shut off music or sounds, drag the control slider all the way to the left.

### Resume Mission

Left click on "RESUME MISSION" to get back to the current mission in progress.

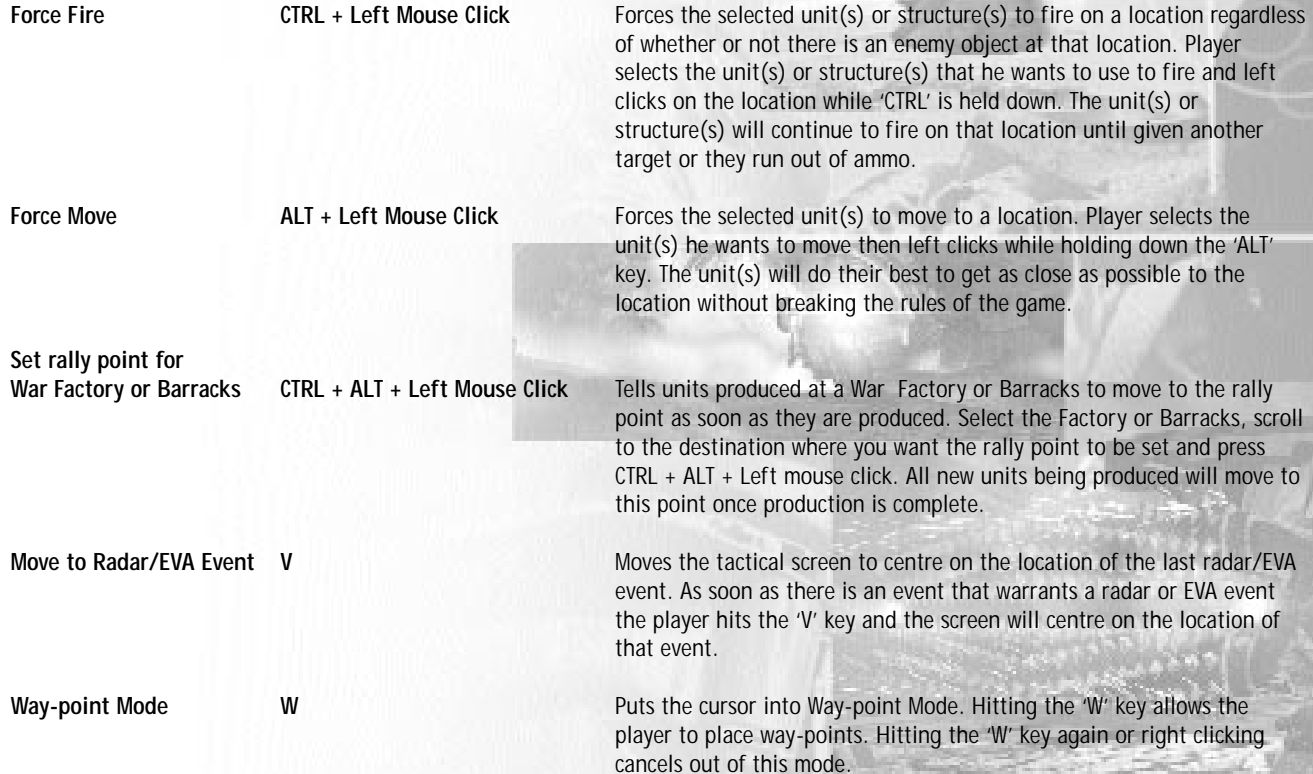
### Briefing

If you have forgotten your mission objectives, left click on "BRIEFING" to have them restated to you. When you are ready to return to the mission, click the "RESUME" button.

## ADVANCED MANOEUVRES

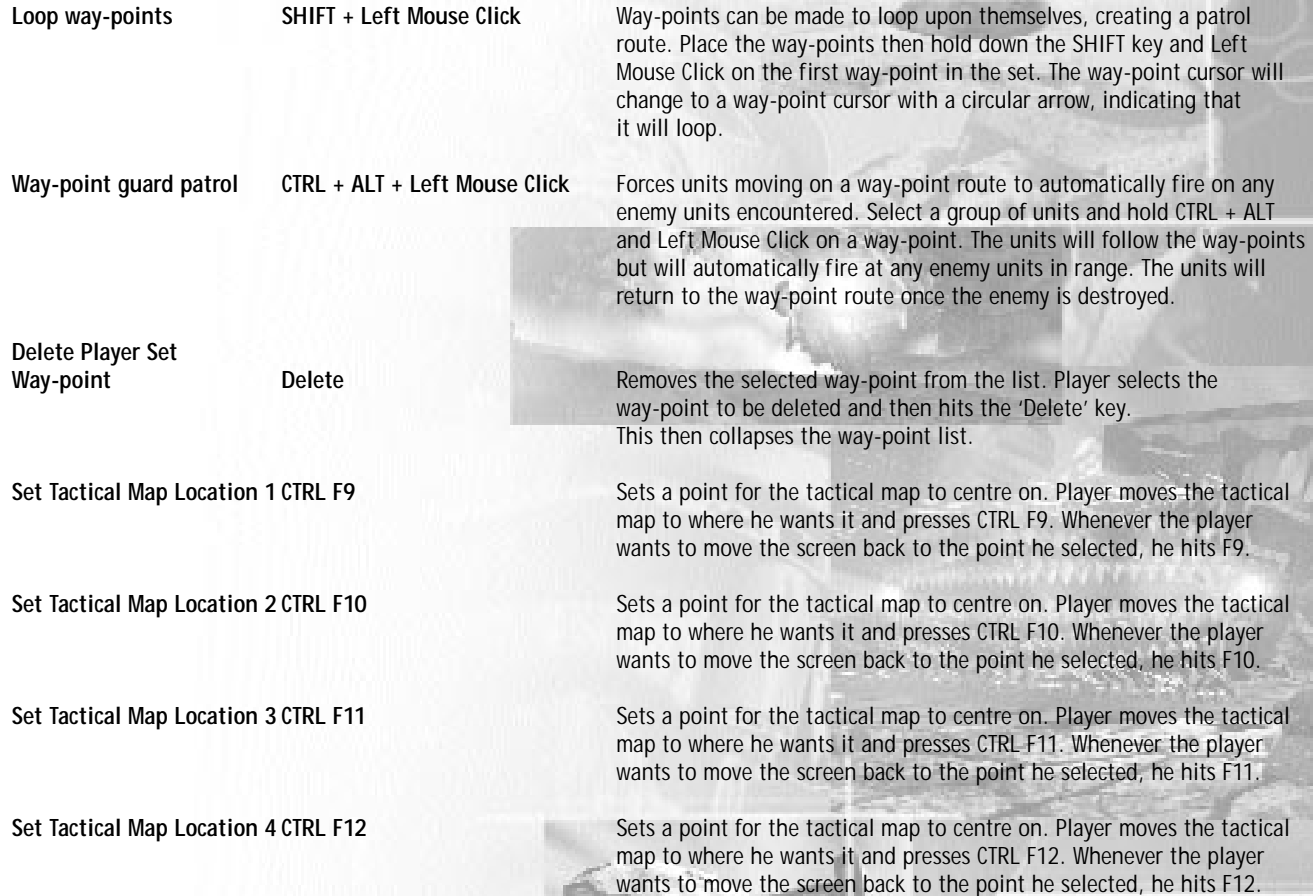
Once you have a good grasp of the basic controls for your units, it is time to move on to some of the more advanced controls that are offered in **COMMAND AND CONQUER: TIBERIAN SUN**. If you are going to pit your skills against other players, learning how to use these controls is necessary.

Action	Default Key(s)	Description
Options	ESC	Brings up the options menu. Player hits the 'Esc' key to do this. The game will be paused in the background except during multiplayer games.
Guard Object	G	Tells a unit to follow another friendly unit. Player selects the guarding unit, holds the 'G' key and left clicks on the unit to be guarded.
Scatter Unit(s)	X	Tells the selected unit(s) to run from the position they currently occupy. Player selects unit(s) to scatter and hits the 'X' key. Every time the 'X' key is hit, the unit(s) choose a new position.
Stop Unit(s)	S	Forces unit(s) to stop where they are. Player selects the unit(s) he wants to stop and hits the 'S' key.
Follow Unit	F	Makes the tactical screen centre on and follow the selected unit around the map. Player selects the unit to be followed and hits the 'F' key. To cancel out of follow mode, press the 'F' key again.



<b>Force Fire</b>	<b>CTRL + Left Mouse Click</b>	Forces the selected unit(s) or structure(s) to fire on a location regardless of whether or not there is an enemy object at that location. Player selects the unit(s) or structure(s) that he wants to use to fire and left clicks on the location while 'CTRL' is held down. The unit(s) or structure(s) will continue to fire on that location until given another target or they run out of ammo.
<b>Force Move</b>	<b>ALT + Left Mouse Click</b>	Forces the selected unit(s) to move to a location. Player selects the unit(s) he wants to move then left clicks while holding down the 'ALT' key. The unit(s) will do their best to get as close as possible to the location without breaking the rules of the game.
<b>Set rally point for War Factory or Barracks</b>	<b>CTRL + ALT + Left Mouse Click</b>	Tells units produced at a War Factory or Barracks to move to the rally point as soon as they are produced. Select the Factory or Barracks, scroll to the destination where you want the rally point to be set and press CTRL + ALT + Left mouse click. All new units being produced will move to this point once production is complete.
<b>Move to Radar/EVA Event</b>	<b>V</b>	Moves the tactical screen to centre on the location of the last radar/EVA event. As soon as there is an event that warrants a radar or EVA event the player hits the 'V' key and the screen will centre on the location of that event.
<b>Way-point Mode</b>	<b>W</b>	Puts the cursor into Way-point Mode. Hitting the 'W' key allows the player to place way-points. Hitting the 'W' key again or right clicking cancels out of this mode.





<b>Loop way-points</b>	<b>SHIFT + Left Mouse Click</b>	Way-points can be made to loop upon themselves, creating a patrol route. Place the way-points then hold down the SHIFT key and Left Mouse Click on the first way-point in the set. The way-point cursor will change to a way-point cursor with a circular arrow, indicating that it will loop.
<b>Way-point guard patrol</b>	<b>CTRL + ALT + Left Mouse Click</b>	Forces units moving on a way-point route to automatically fire on any enemy units encountered. Select a group of units and hold CTRL + ALT and Left Mouse Click on a way-point. The units will follow the way-points but will automatically fire at any enemy units in range. The units will return to the way-point route once the enemy is destroyed.
<b>Delete Player Set Way-point</b>	<b>Delete</b>	Removes the selected way-point from the list. Player selects the way-point to be deleted and then hits the 'Delete' key. This then collapses the way-point list.
<b>Set Tactical Map Location 1</b>	<b>CTRL F9</b>	Sets a point for the tactical map to centre on. Player moves the tactical map to where he wants it and presses CTRL F9. Whenever the player wants to move the screen back to the point he selected, he hits F9.
<b>Set Tactical Map Location 2</b>	<b>CTRL F10</b>	Sets a point for the tactical map to centre on. Player moves the tactical map to where he wants it and presses CTRL F10. Whenever the player wants to move the screen back to the point he selected, he hits F10.
<b>Set Tactical Map Location 3</b>	<b>CTRL F11</b>	Sets a point for the tactical map to centre on. Player moves the tactical map to where he wants it and presses CTRL F11. Whenever the player wants to move the screen back to the point he selected, he hits F11.
<b>Set Tactical Map Location 4</b>	<b>CTRL F12</b>	Sets a point for the tactical map to centre on. Player moves the tactical map to where he wants it and presses CTRL F12. Whenever the player wants to move the screen back to the point he selected, he hits F12.

**Centre Tactical Map  
on Base**

**H**

Moves the tactical map view to centre on the Construction Yard. Player hits the 'H' key and the tactical map jumps to centre on the Construction Yard. If the player does not have a Construction Yard, the screen centres on the next most expensive structure the player owns.

**Sidebar Up**

**Page Up**

Scrolls both sides of the sidebar up one full page. Player hits the 'Page Up' key and the whole sidebar scrolls up one full page. Not just one object at a time.

**Sidebar Down**

**Page Down**

Scrolls both sides of the sidebar down one full page. Player hits the 'Page Down' key and the whole sidebar scrolls down one full page. Not just one object at a time.

**Toggle Power Mode**

**P**

Toggles the players' cursor in to and out of power mode. Player hits the 'P' key to go in to power mode and again or right clicks to get out of power mode. Power mode allows the player to turn his buildings on and off.

**Screen Capture**

**CTRL-C**

Prints out a 640x480 .PCX file of the game. Player hits "CTRL-C" and a screenshot is saved out. Each time the player hits the button a new image is saved out and is named in sequence. Ex. GAME001, GAME002, etc.

**Next Unit**

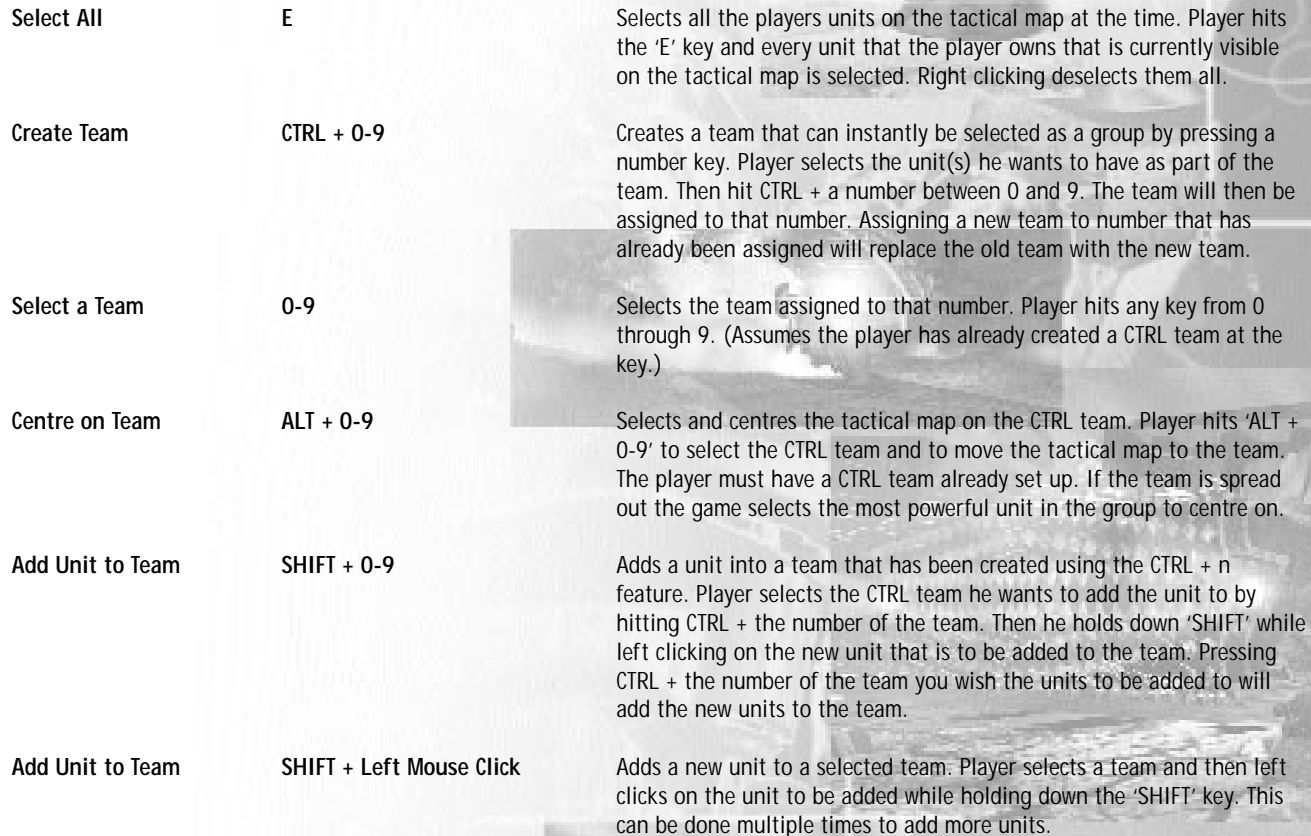
**N**

Selects the next unit on the map. Player selects a unit and hits the 'N' key to automatically select the next unit in the list regardless of where it is on the map.


**Previous Unit**

**B**

Selects the previous unit on the map. Player selects a unit and hits the 'B' key to automatically select the previous unit in the list regardless of where it is on the map.



<b>Select All</b>	<b>E</b>	Selects all the players units on the tactical map at the time. Player hits the 'E' key and every unit that the player owns that is currently visible on the tactical map is selected. Right clicking deselects them all.
<b>Create Team</b>	<b>CTRL + 0-9</b>	Creates a team that can instantly be selected as a group by pressing a number key. Player selects the unit(s) he wants to have as part of the team. Then hit CTRL + a number between 0 and 9. The team will then be assigned to that number. Assigning a new team to number that has already been assigned will replace the old team with the new team.
<b>Select a Team</b>	<b>0-9</b>	Selects the team assigned to that number. Player hits any key from 0 through 9. (Assumes the player has already created a CTRL team at the key.)
<b>Centre on Team</b>	<b>ALT + 0-9</b>	Selects and centres the tactical map on the CTRL team. Player hits 'ALT + 0-9' to select the CTRL team and to move the tactical map to the team. The player must have a CTRL team already set up. If the team is spread out the game selects the most powerful unit in the group to centre on.
<b>Add Unit to Team</b>	<b>SHIFT + 0-9</b>	Adds a unit into a team that has been created using the CTRL + n feature. Player selects the CTRL team he wants to add the unit to by hitting CTRL + the number of the team. Then he holds down 'SHIFT' while left clicking on the new unit that is to be added to the team. Pressing CTRL + the number of the team you wish the units to be added to will add the new units to the team.
<b>Add Unit to Team</b>	<b>SHIFT + Left Mouse Click</b>	Adds a new unit to a selected team. Player selects a team and then left clicks on the unit to be added while holding down the 'SHIFT' key. This can be done multiple times to add more units.



## MULTIPLAYER ONLY KEYS

Action	Default Key(s)	Description
Toggle Alliance	A	Allies the player with another player. Player selects a unit belonging to the player he wishes to ally with and hits the 'A' key. This only allies the player hitting the 'A' key. The other player must respond the same way or else his units will continue to fire on the proposed allies units.
Toggle Radar Map	TAB	Toggles the radar map area between the radar map and multiplay score screen. Player hits the 'TAB' key to switch from the radar map to the score screen. Hitting 'TAB' again will change the view back to the radar map.

## PERSONNEL CREDITS

EXECUTIVE PRODUCER  
SENIOR PRODUCER  
ASSOCIATE PRODUCER  
TECHNICAL DIRECTION  
LEAD PROGRAMMERS

PROGRAMMERS

ADDITIONAL PROGRAMMING  
LEAD DESIGNERS

DESIGNERS

LEAD 3D ARTISTS

3D ARTISTS

LEAD INGAME ARTISTS

INGAME ARTISTS

CONCEPT ARTISTS

ADDITIONAL INGAME ART

AUDIO DIRECTION  
ORIGINAL SOUNDTRACK

SOUND DESIGN

MOTION CAPTURE

ART COMPRESSION  
QUALITY ASSURANCE DIRECTION  
QUALITY ASSURANCE LEAD

QUALITY ASSURANCE

BRETT W. SPERRY  
DONNY MIELE  
RADE STOJSAVLJEVIC  
STEVE WETHERILL, ERIC WANG  
JOE BOSTIC, STEVE TALL,  
BRET AMBROSE  
NEAL KETTLER, DENZIL E. LONG,  
MARIA DEL MAR MCCREADY LEGG,  
JONATHAN LANIER,  
GREG HJELSTROM  
WEI SHOONG TEH  
BRETT W. SPERRY, ADAM P.  
ISGREEN, ERIK YEO  
JOHN ARCHER, MICHAEL LIGHTNER,  
PATRICK PANNULLO,  
PATRICK CONNELLY, DAVID LEARY  
ERIC GOOCH, JIM MAY,  
TSE CHENG LO  
MARGO ANGEVINE, CHUCK CARTER,  
DAN LYONS, BOB MARKER,  
MILES RITTER, CHIP MYERS,  
CHRIS DEMERS  
JOSEPH B. HEWITT IV,  
FERBY MIGUEL  
MATTHEW HANSEL,  
SHELLY JOHNSON, REN OLSEN,  
DAN LYONS, DAVID POTTER  
GARY L. FREEMAN, JACK MARTIN,  
JEFF HYDORN  
MATTHEW SKUTNIKMICHAEL BAKER,  
BRYANT JOHNSON,  
SETH SPAULDING, DAVID STOKES,  
SEAN WANG, DAVID WHITE  
PAUL S. MUDRA  
FRANK KLEPACKI,  
JARRID MENDELSON  
PAUL S. MUDRA,  
DWIGHT K. OKAHARA  
KURT VORDAHL, PATIENCE BECQUET

TIM FRITZ  
GLENN SPERRY, MIKE MEISCHEID,  
D'ANDRE CAMPBELL,  
SHANE DIETRICH  
LLOYD BELL, MIKE SMITH,  
JOHN HALL, CHRIS BLEVENS,  
DEMARLO LEWIS, ALEX COLOM,

LOCALIZATION

MARKETING

BOX DESIGN

MANUAL  
MANUAL LAYOUT

CAST  
MICHAEL MCNEIL  
JAMES SOLOMON  
KANE  
ANTON SLAVIK  
UMAGON  
OXANNA KRISTOS  
CHANDRA  
VEGA  
HASSAN  
TRATOS  
NOD ANCHORMAN  
JAKE MCNEIL  
KODIAK PILOT BRINK  
BASE COMMANDER TAO  
MUTANT COMMANDO  
GHOSTALKER  
GDI MARINES IN THE FIELD  
NOD SOLDIER IN THE FIELD  
CORPORAL LEWIS  
NOD MONTAUK DRIVER  
PHILADELPHIA TECHNICIAN  
NOD SERGEANT

ERROL CAMPBELL,  
JASON CAMPBELL, JASON PRIMAS,  
JUSTIN BLOOM, KENNETH CARTER,  
LEVI LUKE, MICHAEL CHATTERTON,  
PAUL WINEGARDNER,  
RANDY STAFFORD,  
RICHARD RASSMUSEN,  
SHAWN TREANTS, STEVE LAITY,  
STEVE SHOCKEY, STEVE TARANTINO,  
CLINT AUTREY, MICHAEL MAY,  
CHAD FLETCHER, TROY LEONARD,  
BEAU HOPKINS, RHODA ANDERSON,  
BRENDA BILLIOT, TIM HEMPEL  
SONIA YAZMADJIAN, DAVID LAPP,  
BIANCA NORMANN,  
CHRISTINE JEAN,  
MANUEL BERTRAMS,  
SYLVAIN CABURROSSO  
LAURA MIELE, LINCOLN  
HERSHBERGER, AARON COHEN,  
CHRIS RUBYOR, TED MORRIS  
CREATIVE DYNAMICS INC.

RADE STOJSAVLJEVIC  
JOHN MONTAGUE

MICHAEL BIEHN  
JAMES EARL JONES  
JOSEPH D. KUCAN  
FRANK ZAGARINO  
CHRISTINE STEELE  
MONIKA SCHNARRE  
KRIS IYER  
FRANCISCO QUINN  
ADONI MAROPIS  
CHRISTOPHER WINFIELD  
THYME LEWIS

DANIEL KUCAN  
ATHENA MASSEY  
BAYANI ISON  
NILS ALLEN STEWART  
GIL BIRMINGHAM  
CATHY DEBUONO, WILEY PICKET  
SIDNEY LIUFAU  
ERIC RUTHERFORD  
ALAIN BENETAR  
JEFFERY J. CASTILLIO  
ANDREW BRYNIARSKI

CABAAL VOICE  
EVA VOICE

DRAMATIC ASSET PRODUCTION  
PRODUCER  
DIRECTOR  
CO-DIRECTOR  
SCREENPLAY  
STORY  
ADDITIONAL DIALOGUE  
DIRECTOR OF PHOTOGRAPHY  
EDITING  
CASTING  
PRODUCTION SOUND  
LINE PRODUCER  
UNIT PRODUCTION MANAGER  
PRODUCTION MANAGERS  
ASSISTANT DIRECTOR  
PRODUCTION ASSISTANTS  
LOCATION MANAGER  
LOCATION SCOUTS  
TRANSPORTATION  
GAFFER  
KEY GRIP  
GRIPS  
GUNSHOT EFFECTS  
VISUAL EFFECTS PRODUCER  
CGI SUPERVISOR  
VISUAL EFFECTS SUPERVISOR  
VISUAL EFFECTS ARTISTS  
FX COSTUME & MAKEUP DESIGN  
ASSISTANT FX MAKEUP  
KEY MAKEUP ARTIST  
ASSISTANT MAKEUP ARTIST  
KEY HAIR STYLIST  
ASSISTANT HAIR STYLIST  
WARDROBE STYLIST  
LEAD WARDROBE  
WARDROBE ASSISTANT  
SET CONSTRUCTION  
PROPS  
  
STORYBOARDS  
SCRIPT SUPERVISOR  
BOOM OPERATOR  
CRAFT SERVICE

MILTON JAMES  
JESSICA STRAUS

DONNY MIELE  
JOSEPH D. KUCAN  
DONNY MIELE

PETER OCKO  
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