

COMMAND & CONQUER™

ENGLISH
PC CD-ROM

Westwood
STUDIOS



COMMAND & CONQUER

FIELD MANUAL

CONFIDENTIAL

WestwoodTM
S T U D I O S



COMMAND & CONQUER

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For customer service please call (0181) 964-8242

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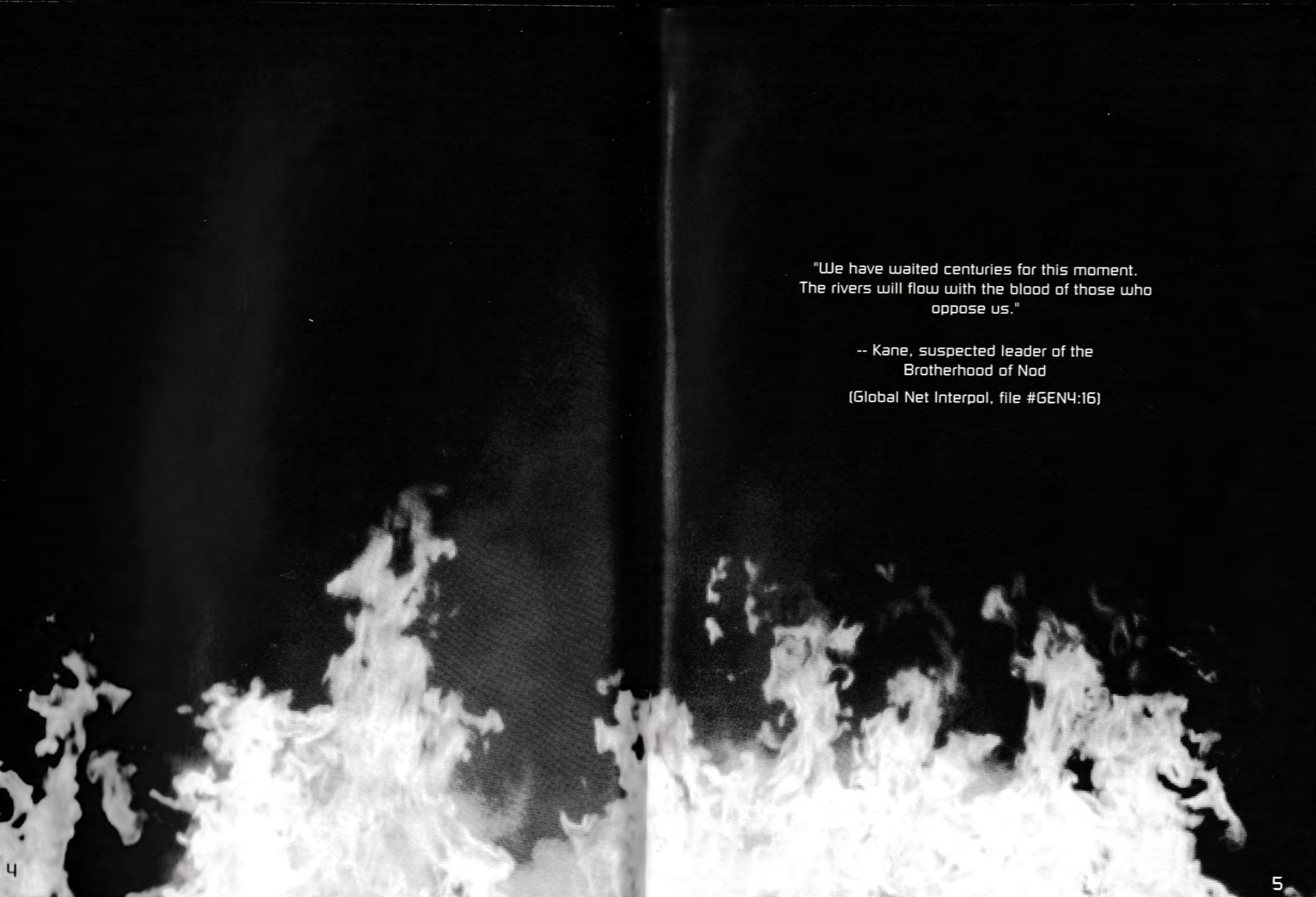
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Westwood[™]
S T U D I O S



This product is exempt from classification under U.K. Law.
In accordance with The Video Standards Council Code of Practice
It is considered suitable for viewing by the age range(s) indicated.



"We have waited centuries for this moment.
The rivers will flow with the blood of those who
oppose us."

-- Kane, suspected leader of the
Brotherhood of Nod

(Global Net Interpol, file #GEN4:16)

System Requirements

COMPUTER

Command & Conquer requires at least an IBM 486 33Mhz (or 100% compatible) computer with at least 4MB RAM. You need at least 520K of free conventional memory. Multiplayer modes require all players have an IBM 486 66Mhz or faster system.

CONTROLS

You will need a mouse (100% Microsoft-compatible) and keyboard to play.

DISPLAY

C&C requires a colour monitor with an MCGA graphics (256 colour) system.

SOUND

C&C supports the following sound cards: Sound Blaster, Sound Blaster Pro, Sound Blaster 16, Sound Blaster AWE/32 and 100% Sound Blaster compatible cards, Gravis Ultrasound, Gravis Ultrasound MAX, Ensoniq Soundscape, Roland RAP-10, ESS Audiodrive, Microsoft Sound System, Gold Sound Standard, Pro AudioSpectrum Plus, Pro AudioSpectrum 16. View the README.TXT file on either C&C CD for more information regarding additional sound card set-ups or troubleshooting.

HARD DISK SPACE

You must have 30MB of free space on your hard drive to install the game.

CD ROM DRIVE

A double-speed (300KB/second or faster) CD-ROM drive is required to play the game.

DOS

You must have MS-DOS version 5.0 or higher.

WINDOWS

If you plan to run the game from Windows, you must have Windows v.3.1 or higher.

NETWORK

The IPX network protocol must be running on each computer in order to play a multiplayer network game.

MODEM

You need a Hayes-compatible modem which supports at least 9600 baud to play a two-player, head-to-head modem game.

NULL MODEM

You need a null modem cable to play a two-player head-to-head null modem game.

Setup & Installation

DOS

Insert any C&C CD into the CD-ROM drive. At the C:\> prompt, type "D:" [Enter] (where D is the letter that designates your CD-ROM drive). Once you see the new prompt ("D:\>" in this case), type "INSTALL" [Enter].

Please follow the on-screen instructions which appear.

By default, C&C is installed into a directory named C:\C&C. After it is installed the game will begin. For more info, see "Playing the Game", page 4.

WINDOWS AND WINDOWS FOR WORKGROUPS V.3.1 & V.3.11

Insert any C&C CD into the CD-ROM drive.

From the Windows Program Manager select the File menu. From this menu select Run. In the popup dialogue type "D:\SETUP" (where D is the letter that designates your CD-ROM drive), then click on the OK button.

Please follow the on-screen instructions which appear.

Once Setup is complete you will be returned to Windows where a Westwood program group containing icons for C&C and the Setup program will be added to the desktop.

By default, C&C is installed into a directory named C:\C&C.

Loading Instructions

DOS

Insert any C&C CD into the CD-ROM drive.

At the C:\> prompt, type "CD \C&C" [Enter] and then type "C&C" [Enter].

Note: If you have installed C&C to another directory you must type "CD [name of your directory]" [Enter] first, then type "C&C" [Enter].

WINDOWS AND WINDOWS FOR WORKGROUPS V.3.1 & V.3.11

Insert a CD into the CD-ROM drive.

From the Windows Program Manager double click on the C&C icon which can be found in the Westwood program group.

A Note about the Sound

C&C is among the first wave of games to support DSA (digital streaming audio) for musical scores, dialogue and sound effects. With this new technology, PC audio is no longer restricted to FM or General MIDI limitations.

Playing the Game

CHOOSING YOUR SIDE: GDI OR THE BROTHERHOOD OF NOD

In C&C, you must play one of two sides. GDI is the United Nations' Global Defence Initiative. They are the "good" guys. The Brotherhood of Nod are the "bad" guys.

Near the end of the introduction, you are asked to select GDI or the Brotherhood. Move the mouse cursor over your selection and press the left mouse button.

If you choose the Brotherhood, you will fight against GDI. If you choose GDI, you will fight against the Brotherhood. The two sides have different buildings, units and technology. There are things one side will be able to do or get away with that the other side will not.



GDI



Title Screen menu



Nod

Title Screen Menu

When you start the game for the first time, you'll be treated to C&C's spectacular introduction. In subsequent games, you'll be taken directly to the Title Screen menu:

START NEW GAME

If you want to start a new game, choose this option. Your new game will start with a screen for you to choose your side: GDI or the Brotherhood. The introduction will be shown again.

LOAD A MISSION

If you want to play a previously saved mission, choose this option. (See page 11 for saving missions.)



Load Mission screen

From this Load Mission screen, 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 multiplayer network (if detected) or serial (null modem or modem) game. See the "Multiplayer Game" section (page 14) for more details.

REPLAY INTRODUCTION

If you want to see the introduction again, select this option.

EXIT GAME

Select this option to exit back to the DOS prompt or to Windows—wherever you were before you started the game.

Ordering Your Troops Around

To get your troops to act, select a unit by left-clicking on him. Now move the cursor to the desired point on the game map. If the cursor is over a potential target it will change to the targeting cursor. Left-clicking at this point will cause the unit to attack the target. Otherwise, it will move the unit to that location, unless it is impassible (i.e. a cliff or trees).

To cancel out of this mode (or any mode), right-click and the unit will be deselected.

PLAYING THE GAME



Main Game screen



Selection cursor



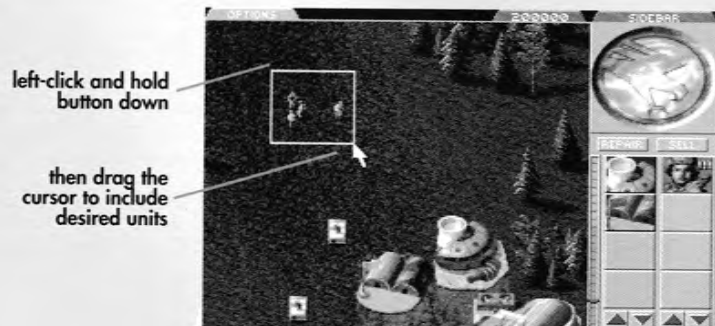
Targeting cursor



Movement cursor

Group Activities

To save time, you can form teams among your troops. 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 white box outline indicates the range of this selection. Then, release the mouse button, and all the units within the white box will be selected. You can give that group an order the same way you'd give a single unit an order.



Forming teams

PLAYING THE GAME

Sidebar

From the Main Game screen, the Sidebar may be opened by left-clicking the SIDEBAR button in the upper right corner. Click on it a second time to close it. If you have a Construction Yard, the Sidebar will open automatically.

From the Sidebar, you can build or acquire units and buildings by left-clicking on the corresponding icons.



Sidebar open

Building Things

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 (through the Tiberium Refinery with its accompanying Tiberium Collector), landing of reinforcements, and other neat things.

To begin building your base, you must have a Construction Yard. Unless the Yard is set up when the mission begins, you'll have to deploy the Mobile Construction Vehicle. Move the MCV to where you want the Construction Yard placed. You'll need a little bit of clearance. If you try to deploy the MCV where there isn't enough room, the MCV won't deploy. Move the cursor over the MCV and you'll get the Deploy cursor. Left-click to deploy the MCV, and it'll turn into a Construction Yard.



MCV



Deploy cursor



Construction Yard

Once the Construction Yard is set up, the Sidebar will pop up. In the Sidebar, you may see the symbol of your side (GDI or Nod). Later, this area becomes a radar display, when you've built various high-tech structures.



Below the REPAIR and SELL buttons are two columns of icons. The left column displays which structures your Construction Yard can build; the right column displays the units you can create. The arrow buttons at the bottom of these icons allow you to scroll through the selections when there are more than four available.

To build a structure or unit, left-click on the appropriate icon. Construction will take a period of time, as indicated by the sweeping hand over the icon. Cost for construction and/or purchasing will be automatically deducted from your account. Only one unit and one structure can be built at any one time. If you move the mouse cursor over the icon (without clicking), you'll see what that icon represents and how much it would cost you to build or buy it.



When construction of buildings is completed, "READY" appears across the bottom of the selected icon in the Sidebar. Left-click on this icon, and the mouse cursor will turn into a placement grid on the battlefield. The grid gives you an idea of how large the building will be on the field. Move the grid to where you want the building placed. Once you've found a suitable location left-click, and the building will be placed where you indicated. The grid should be entirely white; any red in the grid indicates that the placement area is blocked, and you will not be able to deploy the building.

While there is a grid on the field, you will not be able to build anything else. You'll have to either place the ready building, or cancel placement. To cancel, right-click while the placement grid is still up. The grid will disappear, and "READY" will appear on the icon again. Right-clicking again on the icon in the Sidebar will cancel the building and refund your credits.

Creating Additional Units

If you have a Construction Yard and enough credits, you can build a Barracks or Hand of Nod, which will allow you to train infantry. At first, the type of troop you can train will be limited. As you win missions you'll have the opportunity to buy new technologies and upgrades. Once you do this, new troops with unique abilities will become available.

As the game progresses and you build up your base, you'll have a chance to construct a Weapons Factory or an Airfield. With these, you can acquire new and more powerful units like Hum-vees, motorcycles, Dune Buggies, and eventually, tanks. Keep in mind that all the units and buildings mentioned above won't be available for both sides.



Capturing Enemy Buildings

As the game advances, a special troop, the Engineer, will become available. Engineers cannot defend themselves, but they will allow you to capture enemy buildings. To do this, left-click on the Engineer and then left-click on the enemy building you would like to capture. If you are successful, the colour of the building you targeted will change to the colour of your side. Sometimes you'll need to use more than one Engineer to do this. Also, your enemy may attempt to re-take the building.



Repairing Structures

To repair a damaged building and keep it operating at full efficiency, left-click on the REPAIR button in the Sidebar. The mouse cursor on the field will turn into a Wrench. Left-click the Wrench on the building you want repaired. Repair will begin immediately, and the cost of repair will be deducted from your account.

Several buildings can be repaired simultaneously. Right-click when you want to cancel out of Wrench mode.



Selling Structures

To sell a building and get credits for it, left-click on the SELL button in the Sidebar. The mouse cursor will turn into a "\$" sign. Left-click on the building you want to sell. It will deconstruct and you'll be credited a fraction of its original cost.

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 "\$" mode, right-click.

Money (Credit)

In the upper right, the credit counter keeps track of your "battle account": how much money you have to build structures and acquire units.



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's healthy. As the bar shrinks and turns red, it's closer to being destroyed. In later missions, units can be repaired if you build a repair facility.

Scrolling Around

To scroll the main viewing window around the battlefield, move the cursor to the edge of the screen. The cursor will become a white solid arrow and the view will scroll in the indicated direction. If you're at the edge of the battlefield, a "universal no" slash will appear over the arrow indicating that this is as far as you can go.



Scroll arrows

Can't Scroll arrows—"universal no"

Options

Choosing the Options mode will stop all the action on the field while you adjust your visual, audio, and game control.

LOAD MISSION

Select LOAD MISSION from the Options menu if you want to play a previously saved mission. The mission you are currently playing will be lost unless you save it first.



Choose Load Mission from the Options menu



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're 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, you'll overwrite the selected game. 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're out of room, [Empty Slot] won't appear: You'll have to save over a previously saved game or delete some games.



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 get rid of by left-clicking on it. Then left-click on DELETE to get rid of that mission.

A confirmation window will pop up just to make sure this is what you want. If you're intent on ridding yourself of that mission, left-click on OK. Otherwise, left-click on CANCEL.

QUIT GAME

Select QUIT GAME if you decide you don't like how things are going and want to escape to the Title Screen. A confirmation window will come up, just to make sure.

GAME CONTROLS



Game Controls

Sound Controls

Select GAME CONTROLS, then SOUND CONTROLS to adjust the volume of the music or sound effects, or to change the song currently playing.



Sound Controls

To control the volume of music or sound effects, drag the knob left or right. Going right will make that audio track louder. Going left will make it softer. If you want to shut off music or sounds, drag the control knob all the way to the left.

Music

To hear a new song, left-click on any track (as shown on page 12) and then left-click on the PLAY button. To stop a song from playing, left-click on the STOP button.

Clicking the OPTIONS MENU button at the bottom of the menu will return you to the Options menu, saving any changes you have made in the Sound Controls panel.

Visual Controls



Visual Controls gives you display options. To adjust any of the controls, drag the control knob left or right. Going right increases a setting. Going left decreases a setting.

You can reset the Visual Controls to their default "normal" settings by clicking the RESET VALUES button.

Click on the OPTIONS MENU button to return to the Options Menu. The changes made in the Visual Controls take immediate effect.

RESUME

Left-click on RESUME to get back to the main game.

RESTATE

Left-click on RESTATE if you forget what your mission objective is.

MULTIPLAYER GAME

Network Game

C&C supports up to four players per game on a network using the IPX protocol. You must have IPX loaded (IPX.COM or equivalent) along with the appropriate low level device drivers to be able to play. If you are in any doubt ask your network administrator to install the correct drivers on your workstation.

C&C works better if all multiplayer game participants are connected on the same local network without routers and bridges so that IPX packets have a direct path between systems. This will also ensure minimal load on other network components (such as servers and routers) when a multiplayer game is in progress.

NETWORK GAME PRELIMINARIES

C&C supports an unlimited number of games over one socket. We use a default socket number of 8813[hex] which is a unique socket number assigned to Westwood Studios. Other applications cannot officially use this socket number but if you do have problems playing C&C in its default mode, you can change the socket number from the command line (type C&C -SOCKETXXXX where XXXX is a number from 0 to 16383). The number you specify is added to 4000[hex] to generate a socket address in the public socket area.



To begin a multiplayer network game select MULTIPLAYER GAME from the Title menu. You should see the "Select Multiplayer Game" dialogue with MODEM/SERIAL and NETWORK options. If you see the "Select Serial Game" dialogue, it means that C&C has not detected the presence of IPX drivers and you should verify that these have been installed and configured correctly for your system.

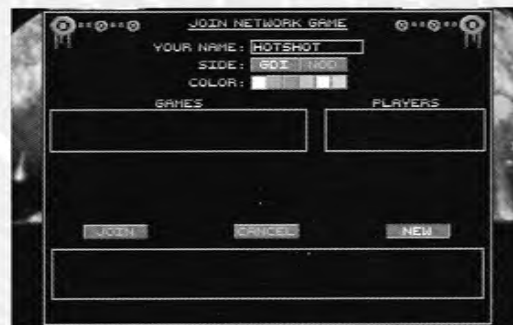
If all is well, select the NETWORK option. This will take you to the "Join Network Game" dialogue. Here you can enter your name, choose your side (GDI or NOD) and select a colour for your units and buildings. There are two windows within the dialogue, the "Games" window and the "Players" window. The "Games" window shows all active

MULTIPLAYER GAME

game sessions on the current socket. Games which are closed (in-progress) are shown in square brackets, like this: [Player's Game].

You have two options from this point: you can choose to JOIN a game or to host a NEW game for others to join. You cannot join a closed game.

START NEW NETWORK GAME



New Network Game dialogue

Before clicking on NEW game you must enter your name and choose a side and colour. Clicking on NEW makes you the host of the new game and takes you to the "Network Game Setup" dialogue. This dialogue has a "Players" window and a "Scenarios" window. The "Players" window shows you which other players are joined to your new game. As the host of the new game you alone have the option to reject other players who might try to join the game.

The "Scenarios" window shows the available scenarios. As the game host, this is up to you to select, as are the Credits, Bases, Crates, Tiberium and AI Players options. These options are described briefly here:

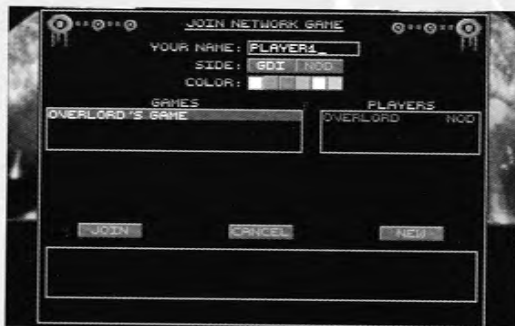
-
- Credits ▪ Credits each player begins with.
 - Bases ▪ Enables/disables production and building bases.
 - Crates ▪ Enables/disables weapon pick-ups and bonuses.
 - Tiberium ▪ Enables/disables Tiberium regrowth.
 - AI Players ▪ This activates the non-human players and lets the computer play any extra side for a total of 4 players.
-

Once you have 2 or more players you are able to click OK. As the host you get to

MULTIPLAYER GAME

decide when to commence play, you should do this only when all game participants have joined.

JOIN NETWORK GAME



Join Game dialogue

Before clicking on JOIN game you must enter your name and choose a side and colour. Once you have done this, you can select an open game and then click on JOIN. If your name is the same as an existing player you must enter a different name. If your colour is the same as an existing player the computer picks an available colour for you.

The "Join Game" dialogue has a message window. Messages from the other players in your game appear here, and your messages appear in the message windows of all the other players.

Once you have clicked JOIN, the dialogue changes so that the NEW and JOIN buttons disappear. You are then in a wait state until the host of the game chooses to start the game. In this mode you cannot change your name, side or colour. You will be able to see the game options that the host selects.

SENDING MESSAGES

From the "Join Network Game" or "Network Game Setup" dialogue, the SEND MESSAGE button lets you send a message to other players. Press ESC to cancel.

Within the game, keys F1-F3 send a message to one of the other players. Hit one of the "F" keys to find out who that key is assigned to. You will see a message "To Player [Side]:" at the top left side of the screen.

The F4 key sends a message to all other players.

MULTIPLAYER GAME

Serial Game

C&C is designed to be played as a head-to-head game either by modem or null modem link. A null modem link is a special cable which you should be able to purchase at your local computer supplier. Such a link allows two computers which are within 30ft of each other to be connected.

SERIAL GAME PRELIMINARIES



Select Serial Game dialogue

Before you can play a serial game you will need to configure C&C with the appropriate settings. To do this select MULTIPLAYER GAME from the Title menu. This will take you to one of two dialogues:

- 1) "Select Multiplayer Game". This dialogue comes up if C&C detected an IPX network. Select MODEM/SERIAL, then from the "Select Serial Game" dialogue choose SETTINGS.
- 2) "Select Serial Game". This dialogue comes up if C&C did not detect an IPX network. Select SETTINGS from the "Select Serial Game" dialogue.

SERIAL GAME SETTINGS



Settings dialogue

This takes you to the "Settings" dialogue where you can set up your default serial communications settings. Select the COM/PORT and IRQ which correspond to your modem or serial port along with the baud rate that you intend to use. It is important that both players select the same baud rate, although the other settings can be different. Once you are happy with the settings, click on SAVE and you will be taken back to the "Select Serial Game" dialogue.

Here are the default COM/PORT to IRQ associations:

PORT	IRQ (default)	IRQ (alternate)
COM1	3F8	4
COM2	2F8	3
COM3	3E8	4
COM4	2E8	3

Also in this dialogue you can enter a custom Modem Initialisation string as well as a Disable Call Waiting string. If you do not know what these terms mean, you should leave them in their default settings. If you want to learn more about these strings please consult your modem manual and your local telephone service provider.

You are also able to choose between TONE or PULSE dialling to suit your local telephone service.

Next you need to select MODEM or NULL MODEM game.

Modem Game

C&C requires a modem that is capable of at least 9600 baud.

To begin a two player modem game select MULTIPLAYER GAME from the Title menu. This will take you to one of two dialogues:

1) "Select Multiplayer Game". This dialogue comes up if C&C detected an IPX network. Select MODEM/SERIAL to play a modem game. This will take you to the "Select Serial Game" dialogue.

2) "Select Serial Game". From this dialogue you can choose the type of serial game you wish to play.

You next need to decide whether you or your opponent will initiate the telephone call required to play the modem game. If the other person is going to call you, select ANSWER MODEM. Assuming that you have the correct communications settings (using the "Settings" dialogue) your modem will wait for your opponent to call. Once a connection has been established, you will see the "Join Serial Game" dialogue.

If you are going to be making the call to your opponent, you should select DIAL MODEM. You will then be taken to the "Phone List" dialogue.



Phone List dialogue

From the "Phone List" dialogue you can dial numbers manually or add a name and number into a Phone List to speed up dialling in the future.

To dial a number manually, click in the dial area and enter the number (the number will be added to the Phone List without a name). To store a number for future use, along with name and custom dialling settings, click on ADD. This will take you to the "Edit Phone Number" dialogue. Click on EDIT to modify a previously entered number.



Phone Number dialogue

Here you can enter a name and associated phone number. Assign default settings (COM/PORT, IRQ, modem init string, baud rate, etc.) by clicking DEFAULT SETTINGS or use custom settings by clicking on CUSTOM SETTINGS. Click SAVE to go back to the "Phone List" dialogue.

Once you have a number in the Phone List, you can select that number for dialling by clicking on it in the listing window. The number will appear in the dial box.

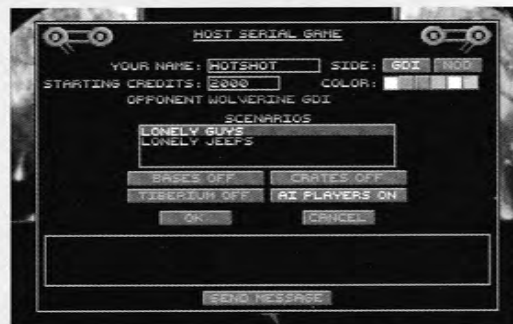
Once the required phone number is in the dial box, either by manual entry or by selection from the listing window, you should click on DIAL which will communicate with your modem and dial the number. Once a connection has been established you will see the "Host Serial Game" dialogue.

Null Modem Game

To begin a two-player Null Modem game select MULTIPLAYER GAME from the Title menu. This will take you to one of two dialogues:

- 1) "Select Multiplayer Game". This dialogue comes up if C&C detected an IPX network. Select MODEM/SERIAL, then NULL MODEM from the "Select Serial Game" dialogue.
- 2) "Select Serial Game". From this dialogue select NULL MODEM.

Once a null modem connection has been established you will be taken to either the "Host Serial Game" or "Join Serial Game" dialogue, depending upon who clicked first on the NULL MODEM selection.



Host Serial Game dialogue



Join Serial Game dialogue

HOST SERIAL GAME

Here you must enter your name and choose a side and colour.

The "Scenarios" window shows the available scenarios. As the game host this is up to you to select, as are the Credits, Bases, Crates, Tiberium and AI Players options. These options are described briefly here:

- Credits ▪ Credits each player begins with.
- Bases ▪ Enables/disables production and building bases.
- Crates ▪ Enables/disables weapon pick-ups and bonuses.
- Tiberium ▪ Enables/disables Tiberium regrowth.
- AI Players ▪ This activates the non-human players and lets the computer play the other two players for a total of 4.

MULTIPLAYER GAME

You will see a message window so that you can communicate with your opponent as you select these game options. Messages from your opponent appear in this window. As you change options these are reflected on the dialogue that your opponent can see. As the host you get to decide when to commence play. Once both players have agreed on the scenario and options, you should click OK to begin play.

JOIN SERIAL GAME

Before clicking on OK, you must enter your name and choose a side and colour. If your name is the same as the other player you must enter a different name. If your colour is the same as the other player the computer picks an available colour for you.

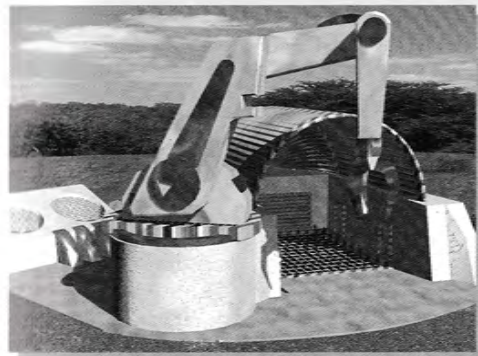
Once you have clicked OK, you are placed in a wait state until the host of the game chooses to start the game. In this mode you cannot change your name, side or colour. You will be able to see the game options that the host selects. The game commences when the host player clicks OK.

SENDING MESSAGES

From the "Join Serial Game" or "Serial Game Setup" dialogue, the SEND MESSAGE button lets you send a message to other players. Press ESC to cancel.

Within the game, pressing the F1 key sends a message to your opponent. You will see a message "To Player [Side]:" at the top left side of the screen.

STRUCTURES



CONSTRUCTION YARD

ARMOUR: MEDIUM

POWER USAGE: 30

PURPOSE: PRODUCES STRUCTURES

The Construction Yard is the foundation of a base and allows the construction of other buildings.



E41 TARGET REFERENCE POINT

AR

AS

POWER PLANT

ARMOUR: MEDIUM

POWER USAGE: NONE

PURPOSE: PROVIDES POWER TO BASE

This unit provides power to adjoining structures. Constructing more buildings might require more power plants. Power output is directly related to the Power Plant's condition, so protect them during battles.

STRUCTURES



61

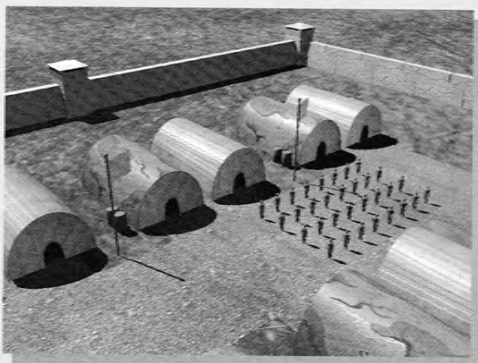
62

ADVANCED POWER PLANT

ARMOUR: MEDIUM

POWER USAGE: NONE **PURPOSE:** PROVIDES POWER TO BASE

This high-yield structure handles the energy strains of some later, more power-intensive structures.



BARRACKS (GDI ONLY)

ARMOUR: MEDIUM

POWER USAGE: 10 **PURPOSE:** PRODUCES INFANTRY

This structure is a field training centre for all available infantry units.

STRUCTURES



HAND OF NOD (NOD ONLY)

ARMOUR: MEDIUM

POWER USAGE: 10 **PURPOSE:** PRODUCES INFANTRY

This building creates elite infantry units for the Brotherhood of Nod.



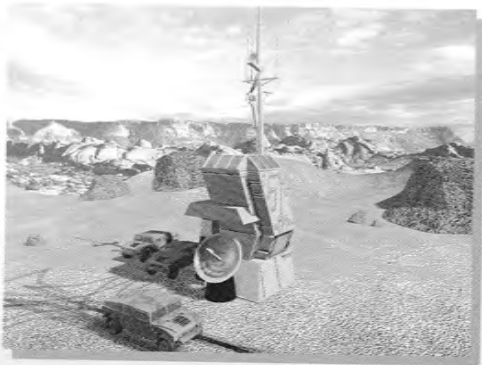
GUARD TOWER (GDI ONLY)

ARMOUR: LIGHT

POWER USAGE: 0 **PURPOSE:** DEFENCE

Armed with a high-velocity machine gun, this structure provides manned defence against NOD ground attack.

STRUCTURES



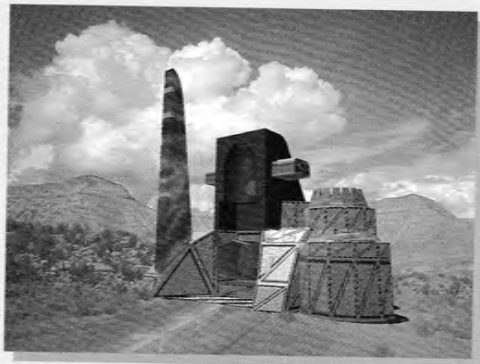
ADVANCED GUARD TOWER (GDI ONLY)

ARMOUR: MEDIUM

POWER USAGE: 20

PURPOSE: DEFENSIVE ROCKET LAUNCH

Provides stronger fortification against NOD ground and air units. Weapons complement includes a rocket launcher.



REFINERY

ARMOUR: MEDIUM

POWER USAGE: 40

PURPOSE: CONVERTS TIBERIUM TO CREDITS

This unit processes Tiberium into its component elements. Building the refinery immediately deploys a Tiberium harvester. The refinery stores 1,000 credits of processed Tiberium.

STRUCTURES



SILO

ARMOUR: LIGHT

POWER USAGE: 10

PURPOSE: HOLDS REFINED TIBERIUM

This unit stores up to 1,500 credits of processed Tiberium. Guard it carefully. If destroyed, the amount stored is deducted from your account.



TURRET

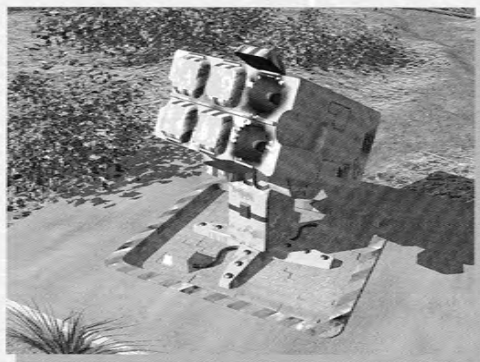
ARMOUR: MEDIUM

POWER USAGE: 20

PURPOSE: BASE DEFENCE

For broad sweep, short-range protection against heavy assault vehicles.

STRUCTURES



SAM SITE (NOD ONLY)

ARMOUR: LIGHT

POWER USAGE: 20

PURPOSE: DEFENSIVE ANTI-AIRBORNE UNIT

Fires surface-to-air missiles at airborne GDI units.



COMMUNICATIONS CENTRE

ARMOUR: MEDIUM

POWER USAGE: 40

PURPOSE: BASE RADAR & COMMUNICATION

Allows the use of the radar screen as long as there is sufficient power.

STRUCTURES



ADVANCED COMMUNICATIONS CENTRE / ION CANNON (GDI ONLY)

ARMOUR: ALUMINUM (LIGHT)

POWER USAGE: 200

PURPOSE: PARTICLE BEAM CANNON

An upgrade to the Communications Centre, this structure is the uplink centre for the Orbital Ion Cannon.



WEAPONS FACTORY (GDI ONLY)

ARMOUR: MEDIUM

POWER USAGE: 30

PURPOSE: PRODUCES HEAVY VEHICLES & AIR POWER

This unit produces all GDI light and heavy vehicles. Some units can't be built until upgrade mandates are met.

STRUCTURES



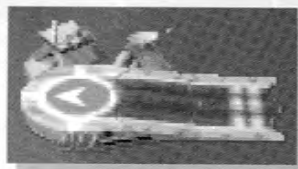
HELIPAD (GDI ONLY)

ARMOUR: MEDIUM

POWER USAGE: 10

PURPOSE: HELICOPTER LANDING

Building the Helipad allows the use of the Orca attack craft. Each Orca requires a helipad.



WEAPONS DELIVERY RUNWAY (NOD ONLY)

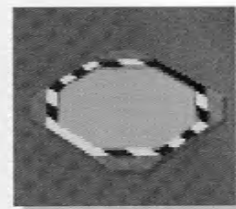
ARMOUR: MEDIUM

POWER USAGE: 30

PURPOSE: WEAPONS RECEIVING AREA

The Brotherhood of Nod buys all of its units. The Runway allows cargo planes to land safely and deliver vital equipment. It is functionally equivalent to the GDI Weapons Factory.

STRUCTURES



REPAIR FACILITY

ARMOUR: LIGHT

POWER USAGE: 30

PURPOSE: VEHICLE REPAIR

Repairs damaged vehicles. All repairs are deducted from your credits. Damage to the facility significantly slows repair work.



OBELISK OF LIGHT (NOD ONLY)

ARMOUR: LIGHT

POWER USAGE: 150

PURPOSE: LASER-EQUIPPED BASE DEFENCE

This high-power laser effectively destroys troops and armament at long range. You must have excess power to operate safely.

STRUCTURES



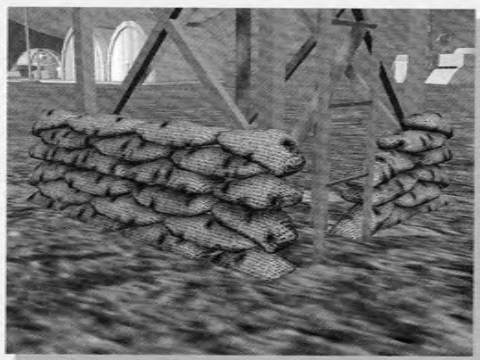
TEMPLE OF NOD (NOD ONLY)

ARMOUR: HEAVY

POWER USAGE: 150

PURPOSE: DATANET CONTROL CENTRE

Houses the central computer core that is the hub of all Nod communications and centre of Nod command. It is heavily armoured.



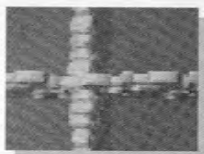
SANDBAG BARRIER

ARMOUR: LIGHT

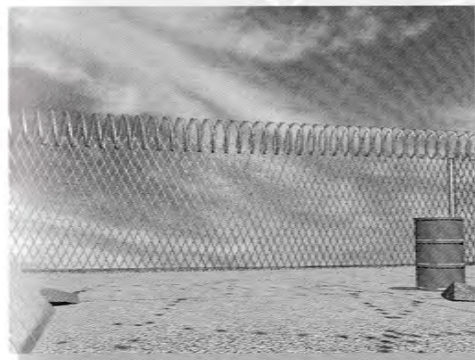
POWER USAGE: NONE

PURPOSE: BASE DEFENCE

Used to deter the enemy from advancing. Sandbags provide limited cover and may slow units down.



STRUCTURES



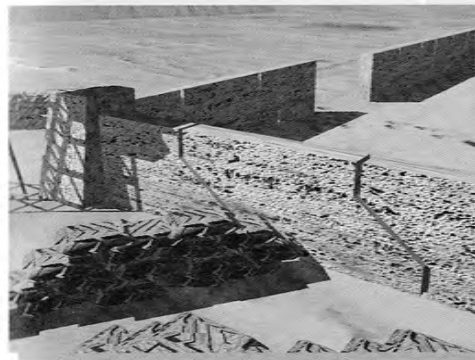
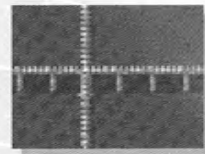
CHAIN LINK BARRIER

ARMOUR: LIGHT

POWER USAGE: NONE

PURPOSE: BASE DEFENCE

Chain Link fences will stop light vehicles, yet can be crushed or even destroyed by most of the heavier vehicles.



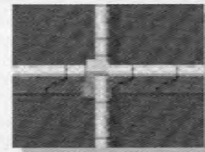
CONCRETE BARRIER

ARMOUR: MEDIUM

POWER USAGE: NONE

PURPOSE: BASE DEFENCE

Concrete walls are the most effective barrier, passable only by the Mammoth Tank of the Global Defence Initiative.



State of the Art: Structures

DESCRIPTION	POWER USAGE	ARMOUR	PURPOSE
Construction Yard	30	medium	produces structures
Power Plant	∅	medium	provides power to base
Advanced Power Plant	∅	medium	provides power to base
Barracks (G)	10	medium	produces infantry
Hand of Nod (N)	10	medium	produces infantry
Guard Tower (G)	∅	light	defence
Advanced Guard Tower (G)	20	medium	defensive rocket launch
Refinery	40	medium	converts Tiberium to credits
Silo	10	light	holds refined Tiberium
Turret	20	medium	base defence
Sam Site (N)	20	light	defensive anti-airborne unit
Communications Centre	40	medium	base radar & com.
Adv. Communications Ctr. (G)	200	light	particle beam cannon
Weapons Factory (G)	30	medium	builds vehicles/air power
Helipad (G)	10	medium	helicopter landing
Weapons Delivery Runway (N)	30	medium	weapons receiving area
Repair Facility	30	light	vehicle repair
Obelisk of Light (N)	150	light	laser-equipped defence
Temple of Nod (N)	150	heavy	datanet control centre
Sandbag Barrier	∅	light	base defence
Chain Link Barrier	∅	light	base defence
Concrete Barrier	∅	medium	base defence



MINIGUN INFANTRY

ARMOUR: LIGHT

RANGE: SHORT

WEAPON: 5.56MM CHAINGUN

Equipped with the GAU-3 "Eliminator" 5.56mm chaingun, and light body armour, this troop is the key player in both GDI and NOD's international forces.



GRENADE INFANTRY (GDI ONLY)

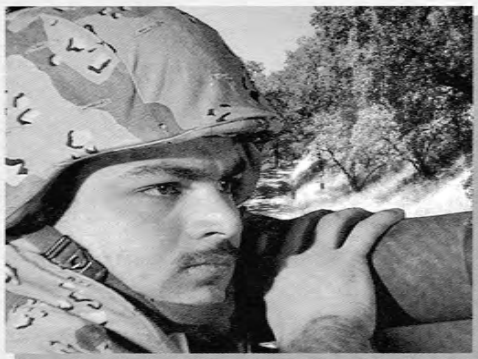
ARMOUR: LIGHT

RANGE: SHORT

WEAPON: GRENADE

Using grenades as a principle form of attack, grenade infantry can throw over barriers to great effect.

UNITS



ROCKET INFANTRY (NOD ONLY)

ARMOUR: LIGHT

RANGE: MEDIUM

WEAPON: ROCKET LAUNCHER

Portable rocket launchers create more ground and air damage at a greater range. These units can fire from lower to higher elevations and attack air units.



FLAMETHROWER INFANTRY (NOD ONLY)

ARMOUR: LIGHT

RANGE: SHORT

WEAPON: FLAMETHROWER

Effective for maximum close-range destruction. Produces fire which burns more slowly than normal, allowing more effective elimination of humans and armament.

UNITS



COMMANDO INFANTRY (GDI ONLY)

ARMOUR: LIGHT

RANGE: LONG

WEAPON: A-R WITH SILENCER

The Commando is part of the GDI Elite Forces Unit. The commando will be dispatched under your command for special missions in GDI's service. This unit uses a high-powered "Raptor" 50cal. assault rifle with suppressor and long range/IR vision enhancement goggles and is extremely specialised in demolitions and stealth.



ENGINEER

ARMOUR: LIGHT

RANGE: LONG

WEAPON: NONE

Engineers are used to capture enemy buildings. Since they carry no weapons, they are extremely vulnerable on the battlefield and must be directed very carefully.

UNITS



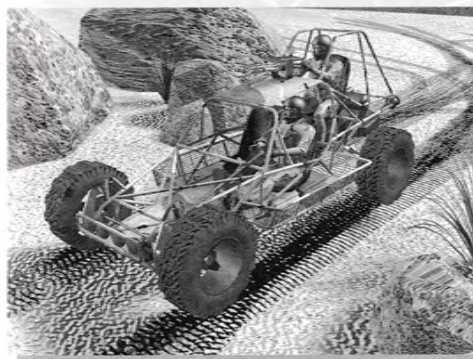
ASSAULT CYCLE (NOD ONLY)

ARMOUR: VERY LIGHT

RANGE: SHORT/MEDIUM **WEAPON:** MINIGUN/ROCKETS

These light attack vehicles provide rapid, short-range deployment. Using both rockets and machine guns, the cycles give great flexibility when destroying either troops or civilians.

UNITS

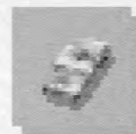


DUNE BUGGY (NOD ONLY)

ARMOUR: LIGHT

RANGE: SHORT **WEAPON:** MACHINE GUN

These all-terrain vehicles are armed with assault weapons mounted in a turret.



HUMM-VEE (GDI ONLY)

ARMOUR: LIGHT

RANGE: SHORT **WEAPON:** 7.62MM CHAINGUN

These all-terrain attack vehicles are armed with a 7.62mm chaingun. Its light armour makes it the fastest vehicle in GDI's arsenal.

UNITS



APC (GDI ONLY)

ARMOUR: MEDIUM

RANGE: SHORT

WEAPON: .50 CAL MACHINE GUN

The Armoured Personal Carrier (APC) transports and protects up to five GDI troops heading to and from battle locations.



M2-F BRADLEY LIGHT TANK (NOD ONLY)

ARMOUR: MEDIUM

RANGE: MEDIUM

WEAPON: 70MM CANNON

This highly-mobile tread vehicle delivers maximum enemy unit and personnel destruction with minimum weight, maintenance and weaponry.

UNITS



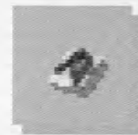
M1A1 ABRAMS TANK (GDI ONLY)

ARMOUR: MEDIUM

RANGE: MEDIUM

WEAPON: 120MM CANNON

From its single barrel, the M1 fires armour-piercing shells. It is faster, heavier and more destructive than NOD's M2-F.



MOBILE ARTILLERY (NOD ONLY)

ARMOUR: MEDIUM

RANGE: EXTREME

WEAPON: BALLISTIC CHARGES

The biggest weapon in the NOD arsenal, this massive mobile cannon has great range and ballistic power. Slow and unwieldy, it needs close-quarter protection.

UNITS



MLRS (GDI ONLY)

ARMOUR: LIGHT

RANGE: LONG

WEAPON: 227MM ROCKETS

Mobile Devastation. GDI's longest-range attacker fires 227mm rockets. With no short-range fighting ability, this unit needs close-quarter backup.



FLAME TANK (NOD ONLY)

ARMOUR: LIGHT

RANGE: SHORT

WEAPON: TWIN FLAME CANNONS

When strategy calls for total short-range annihilation with minimum exposure, this light-armoured tank fits the bill. Especially useful against infantry.

UNITS



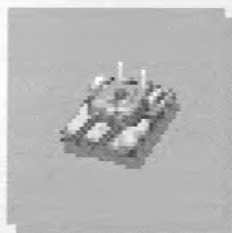
STEALTH TANK (NOD ONLY)

ARMOUR: LIGHT

RANGE: MEDIUM

WEAPON: ROCKETS

This lightly-armoured, mobile tank is equipped with the "Lazarus" shield which makes it invisible. This shield is neutralised during firing. Backup protection is provided by two high-powered missiles.



X66 MAMMOTH TANK (GDI ONLY)

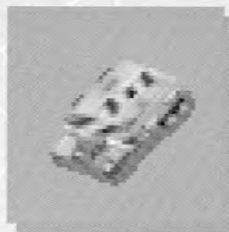
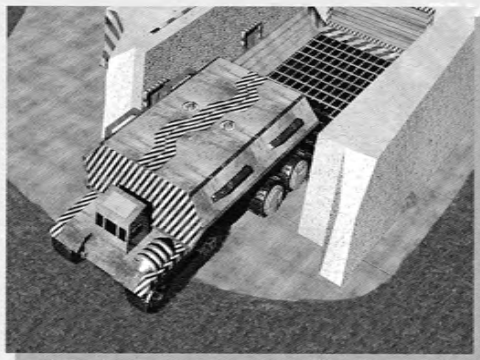
ARMOUR: HEAVY

RANGE: MEDIUM/LONG

WEAPON: DUAL 120MM CANNONS (APR)/MISSILE RACKS

Armed with dual 120mm cannons, this giant has dual missile packs to help compensate for its lack of speed and mobility.

UNITS



MCV

ARMOUR: MEDIUM

RANGE: N/A

WEAPON: NONE

The mobile construction vehicle lets you search for suitable base sites. Once one is found, convert the MCV into a full-service Construction Yard and use it to build other structures.



HARVESTER

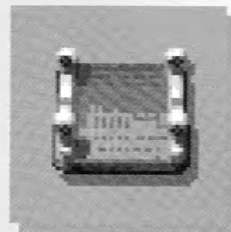
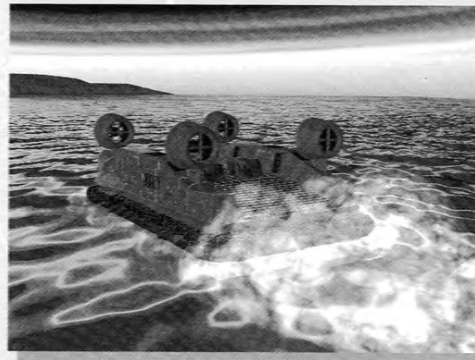
ARMOUR: HEAVY

RANGE: N/A

WEAPON: NONE

This armour-plated vehicle seeks out and scoops up raw Tiberium then transports it to refineries for processing. It is slow and unwieldy.

UNITS



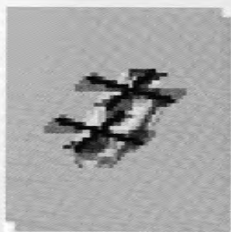
HOVER CRAFT

ARMOUR: HEAVY

RANGE: N/A

WEAPON: NONE

This heavily-armoured unit deploys men and vehicles during amphibious assault.



CHINOOK

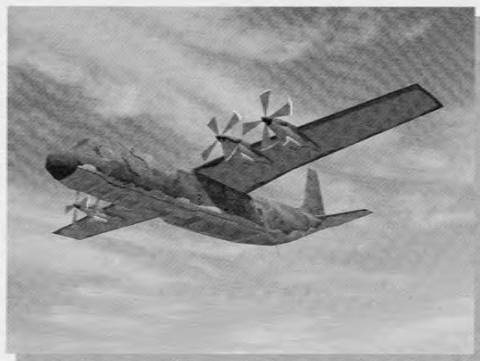
ARMOUR: MEDIUM

RANGE: N/A

WEAPON: NONE

The Chinook provides field transportation for all infantry, rapidly deploying new troops into, or out of, battle.

UNITS



62

ANTONOV AN-22 CARGO PLANE (NOD ONLY)

ARMOUR: HEAVY

RANGE: N/A

WEAPON: NONE

This carrier ships purchased units to the Brotherhood of Nod.



ORCA AIRCRAFT (GDI ONLY)

ARMOUR: LIGHT

RANGE: MEDIUM/LONG

WEAPON: 30MM CHAINGUN/70MM ROCKETS

This vertical takeoff and landing (VTOL) craft has nose-mounted 30 mm chaingun complemented by four Fang rockets. When you use the Orca, it flies to the designated target, releases missiles, then returns to helipad.

UNITS



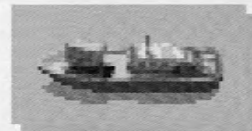
A-10 "WARTHOG" GROUND SUPPORT AIRCRAFT (GDI ONLY)

ARMOUR: HEAVY

RANGE: LONG

WEAPON: NAPALM BOMBS

These units are highly manoeuvrable, ground-hugging craft that level enemy units with napalm.



GUNBOAT (GDI ONLY)

ARMOUR: HEAVY

RANGE: LONG

WEAPON: MISSILE

Heavily armoured, and armed with surface-to-surface missiles, this unit is the backbone of GDI's naval forces.

State of the Art: Units

DESCRIPTION	RANGE	ARMOUR	WEAPON
Minigun Infantry	short	light	5.56mm chaingun
Grenade Infantry (G)	short	light	grenade
Rocket Infantry (N)	medium	light	rocket launcher
Flamethrower Infantry (N)	short	light	flamethrower
Commando Infantry (G)	long	light	A-R with silencer
Engineer	long	light	none
Assault Cycle (N)	short/med	very light	minigun/rockets
Dune Buggy (N)	short	light	machine gun
Humm-vee (G)	short	light	7.62mm chaingun
APC (G)	short	medium	.50cal machine gun
M2-F Bradley Light Tank (N)	medium	medium	70mm cannon
M1A1 Abrams Tank (G)	medium	medium	120mm cannon
Mobile Artillery (N)	extreme	medium	ballistic charges
MLRS (G)	long	light	227mm rockets
Pyradon Flame Tank (N)	short	light	twin flame cannons
Stealth Tank (N)	medium	light	rockets
X66 Mammoth Tank (G)	med/long	heavy	dual cannons/missile racks
MCV	n/a	medium	none
Harvester	n/a	heavy	none
Hover Craft	n/a	heavy	none
Chinook	n/a	medium	none
Antonov Cargo Plane (N)	n/a	heavy	none
Orca Aircraft (G)	med/long	light	chaingun/rockets
A-10 "Warthog" (G)	long	heavy	napalm bombs
Gunboat (G)	long	heavy	missile

Q. WHY DOESN'T C&C INSTALL ONTO MY HARD DISK?

A. Make sure you have enough free hard disk space: C&C requires 30MB (31,457,280 bytes). To check this, from the C:\> prompt, type DIR [Enter]. If you're using a disk compression system (such as DoubleSpace) you must double the amount of space needed during installation (i.e. 62,914,560 bytes) because not every file will compress at 2:1. We don't recommend using disk compression systems with C&C.

Q. WHY DOESN'T C&C LOAD?

A. Make sure that you are in the installed game directory (e.g. C:\C&C) before trying to run C&C. Make sure you have enough free memory (see below). If you are very low on RAM C&C will try to create a temporary file on your hard drive: on systems with 4MB of RAM we recommend that you have at least 4MB (4,194,304 bytes) of free space on your hard disk prior to running the game.

Q. DOES C&C REQUIRE A SPECIFIC TYPE OF MEMORY CONFIGURATION SUCH AS EMS OR XMS?

A. C&C is designed to be very tolerant of memory configuration. From the C:\> prompt, make sure you have enough memory by typing MEM /C [Enter]. You need at least 520KB (532,480 bytes) of free conventional memory and at least 2MB (2,097,152 bytes) of free XMS or EMS memory to run C&C.

Q. WILL C&C RUN FROM WINDOWS?

A. Yes. We use a special mode (which we call TrueDOS) to launch the game in a Windows environment. TrueDOS requires that all other Windows applications be closed down in order to give the full power of your computer to C&C. You will not be able to access other Windows applications (e.g. by ALT-tabbing) while C&C is running.

Q. WHY DOESN'T THE SOUND WORK?

A. Make sure your speakers are powered on and connected to your PC. Run SETUP.EXE from the installed game directory (e.g. C:\C&C) and make sure the right sound card is selected. If the sound still doesn't work it's possible the auto-detection code has failed to detect your settings. In this case you can manually enter your sound card's IRQ, DMA and PORT settings through the SETUP program. Refer to the documentation that came with your sound card for the correct settings.

Q. WHAT IF MY SOUND CARD IS NOT ON THE SETUP OPTIONS?

A. Your sound card must be 100% compatible with one of the supported sound cards.

Q. WHY DO THE MOVIES STUTTER?

A. C&C requires at least a double-speed, 300KB per second CD-ROM drive.

Q. WHY DOESN'T THE MOUSE WORK WITHIN C&C?

A. Make sure you have a mouse driver loaded. The way you do this varies depending on what brand you have. If you are not sure what the correct driver is called or how you install it, consult the documentation that came with your system. If the mouse is behaving erratically contact the manufacturer to check for an updated driver.

Q. C&C STILL DOES NOT RUN, WHAT CAN I DO?

A. First, see the README.TXT file. It's in the root of the CD and in the installed game directory. From the installed directory, type "TYPE README.TXT | MORE" [Enter]. If this doesn't help, call one of our technical support numbers (See "Technical Support", below).

Network & Serial Troubleshooting

GENERAL TROUBLESHOOTING GUIDELINES FOR NETWORK PLAY:

You must have a network connection and IPX drivers loaded. The network game option is hidden if no IPX driver is found. Check with your network administrator to find out if your net supports IPX and to have the drivers configured for your machine.

LOW CONVENTIONAL MEMORY: If you are having problems making the network game play make sure you have sufficient free conventional memory. C&C needs at least 520KB of free conventional memory. Network drivers typically use some of this memory internally; you may have to free up more memory so the network drivers can work correctly.

IPX SOCKET CONFLICT: It is possible that some misbehaved network application is using a socket number that conflicts with C&C. You can try using the C&C socket command line option to change C&C's socket number.

CONGESTED LAN: If you are attached to a LAN with lots of other users who are generating net traffic it is possible that dropped packets and slow response times can throw C&C out of sync. If this happens an error dialogue will tell you that C&C is out of sync.

SLOW OR FAULTY LAN CARD: It's possible that your ethernet card is causing errors in packet transmission, either through faulty installation, faulty wiring or misconfigured software drivers. This may not be apparent in normal usage because of error correction techniques used in non-realtime applications. C&C is a time critical application, so you may experience a drop in game performance and/or out of sync errors.

ROUTER PROBLEMS: If two or more players are on opposite sides of a network router,

delays or lost packets can occur. We don't recommend playing this way as the performance of C&C, servers, routers and other net components can be affected.

THE GAME YOU'RE TRYING TO JOIN DOESN'T SHOW UP IN THE "JOIN" DIALOGUE: There may be a network bridge between you and another system. If so, tell C&C to run across the bridge with the -DESTNET command-line argument. Specify -DESTNETXX.XX.XX.XX, where "XX.XX.XX.XX" is the network number of the other machine (i.e. -DESTNET00.00.00.44). On a Novell network, use the Novell USERLIST /A command to obtain a list of all users' network numbers and node addresses. If USERLIST reports spaces in the network number, replace them with 0's when you type the number in. All four numbers must be included for DESTNET to work. All players in the game must specify a -DESTNET argument containing the network number of the machines on the opposite side of the bridge. If not all players specify the correct argument, one or more players may be left out, and the game will not run.

GENERAL TROUBLESHOOTING GUIDELINES FOR SERIAL PLAY:

If you have an external modem make sure it's powered on and the cables (serial and phone) are connected to your PC. There is no auto-detection code for modems so make sure the PORT, IRQ and COM: settings are correct (check the documentation that came with your modem for this info). Your modem must be set at the same baud rate as the person to whom you are connecting.

INITIALISATION STRINGS: The game plays best when error correction and data compression are enabled. Most modems have this as their default setting, but if you're having problems getting a modem connection, try restoring your modem to its factory default settings by specifying the initialisation string AT&F1 at the "Settings" dialogue.

CALL WAITING: If you have Call Waiting on your phone line and a call comes in, you can lose your modem game connection. Most phone companies allow you to disable this feature for the duration of one call (i.e. your game!) by dialling a special prefix before the phone number. This varies from place to place but C&C has a selection of standard prefixes to choose from. Check with your phone company to get the right one. If it's not one of C&C's standard choices you can enter it in the "Settings" dialogue. If you still have problems check your modem documentation for the correct settings.

SERIAL LINK SEEMS TO HANG: If C&C seems to hang at the waiting for call or dialling dialogues this could be due to errors caused by using too high a baud rate, phone connection too noisy leading to uncorrected modem errors, or a faulty or incorrectly wired Modem, Null Modem or Phone cable. If the game hangs for more than 30 seconds this is a good sign that something is awry.

NOISY LINE: C&C is very tolerant of noisy connections: It will always attempt to correct errors and will even try to reconnect if the line is dropped. Still, be aware that these conditions are far from ideal and it is likely you'll notice a severe drop in game speed. If you experience consistent noisy phone line conditions you should first check all your equipment and cabling. If the problem persists, contact your local phone company.

Technical Support

If you are having difficulty installing Command & Conquer please consult the trouble shooting section of this manual. If you have a modem you may also call our bulletin board service, 24 hours a day, 7 days a week. The number in the UK at Virgin Interactive Entertainment (Europe) Ltd is 0181 964 4033 or you can call the Westwood Studios BBS in the USA on 702 368 2319, with settings of 8, N, 1 and supports up to 14400 bps. Please note that if you call the Westwood Studio BBS you will incur transatlantic telephone charges.

Please try our bulletin board or fax for the fastest customer services. If you need further assistance with this product, you may telephone our technical support hotline, Monday to Friday, 10am to 1pm & 2pm to 5pm.

Virgin Interactive Entertainment (Europe) Ltd.

Technical support: 0181 964 8242 or 0181 964 9361

BBS: 0181 964 4033

Fax: 0181 960 9900

Internet: Customer_Support@vie.co.uk

WWW site: <http://www.vie.co.uk/vie>

If you do telephone please be sitting in front of your computer (if possible) and with a pen and paper and with as much pertinent information as possible about your machine as you can assemble:

ie: make, model, peripherals, RAM & disk size, graphics card and the information in your CONFIG.SYS and AUTOEXEC.BAT files.

or you can write to:

Customer Services Department

Virgin Interactive Entertainment (Europe) Ltd

338a Ladbroke Grove

London W10 5AH

If you would like gamplay hints on Command & Conquer please call the following telephone number:

0891 333 527

All calls cost 39p per minute cheap rate and 49p per minute at all other times. Permission to use the service must be granted by the person who pays the bill. Service available to UK residents only.

Prices as advertised correct at time of release (July 1995).

PLOT

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OF MILS

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GDI SOLDIER #1: AARON POWELL
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VOICE OF IN-GAME INFANTRY: PAUL MUDRA
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VEHICLE PERSONNEL: ELIE ARABIAN
OTHER VOICES: JASON BUCHANAN, ELSBETH
WETHERILL, FRANK KLEPACKI,
CLIFFORD DAVIS, RICK GUSH,
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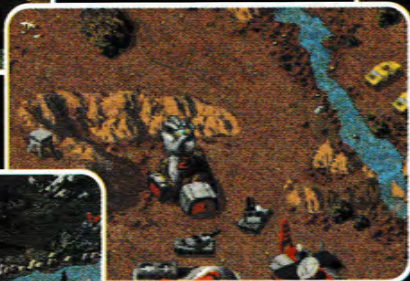
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