PlayStation®

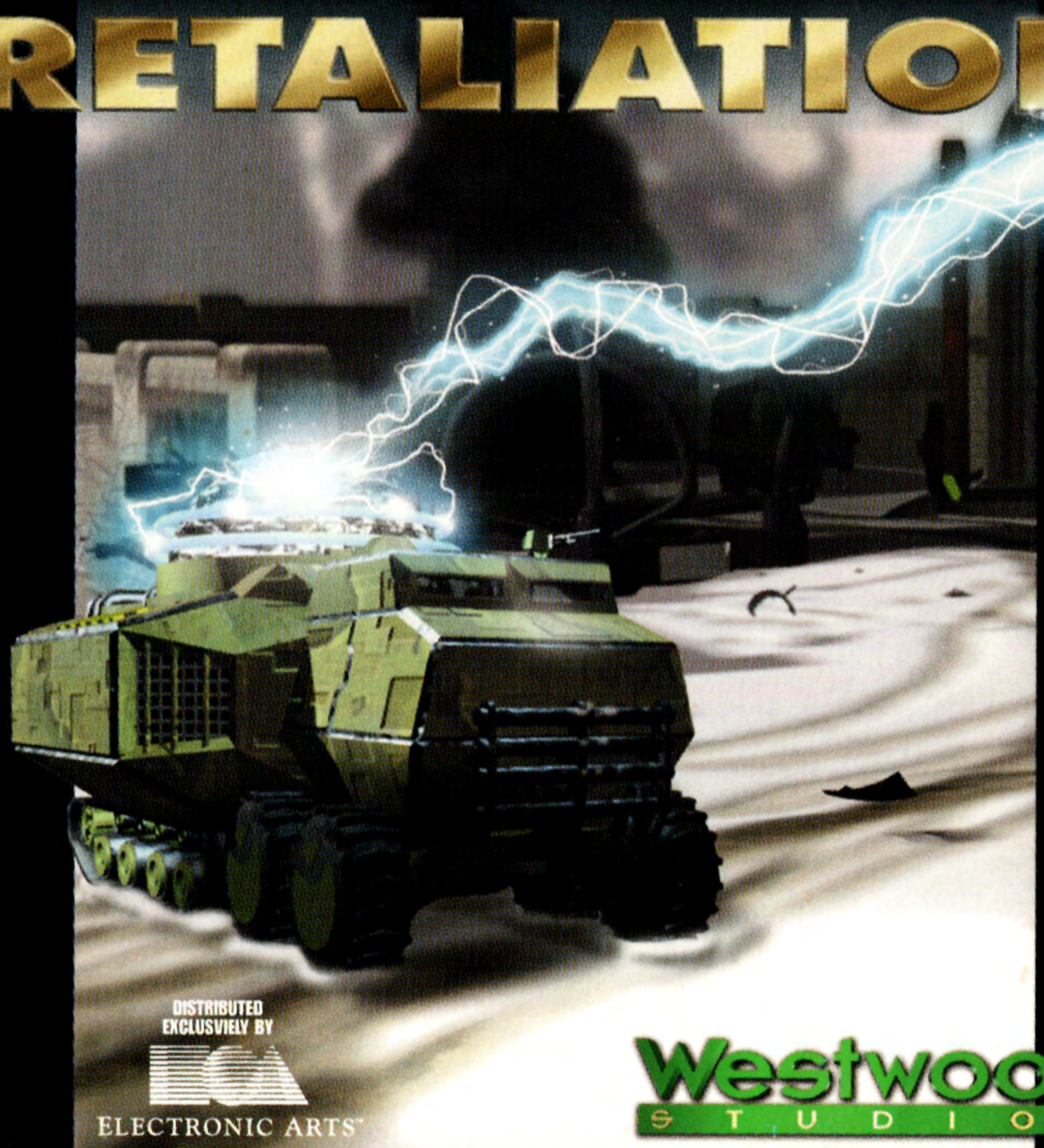
NTSC U/C

PlayStation®

COMMAND & CONQUER®

RED ALERT™

RETALIATION



DISTRIBUTED EXCLUSIVELY BY

ELECTRONIC ARTS™

Westwood™ STUDIOS

TEEN

T™

CONTENT RATED BY ESRB

SLUS-00665/667
88029

Warning: Read before Using your PlayStation® Game Console:

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation[a] game console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even on persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game - dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions - IMMEDIATELY discontinue use and consult your physician before resuming play.

Warning to Owners of Projection Televisions:

Do not connect your PlayStation® game console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

Handling Your PlayStation® Disc:

- This compact disc is intended for use only with the PlayStation® game console.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

COMMAND & CONQUER

RED ALERT RETALIATION

TABLE OF CONTENTS

STARTING UP 2

GAME CONTROLS 3

INITIAL BRIEFING 6

NEW UNIT BRIEFING 10

PLAYING THE GAME 14

ADVANCED GAME CONTROLS 40

INGAME OPTIONS MENU. 44

UNIT & STRUCTURE HIERARCHIES 46

CREDITS 50

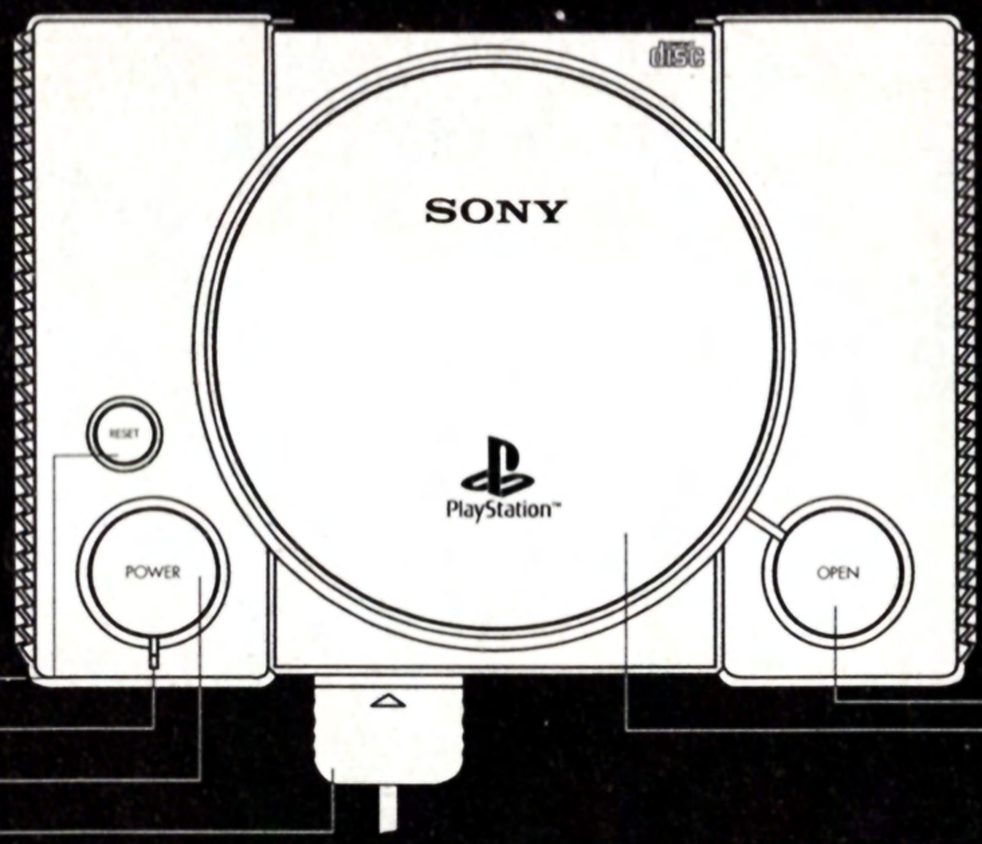
TECHNICAL SUPPORT 54

STARTING UP

Set up your PlayStation® game Console according to the instructions in its Instruction Manual. Make sure the power is off before inserting or removing a compact disc. Insert either Command & Conquer Red Alert Retaliation PlayStation® disc and close the Disc cover. Insert game Controller into the Controller Port 1 and turn on the PlayStation®. Follow on-screen instructions to start a game. It is advised that you do not insert or remove peripherals or Memory cards once the power is turned on.

Console

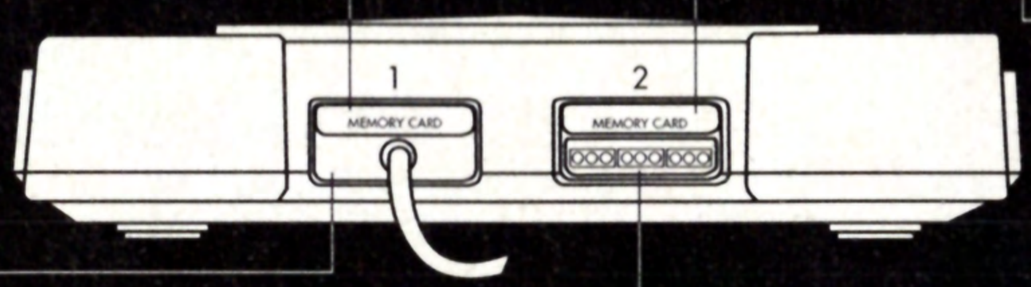
Top View



Mouse

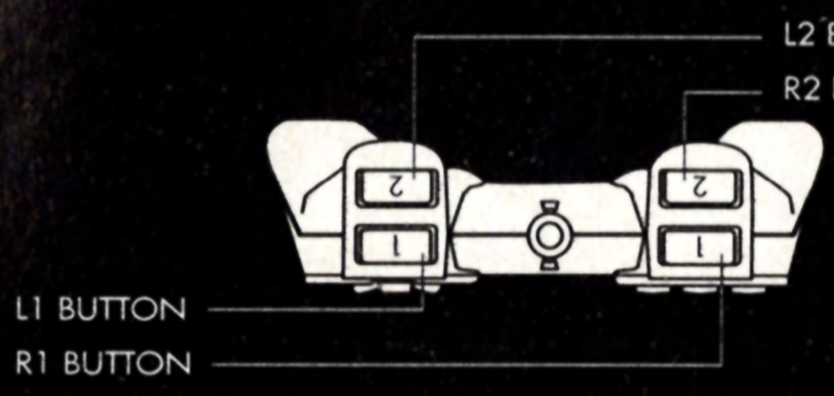


Front View

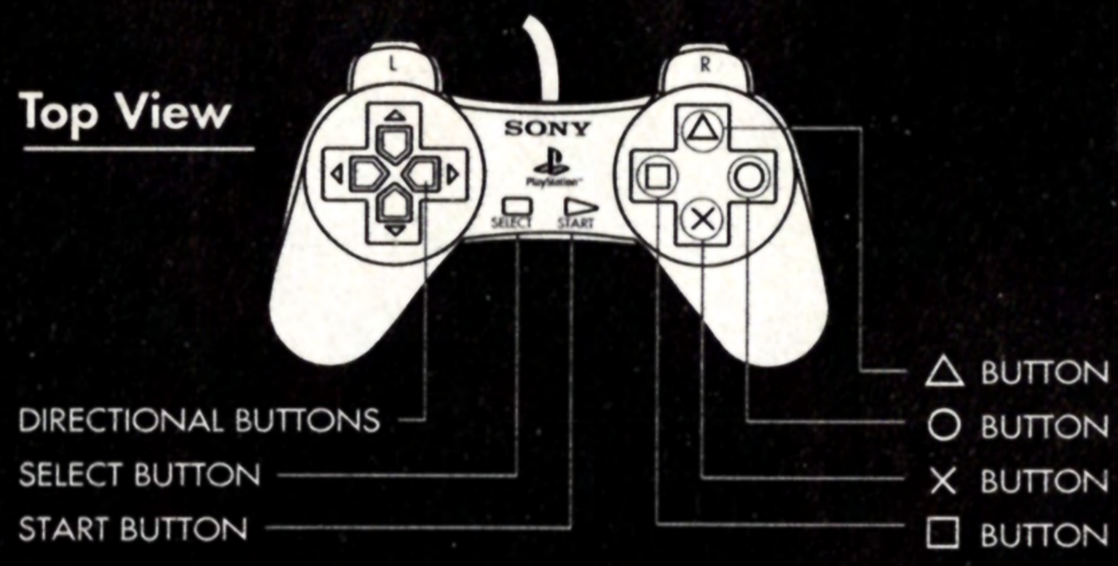


Controller

Front View



Top View



CONTROLLER BUTTON LAYOUT

BASICS

5 button . . . . . Affirms an action. Use this button to select units, structures, etc.

1button . . . . . Cancels an action. Use this button to deselect units, structures, etc.

n button . . . . . Cycles through cursors NORMAL, REPAIR, SELL GUARD UNIT, and back to NORMAL

s button . . . . . Goes to the SIDEBAR. The last cursor location on the SIDEBAR is remembered.

CREATING TEAMS

L2 + 1 n, 5, or s buttons . . . . . Creates team 1 n, 5, s respectively

L1 + 1 n, 5, or s buttons . . . . . Selects team 1 n, 5, s respectively

Holding the L1 + 1 n, 5, or s button for about a second selects and warps to the appropriate team. Home is supported via the team buttons (both Controller shortcut and SIDEBAR buttons). If you haven't specified a team for buttons (5, 1 n, s) and you press L1 + 5, 1 n, or s, it will select and warp to the construction yard or MCV instead (Home).

CONTROLLING YOUR UNITS

R1 + R2 buttons . . . Guard area

R1 + L1 buttons . . . Force fire

R1 + L2 buttons . . . Force move

R2 button. . . . . Scatters selected units

MISCELLANEOUS

R1 button. . . . . Speeds up cursor movement

R1 + 1button . . . . . Builds last item.

Hint: If the last item that you chose to build was a building and it has finished building, this button combo will let you place down the building without having to go to the SIDEBAR and click on the icon.

START button . . . . . Pauses the game and brings up INGAME OPTIONS MENU

SELECT button . . . . Allies with the other player in a LINK game. This is a unilateral alliance and the other player must choose to ally with you to make a bilateral alliance.

MOUSE BUTTON LAYOUT

Note: (Mouse commands throughout the manual appear in parentheses and italics.)

The mouse only has two buttons, so most of the ingame functionality will be done through the SIDEBAR. Throughout this manual, clicking the LEFT button on the mouse is referred as "Left Clicking", clicking the RIGHT button on the mouse is referred as "Right Clicking".

LEFT button . . . . . Affirm an action

RIGHT button . . . . . Cancel an action

A standard Controller may be plugged into Controller port 2 and used in conjunction with the mouse to give the mouse even more functionality, as follows:

s . . . . . Scatter selected units

n . . . . . Guard area

1+ LEFT . . . . . Force move

5 + LEFT . . . . . Force fire

5 + 1+ LEFT . . . . . Guard unit

START button . . . . . Brings up INGAME OPTIONS MENU

SELECT button . . . . . Allies with the other player in a LINK game. This is a unilateral alliance and the other player must choose to ally with you to make a bilateral alliance.

Sell, repair, teams, and pause/options are all handled through the SIDEBAR when using the mouse.

INITIAL BRIEFING

The world is a different place. There never was a World War II - at least not yet. Hitler never rose to power. Instead, Joseph Stalin's Soviet Empire storms Europe and the Allied Forces fight to hold on to their sovereignty.

Allied forces battle the Soviet Army for control of Europe, in military theaters across Europe, including Greece, France, Spain, Poland and the Ukraine. While the war rages on, Allied and Soviet scientists are hard at work perfecting forbidden technologies. What they are about to unleash is so devastating, the entire strategy of war will have to be rethought.

It is time for you to master these new technologies to bring the enemy to his knees. Now you decide the ultimate fate of the struggle between the Allies and Soviets. It is time for Retaliation.

Advance intelligence has provided background information on the Allies and Soviets, including key details about their commanding officers. Before you choose your side, you must learn more about who you will be fighting for - and against.

INITIAL BRIEFING



THE SOVIET ARMY

The Soviets are not to be discounted. With atomic super weapons, and newly developed M.A.D. Tanks, Shock Troopers, and Sarin gas in their arsenal, the Soviets are more lethal today than ever. Their leader, Dmitri Topolov, has proven battle instincts - and survival instincts as well.



SOVIET GENERAL DMITRI TOPOLOV

A high-ranking officer in perhaps the greatest military organization the modern world has ever known, General Topolov is a career Red Army man. After graduating first at the elite field academy, the Chief Vystrel Higher Officer Courses, Topolov was promoted to serve under the Red Army Chief of Staff and eventually, the Deputy War Minister.

In recent years, Topolov has divided time between active duty, and lecturing at the Training-Methodical Center of the Ground Forces.

There is some speculation that the General, like many officers of his position in the Soviet Army, will soon retire (or be retired, as is more often the case). Serving under Topolov has become a much coveted position; the General is thought to be grooming his successor. These rumors are unconfirmed, however, and the General continues to oversee critical and complex combat theaters.

Still, in the Red Army, the rumors are always true.

Proving yourself to General Topolov could mean fast advancement and a brilliant military future in the Soviet War Offices.

THE ALLIED FORCES

With the newly developed Chronotank and the trusty Mechanic on their side, the united Allied forces are confident that they have what it takes to crush the Red Army. Their leader, General George Carville, is hell-bent on eliminating the Soviet threat, and is looking for a few good men to help.



ALLIED GENERAL GEORGE CARVILLE

General Carville knows combat. A graduate of the United States Military Academy at West Point, Carville excelled at the Command and Generals Staff College. After graduating at the top of this class as a Lt. Colonel, Carville oversaw all OTR global military operations as Adjunct to the United Nations Security Council. Admitted to the War College as a full Colonel, Carville was promoted to his current rank of General Officer and then, as the General puts it, God salutes you.

The General's no philosopher -- and no saint. He drops you in, yanks you out, and tries to act like one of the good guys. Most of the time.

But the General takes care of his men. Proving yourself to the General gets you a Shirley Temple in the O.C. and then some. Bust your hump and use your head - and you might just end up playing with the Big Boys.

NEW UNIT BRIEFING

Red Alert Retaliation offers unrestricted access to a slew of new (previously classified) units that will enhance your combat experience.

FIELD MECHANIC

Range: Short Armor: None Weapon: Socket Wrench



A new trooper for the Allies, the mechanic can repair vehicles in the field. Slow and unarmored, he is an easy target for Soviet infantry and tanks. However, his ability to repair any nearby friendly units more than makes up for his lack of defense. Like the medic, the mechanic takes time to repair a unit to full strength.

M.A.D. TANK

Range: Extreme Armor: Heavy Weapon: Harmonic Shock Wave



The M.A.D. Tank, or Mutually Assured Destruction Tank, is a final-solution weapon. Once activated, it builds up a powerful harmonic shock wave. When fully charged, it detonates, destroying itself and damaging every unit within a large radius around it. However, Infantry are unaffected by its detonation.

If the unit is destroyed before it detonates, the destructive effects are neutralized. To activate the M.A.D. Tank for destruction, select it, then click on it again. The warning siren will start the countdown to destruction. Once the unit is activated, the only way to stop it from going off is to destroy it.

CHRONOTANK

Range: Medium Armor: Light Weapon: Heat-seeking Missiles



The ChronoTank is the latest advancement in Allied technology. When fully charged, the unit has the unique ability to Chronoshift itself, allowing it to appear anywhere on the battlefield. Its missile launchers are accurate and fast, adding punch to any assault. Unlike the regular Chronosphere ability, the ChronoTank will not automatically return to its original pre-shift location.

To activate the Chronoshift ability, select the unit, and then click on it again. You will receive a destination selector. *(If you Left Click anywhere with the destination cursor, the unit will Chronoshift to that location, Right Clicking cancels Chronoshift)*. Note that the unit can only use this ability when all the pips on the unit are filled.

DEMOLITION TRUCK

Range: N/A Armor: Light Weapon: Atomic Bomb



These drone units carry an atomic bomb triggered to detonate on impact or destruction. Targeting a Demolition Truck on any unit or structure, or force firing on terrain will make the truck move to its destination and detonate. Care in their use is advised - many a foolish commander has lost his base when an air strike destroyed the Demolition Truck before it could leave the confines of the base.

TESLA TANK

Range: Long Armor: Light Weapon: Lightning Discharge



Taking the Tesla Coil's destruction into the field, the Tesla Tank is a valuable addition to the Soviet arsenal. With its long range and powerful electrical discharges, the Tesla Tank is effective in both offensive and defensive roles. As an added bonus, the electrical discharge from the Tesla Tank also jams enemy radar. Used in conjunction with normal Tesla Coils, Tesla Tanks provide added security against Allied assaults, and ensure that low-power conditions won't hurt Soviet defenses.

SHOCK TROOPER

Range: Short Armor: None Weapon: Lightning Discharge



Another use of Tesla's inventions, Shock Troopers are sturdy (if somewhat slow) infantry units that carry a portable Tesla generator, capable of delivering large jolts of electricity against any unit or structure. Well worth the price, Shock Troopers cannot be run over by enemy vehicles.

MISSILE SUB

Range: Long Armor: Light Weapon: Missile Salvo



Realizing their navy lacked first-strike capability, the Soviet Empire has developed a new class of submarine capable of launching attacks on inland targets. The Missile Sub's weapons are nearly as powerful as those of the dreaded Allied Cruiser, with the added advantage that they can submerge and resurface before the enemy knows what hit them.



PLAYING THE GAME

CHOOSING YOUR SIDE: ALLIES OR SOVIETS

Red Alert Retaliation offers the PlayStation recruit the choice of controlling the mighty Soviet Empire or the European Allies in a battle for the free world. Who will you fight with? After the conflict played out in Command & Conquer Red Alert, the Allies and Soviets have consolidated their forces, re-tooled their armies with powerful new technologies, and developed devastating strategies to finish off the other side, forever. This time, there are new weapons, new techniques to be mastered -- the old rules do not apply! You must learn the strengths and weaknesses of your new enemy - and of your own armies - to survive.

When brought into the battle, you will immediately face four campaigns, or Theaters of War - each one containing several missions (ranging from intense to insane) to be mastered. As you gain experience, your rank will increase, and you will gain access to the more challenging Theaters. Complete all Theaters of War and you may bring a bloody peace to the world, once and for all.

If you insert the Soviet CD, you will face the Soviet Theaters. If you insert the Allied CD, you will begin combat in the Allied Theaters. When you load the disc you will see a brief introductory sequence. When the sequence has finished, you will be taken to the Title Screen. Press the Start button to go to the Main Menu Screen.



ALLIES



SOVIETS

MAIN MENU SCREEN

The MAIN MENU SCREEN contains the following 5 menu items. Use the DIRECTIONAL UP and DOWN buttons to move between the menu items and press the 5 button to select a menu item. Pressing the s button will always return you to the previous menu screen. Where appropriate, use the DIRECTIONAL LEFT and RIGHT buttons to change the setting *(Mouse users Left Click on the settings to cycle through them)*.

MAIN MENU SCREEN



CAMPAIGNS

Selecting CAMPAIGNS from the MAIN MENU SCREEN will take you to either the Allied or Soviet CAMPAIGN screen, depending on which disc you have loaded. The CAMPAIGN screen shows the four Campaigns, each one corresponding to a country or geographic region - for example, Greece, Italy, Poland, Spain, etc. When you begin the game, you start out at the rank of Sergeant, and only have access to the first Campaign on each side. To gain access to the other theaters, you must first be promoted to a higher rank. How do you get promoted? Simple, soldier - you increase in rank by completing missions!

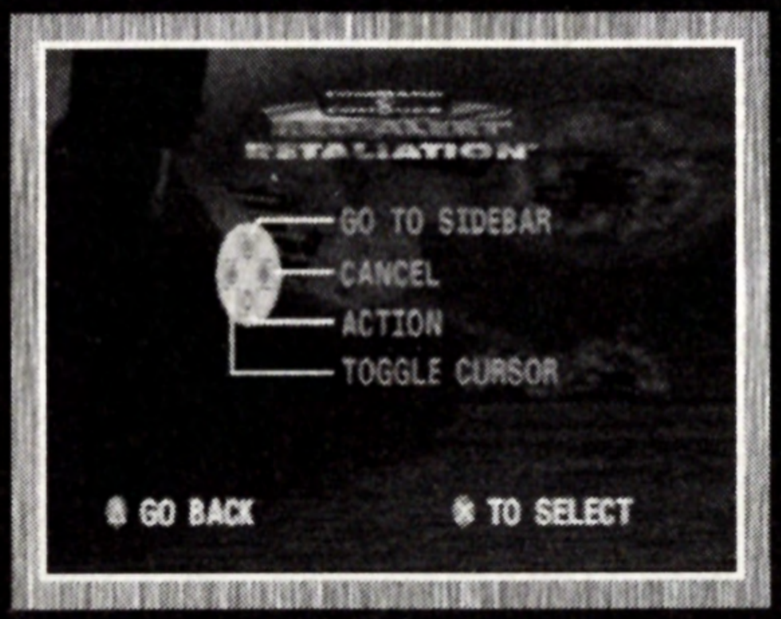
When you select the first Campaign, you will see a list of missions. You can cycle through the missions in the Campaign using the D-pad. You may play the missions within a Campaign in any order - this way if you get stumped on one mission, you can try another one in the same Campaign. After selecting your first mission in a new Campaign, you will be briefed on the Campaign and the side you are playing, as well as the nature of the conflict in that area. You will then receive information directly relating to your selected mission via a more detailed mission briefing.

After completing a certain number of missions, you will be rewarded by your superiors with an increase in rank and an opportunity to enter into more advanced Campaigns. Complete all the Campaigns, and receive even greater rewards!



CONTROLS

Selecting CONTROLS from the MAIN MENU SCREEN takes you to the CONTROLLER CONFIGURATION SCREEN. Press the 5 button to cycle through the four different controller layouts. When you are happy with the layout shown on-screen, press the s button to return to the MAIN MENU SCREEN.



OPTIONS

Selecting OPTIONS from the MAIN MENU SCREEN takes you to the GAME OPTIONS SETUP SCREEN. From here you can change the following settings:

DIFFICULTY: EASY, NORMAL, HARD This setting alters the balance of play by changing the value of each unit and structure in the game.

Note: Underlined items are default.



MUSIC VOLUME: OFF, LOW, MEDIUM, HIGH

Alters the volume of ingame music. This setting can also be adjusted from the INGAME OPTIONS MENU (page 44).

EFFECTS VOLUME: OFF, LOW, MEDIUM, HIGH

Affects the volume of ingame sound effects only. This setting can also be adjusted from the INGAME OPTIONS MENU (page 44).

TRACK: 1 - 13

Changes the first music track to be played in the next mission you play. This setting can also be adjusted from the INGAME OPTIONS MENU (page 44).

TRACK LOOP: YES, NO

If set to YES, the TRACK selection will constantly loop during the ingame missions. This setting can also be adjusted from the INGAME OPTIONS MENU (page 44).

HELP TEXT: YES, NO

Turns ingame unit and structure description help text on or off.

INGAME SIDEBAR: OPAQUE, TRANSLUCENT

Turns transparency on or off for the ingame SIDEBAR. OPAQUE makes the SIDEBAR more visible without having to first select it; TRANSLUCENT makes the battlefield more visible when the SIDEBAR is not selected.

GAME SPEED: NORMAL, FAST, TURBO

Selects the speed at which the units move without affecting the screen scrolling speed.

SKIRMISH

Selecting SKIRMISH from the MAIN MENU SCREEN takes you to the SKIRMISH MODE SETUP SCREEN. Skirmish mode allows one player to battle against one, two or three computer controlled AI players using the LINK game maps and game options. As such, it shares many settings with the LINK game, which is described next.

LINK GAME

This option will only appear if you have a Link Cable connected between the Serial I/O connector on your PlayStation game Console and the Serial I/O connector of a second PlayStation game Console. By having your friend bring over an additional PlayStation game Console, you can connect them with a Link Cable, hook up a second TV and battle it out head-to-head against each other, with or without computer-controlled AI teams.

Selecting LINK GAME from the MAIN MENU SCREEN will take you to the SIDE SELECT SCREEN. Here you can choose the COUNTRY and COLOR for your team.

The first player (the HOST) to choose a COUNTRY and COLOR and exit the SIDE SELECT SCREEN goes to the HOST LINK GAME SETUP SCREEN, which contains the menu items below (items underlined represent the default settings). The other player (the GUEST) has a similar screen, (the GUEST LINK GAME SETUP SCREEN) where the game settings are displayed, however only the HOST can alter the settings.



COUNTRY: RUSSIA, ENGLAND, UKRAINE, GERMANY, FRANCE
Each country has its own strengths and weaknesses.

COLOR: YELLOW, BLUE, RED, GREEN - Sets the color of your units on-screen.

MAP: 1 - 105
Changes the battlefield for the LINK game. A miniature image of the battlefield is displayed to give you an idea of the size and shape of each map. *Note: Holding down R1 while pressing the D-Pad will cause the maps to cycle at a faster rate.*

UNITS: BASES ON:. . . . . 0 - 12
BASES OFF:. . . . . 1 - 30

(Note: "Bases" explained below)

TECH LEVEL: 1 - 10
The tech level determines the range of units available during the LINK game. The higher the tech level, the more sophisticated (and expensive) are the units available.

CREDITS: 0 - 10,000
Sets the starting credits for the LINK game.

AI TEAMS: SKIRMISH game: 1, 2, 3
LINK game: 0, 1, 2
Sets the number of computer controlled teams.

BASES: ON, OFF
Turning bases off increases the number of units that can be initially deployed. In this mode, there is no base construction (there is no Mobile Construction Vehicle).

ORE REGROWS: ON, OFF
Controls Ore regrowth. Turning this off leads to shorter games as the available Ore runs out.

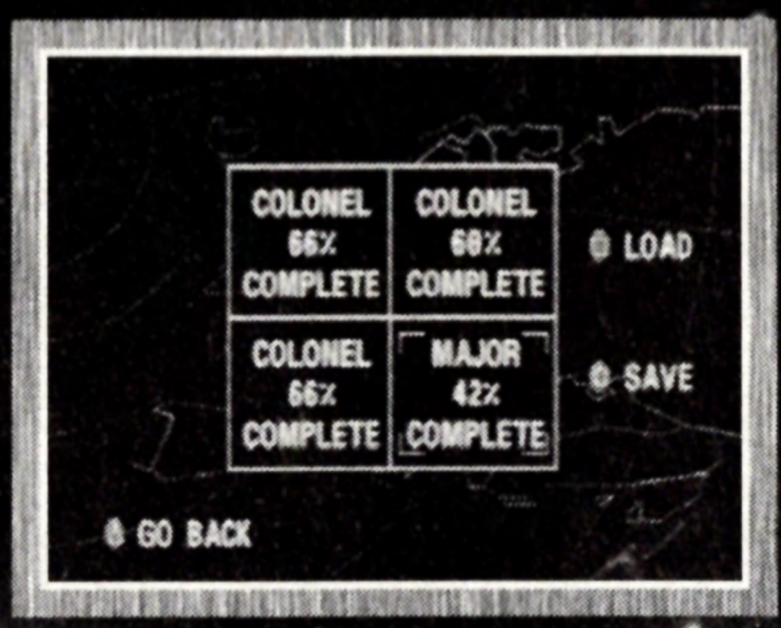
SHROUD REGROWS: ON, OFF
Turning shroud regrowth on causes the shroud to fold back in on itself over time.

CRATES: ON, OFF
Controls the existence of crates which contain various bonus (although sometimes harmful) items.

CAPTURE THE FLAG: ON, OFF
Not available in SKIRMISH game. In a LINK game, capture the flag mode gives each team a flag which must be protected at all costs while attempting to capture the opponents flag. Note that capture the flag mode is only available with BASES turned on.

MEMORY CARD

From the CAMPAIGN SCREEN, if you have a memory card inserted in your Playstation game Console, you will have the option of saving your Campaign in-between missions, or loading previously saved Campaigns. The MEMORY CARD feature allows you to save your rank as well as the missions you have completed for future play. There are four save-game slots available, so you can save up to four separate games in progress simultaneously. Each saved game is indicated on the Save/Load screen as your rank plus the percentage of missions completed.



SCROLLING AROUND

To scroll the main viewing window around the battlefield, move the cursor to the edge of the screen. The rectangular box on the radar map area within the sidebar shows your whereabouts on the tactical map in which your screen is positioned.

MAIN GAME SCREEN



THE BATTLE FIELD



SELECTION CURSOR



MOVEMENT CURSOR



NO MOVE CURSOR



TARGET CURSOR

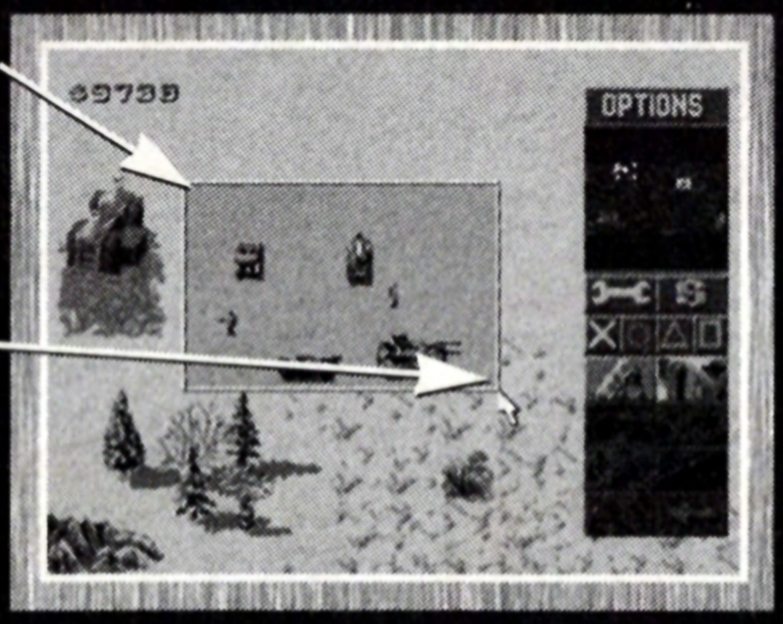
ORDERING YOUR TROOPS AROUND

To get your units to act, select a unit by positioning the cursor over it and pressing the 5 button, then move the cursor to the desired point on the battlefield where you want the unit to go. If the cursor is over a potential target, it will change to the targeting cursor. Pressing the 5 button at this point will cause the unit to attack the target. Otherwise, it will move the unit to that location unless it is impassable (e.g. a cliff or trees), in which case it will get as close as it can to the target. You can select your aircraft while they are in the air by band-box selecting (see Group Activities, page 24) them while they are in flight. You can then give them new orders, check their health, etc. To cancel out of the move/attack mode (or any mode), press the 1button and any selected units will be deselected. Although no longer selected, the unit will retain its orders by following its last command.

(Mouse users simply Left Click over a unit to select it and Right Click to deselect it.)

PRESS AND HOLD THE X BUTTON DOWN

THEN DRAG THE CURSOR TO INCLUDE DESIRED UNITS



SELECTING A GROUP

GROUP ACTIVITIES

To save time, you can form teams amongst your troops. To select several units simultaneously, press and hold the 5 button. Move the cursor to include all the troops you want selected. A white box outline with a dim interior indicates the range of this selection. Then, release the 5 button, and all the units within the white banding box will be selected. You can give that group an order the same way you'd give a single unit an order. Some units in groups will not respond to certain commands. For instance, a Medic in a group ordered to attack will not move when the rest of the group engages, because he has no weapons.

(Mouse users simply Left Click and hold the LEFT button, then move the cursor around to drag select units. Release the LEFT button to select the units inside the white bounding box.)

THE SHROUD

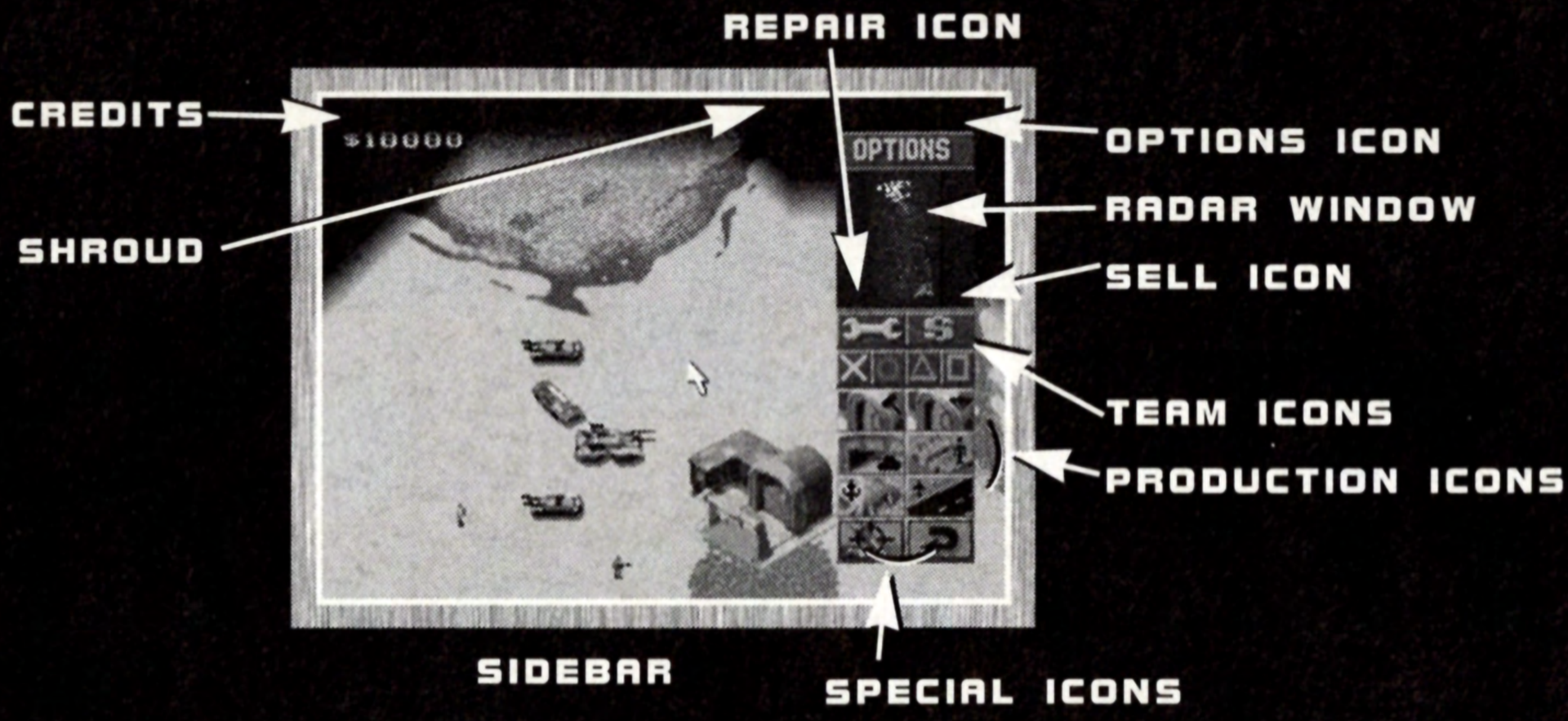
When you start a mission, much of the battlefield will be covered with a black "Shroud." This represents the unknown areas of the battlefield that are unexplored. As you move your units towards the edge of the visible area, the Shroud will be uncovered around them, depending on how far the units can "see". You can order a unit to move deep into the Shroud, uncovering large sections of the area at a time. Some structures or units will be able to replace the Shroud, blocking you (or your opponents) from seeing in that area.

THE SIDEBAR

The SIDEBAR is your tool for accessing information and abilities not directly related to your troops. With it, you can build units and structures, get a radar view of the area (if you have a Radar Dome or GPS) and figure out how much power your base is producing versus how much it needs.

(The SIDEBAR behaves almost exactly the same with the standard Controller or the Mouse. Users of the standard Controller will get a highlight box to select buttons, Mouse users can just point and click.)

The Credit Indicator is located at the top left side of the screen. This tells you how much money you have to maintain your base and its forces. See the section on Ore and Collection for more information on credits and how to collect them (see page 33).

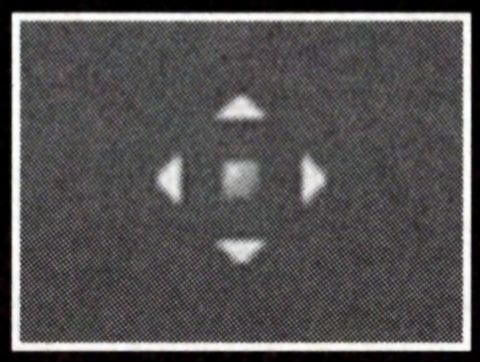


BUILDING YOUR BASE

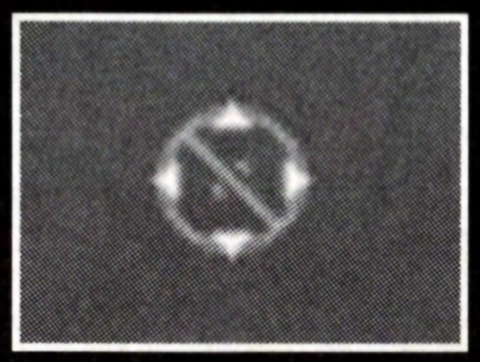
Critical to the success of many missions is the construction of your own field Base, and the constant maintenance and defense of this Base during combat. The Base is necessary for the gathering of resources (through the Ore Refinery with its accompanying Ore Truck), construction of units, and defense thereof. To begin building your Base, you must have a Construction Yard. Unless the Construction Yard is set up when the mission begins, you'll have to deploy the Mobile Construction Vehicle (MCV). Move the MCV to where you want the Construction Yard placed. Move the cursor over the MCV and you'll get the DEPLOY cursor. You'll need clearance on all sides of the MCV in order to deploy it. If you try to deploy the MCV where there isn't enough room, you will receive the No Deploy cursor, and the MCV won't deploy. If you do have enough room, press the 5 button *(Mouse users Left Click)* to deploy the MCV, and it'll turn into a Construction Yard.



MCV



DEPLOY CURSOR



NO DEPLOY CURSOR

Once the Construction Yard is set up, icons on the Sidebar will become active. The large upper window on the Sidebar later becomes a radar display once you have built a Radar Dome and have enough power to run it.

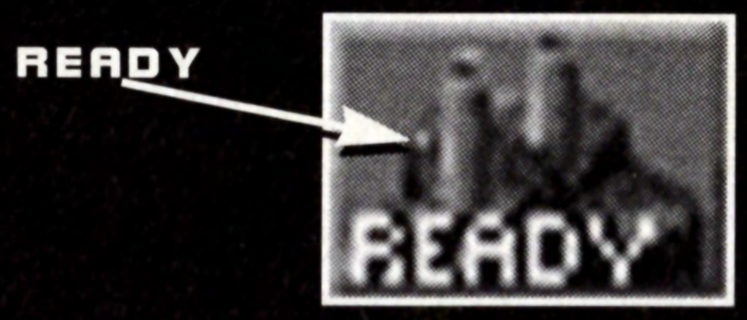
BUILDING THINGS

Above the radar display window is the OPTIONS icon. Move the highlight to the options button and press the 5 button to invoke the INGAME OPTIONS MENU *(Mouse users can Left Click on the OPTIONS icon)*. Below the radar display window are two icons which are used for repairing or selling buildings (see pages 35 & 36). Below these two buttons are four TEAM icons. (See the TEAM ICONS AND TEAMS section for more information).

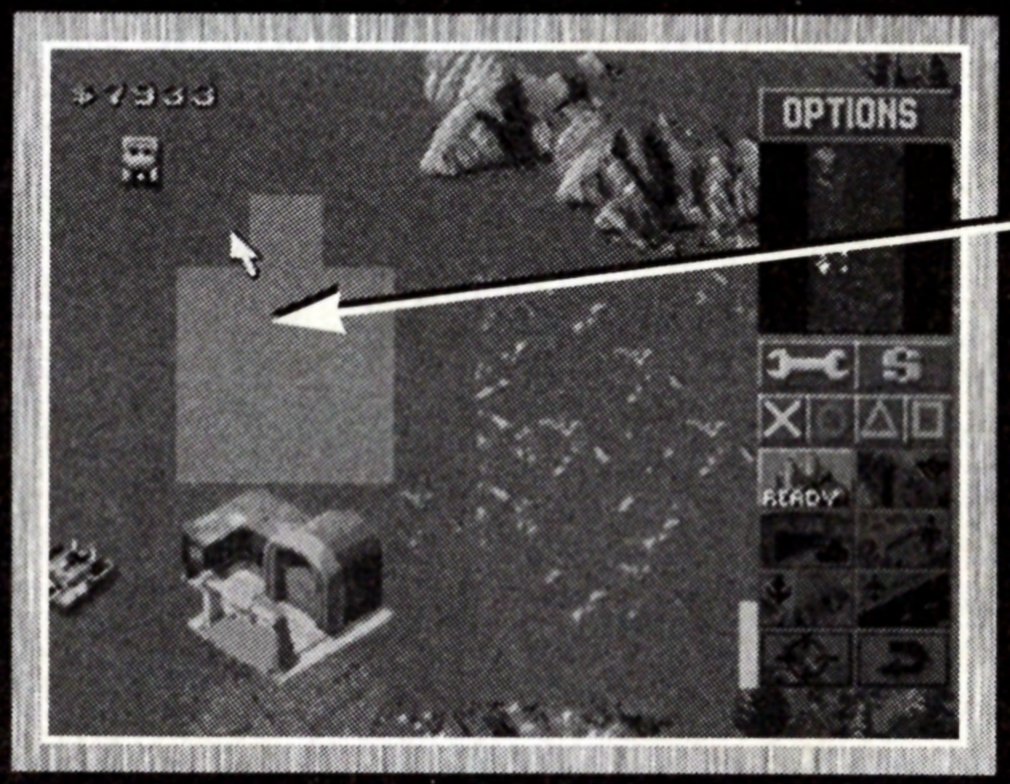
Below the TEAM icons are six PRODUCTION icons. These icons represent Allied and Soviet Construction Yards (for building structures), the War Factory (for building vehicles), Barracks (for training infantry), the Naval Yard (for building ocean-going vessels) and the Airfield (for building aircraft). The leftmost PRODUCTION icon represents your home Construction Yard. On the SIDEBAR, move the highlight to the Construction Yard icon and select it by pressing the 5 button. The SIDEBAR display changes to a grid of 20 possible BUILDING icons. Available buildings are indicated by an icon display. Transparent areas represent options that will become available later in the game. To build a structure, move the highlight to the desired icon and press the 5 button *(Mouse users can Left Click)*.

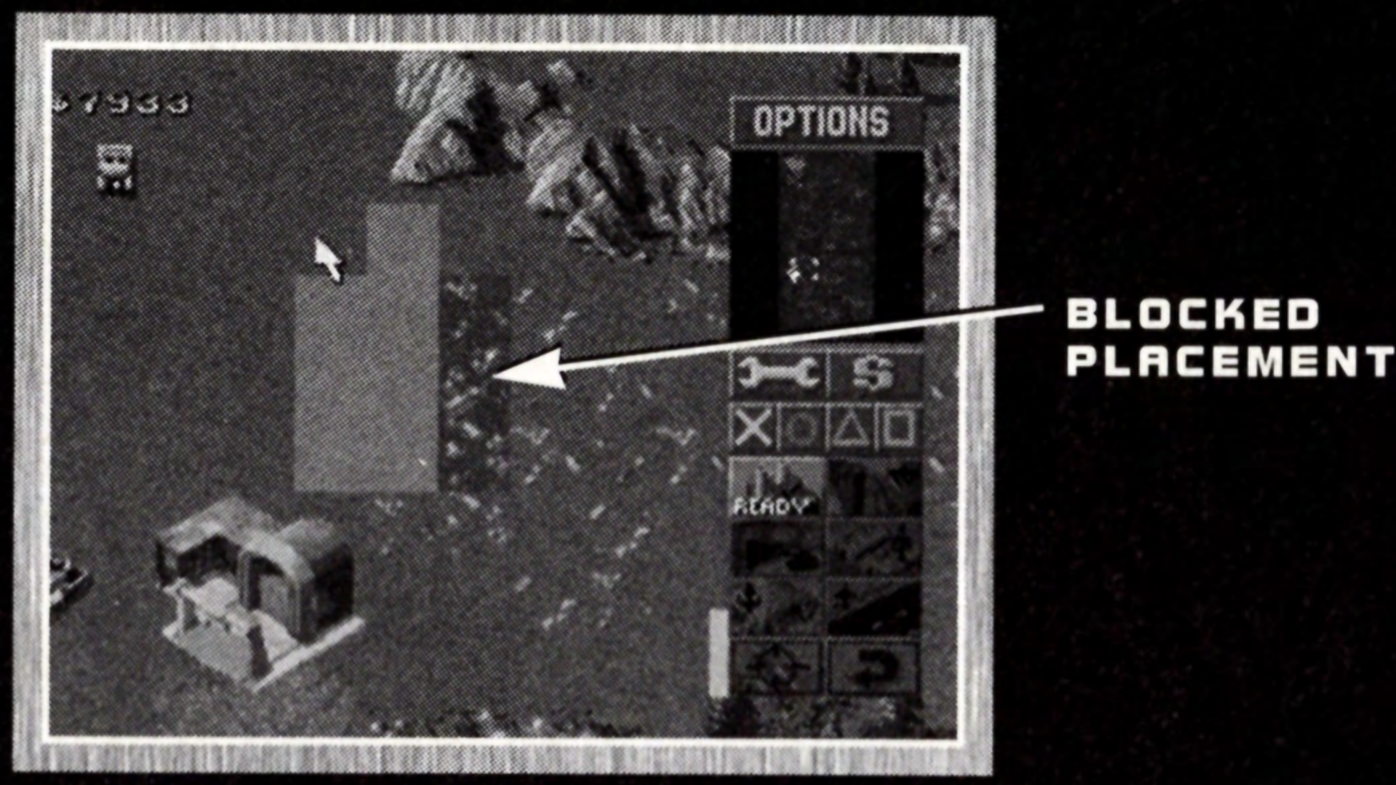
The SIDEBAR display reverts to display the PRODUCTION icons, and the image of the Construction Yard changes to show the structure you chose to build. Construction will take a period of time, as indicated by the translucent shading over the icon. Cost for construction and purchasing will be automatically deducted from your credits. Only one unit (of any class) and one structure can be built at any one time. If you highlight a BUILDING icon *(Mouse users move the cursor over the BUILDING icon without clicking)*, you'll see what that icon represents and how much it would cost you to build it, provided Help Text is enabled.

When construction of buildings is completed, the word READY appears across the bottom of the selected BUILDING icon in the SIDEBAR.



Pressing the 5 button when the icon is highlighted will turn the cursor into a placement grid on the battlefield *(Mouse users Left Click)*. The grid gives you an idea of how large the building will be in the battlefield. Move the grid to where you want the building placed. Once you've found a suitable location press the 5 button *(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.





NOT OKAY TO PLACE

While there is a grid on the battlefield, you will not be able to build anything else. You'll have to either place the ready building, or cancel placement. To cancel, press the 1button *(Right Click)* while the placement grid is still up. The grid will disappear, and READY will appear on the icon again. Pressing the 1button *(Right Clicking)* again on the icon in the SIDEBAR will cancel the building and refund your credits.

Once you have built a structure, selecting the SIDEBAR and pressing the 5 button *(Left Clicking)* with the Construction Yard highlighted will build another one of the same type of building. To build a different type of structure, press the 1button *(Right Click)* on the highlighted Construction Yard and the BUILDING icons will once again be displayed.

When training or construction of a unit is complete, the new unit will emerge from its

originating building (Barracks, Kennel, War Factory, or Naval Yard) and will be ready to use. You are not required to place them. However, it is a good idea to keep some space in front of these buildings, so units don't bunch up and block any other units from coming out.

Below the PRODUCTION icons are the SPECIAL icons which are used for deploying various special weapons and attacks. The leftmost SPECIAL icon is the SPECIAL DEPLOY icon. Select this to deploy an available SPECIAL item. The rightmost SPECIAL icon is the SPECIAL SELECT icon. Select this to cycle through the available SPECIAL items (which include spy planes, paratroopers, the Iron Curtain, the Chronosphere and others).

POWER

Once you have built a Power Plant, a vertical green bar appears to the left of the SIDEBAR. This is your POWERBAR. Keep an eye on it! Every building that you place requires power to run. Knowing how much power you have and how much you are using is very important. The POWERBAR indicates the current power output capacity of your base. Inside the POWERBAR is a narrow white line which indicates the power currently being consumed by your base. If the white line gets taller than the POWERBAR, it means you are consuming more power than your base is generating and you probably need more Power Plants. In this situation, the POWERBAR will turn yellow. If you are consuming much more power than you are generating, the POWERBAR turns to red to indicate a critical condition.



LOW POWER



NORMAL POWER

Lack of full power will slowly damage your buildings, slow construction, and shut down the radar (if you already have it), as well as deactivate some of the high-tech base defenses available in the game. Power Plants are good targets to go after if the enemy has defenses that you are having a tough time cracking. Without power, the enemy is denied information, quick response time, and base defense.

The amount of power produced by Power Plants depends on their respective 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.



BUILDING ITEMS

BUILD BARRACKS

CREATING ADDITIONAL UNITS

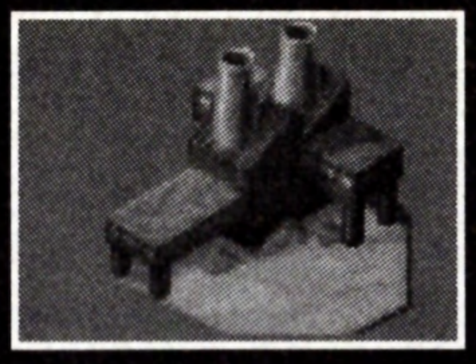
If you have a Construction Yard and enough credits, you can build a Barracks, which will allow you to train infantry. At first, the type of units you can train will be limited. As you win missions, you'll receive new technologies and upgrades. Once you do this, new units with unique abilities will become available. As the game progresses and you build up your base, you'll have a chance to construct a War Factory. With this, you can acquire new and more powerful units like Rangers, Mine Layers, and Tanks. Keep in mind that all the units and buildings mentioned above won't be available for both sides, and some units require you to build other structures (like a Tech Center or Radar Dome) before they become available.



ORE



GEMSTONES



ORE REFINERY



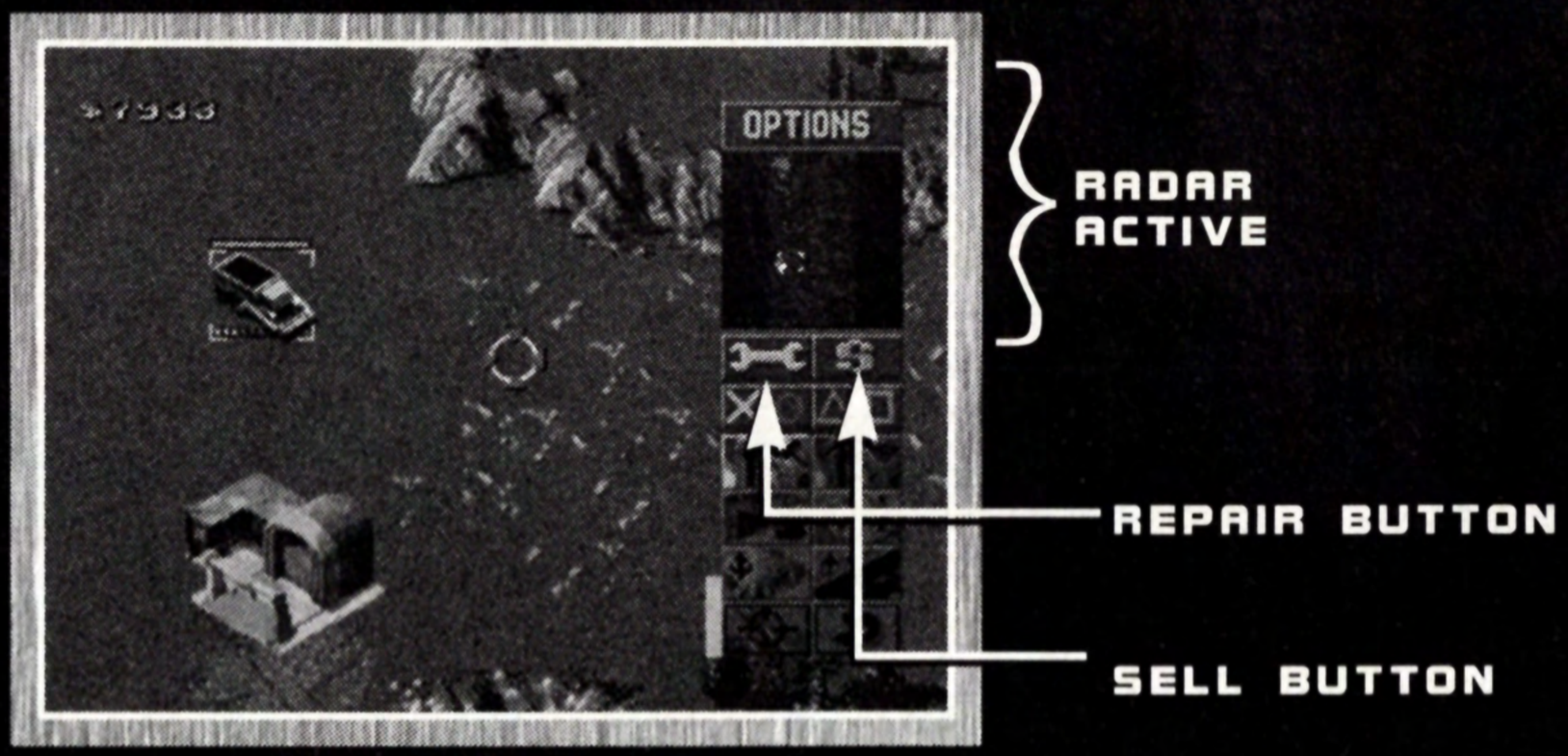
ORE TRUCK

CREDITS, MONEY, ORE AND COLLECTING

There are two types of resources that you can collect to make money: Ore and Gemstones. Ore is found in many places; Gemstones are much rarer. Gemstones are more valuable, so it is always in your favor to collect as many Gemstones as you can.

In the upper left corner of the screen, the Credit Counter keeps track of the money with which you have to build structures and units. This decreases as you build or repair units and structures, and increases if you sell a building, deposit Ore from an Ore Truck into the Refinery, or find a crate that contains money. In order to make money, you need to collect Ore. To collect Ore, you need to build an Ore Refinery. Every Refinery that you build comes with an Ore Truck. You can build extra Ore Trucks if you want to collect Ore faster. Once construction of the Refinery is complete, place the Refinery where you want it to go. The closer the Refinery is to Ore, the faster the turn-around on collection will be.

When the Refinery is built, an Ore Truck will appear with it. The Ore Truck will move to the nearest patch of Ore visible on your battlefield and begin collecting it. The Ore Truck will try to remember where it was collecting. After dumping all of the collected Ore into the Refinery, it will return to the Ore patch and continue to collect from it. This process is automatic, but can be interrupted by you at any time by redirecting the Ore Truck to another location.



TARGETING ORE

If there is no Ore in sight when you build your Refinery, the Ore Truck will appear outside the Refinery and not move. Take one of your other units and scout around your base until you find some Ore. Once you find some, select the Truck and put your cursor over the Ore. You will see the cursor change to an attack cursor. Since the Ore Truck doesn't have a weapon, this cursor tells it to start collecting. Press the 5 button *(Left Click)*, and the Ore Truck will proceed to the Ore and begin to collect it. The automatic collection process will be started, so you no longer need to order the Ore Truck back and forth.



THE "ENTER CURSOR"

You can force the Ore Truck to return to the Refinery early by selecting the Ore Truck, then placing your cursor over the Refinery. The cursor will change to an Enter Cursor (3 green arrows), telling the Ore Truck to return to the Refinery with its current load. If you want it to do this, target the Refinery and press the 5 button *(Left Click)*. If you want it to continue what it is doing, deselect it by pressing the 1button *(Right Click)*.

Note: If you move the Ore Truck somewhere and do not tell it to collect Ore, it won't. When it reaches its destination, it will just sit there until you order it to move again. The automatic collection only happens when you first build an Ore Truck and there is Ore in sight.

KEEP AN EYE ON YOUR ORE TRUCK! There is nothing worse than not watching your Ore Truck, only to have it wander into enemy territory in order to collect Ore. It is the weakest link in your financial operations - remember to keep it safe!

REPAIR ICON & REPAIRING



WRENCH CURSOR

To repair a damaged building and keep it operating at full efficiency, select the SIDEBAR by pressing the s button and highlight the REPAIR icon (which looks like a wrench). Select repair mode by pressing the 5 button *(Left Click)* on the highlighted REPAIR icon. The cursor on the battlefield will turn into the WRENCH cursor. Move the WRENCH cursor over the building you want to repair and press the 5 button *(Left Click)*.

When repairing, the cost of the repair is deducted from your credits. Several buildings can be repaired simultaneously. Press the 1button *(Right Click)* when you want to cancel out of repair mode. To stop repairs on a structure, move the WRENCH cursor to the structure and press the 5 button *(Left Click)* again.

Engineers can also repair buildings. If you select one of your Engineers and target one of your own buildings, a WRENCH cursor will appear over the building. If you press the 5 button *(Left Click)*, the Engineer will enter the building and instantly repair it back to full health. You will lose the Engineer, but this is sometimes better than losing your Construction Yard in the heat of battle!

Note: You can also change the cursor mode by pressing the n button. This will cycle through the four different cursors: NORMAL, REPAIR, SELL, and GUARD UNIT.

SELL ICON & SELLING



SELL ICON

To sell a building, select the SIDEBAR by pressing the s button and highlight the SELL icon (which looks like a $ sign). Select sell mode by pressing the 5 button *(Left Click)* on the highlighted SELL icon. The cursor on the battlefield will turn into the SELL cursor. Move the SELL cursor over the building you want to sell and press the 5 button *(Left Click)*. It will fade away and you'll be credited half of the original cost of the building. In the case of structures that come with vehicles, you'll be credited half the cost minus the cost of the vehicle. BE CAREFUL! As long as the SELL cursor is active, any building that you select will be sold (there is no confirmation). To cancel out of sell mode, press the 1button *(Right Click)*.

Note: You can also change the cursor mode by pressing the n *button. This will cycle through the four different cursors: NORMAL, REPAIR, SELL, and GUARD UNIT.*

RADAR WINDOW



RADAR WINDOW

If you have not built a radar facility, the RADAR window will remain empty except for a slight difference in color which indicates the size of the current map. The white brackets frame the position of the visible battlefield in relation to the full map.

You can jump to any location in the RADAR window (assuming you have an active radar). To do this, select the SIDEBAR by pressing the s button, highlight the radar map and press and hold the 5 button. Now, the radar brackets can be moved around the radar using the DIRECTIONAL buttons. When you let go of the 5 button, you will jump to the location framed by the radar brackets.

(To jump with the Mouse, just point and click on the location on the radar map where you would next like to jump.)

CAPTURING ENEMY BUILDINGS



THE "ENTER CURSOR"

As the game advances, a special infantry unit, the Engineer, becomes available. Engineers are unarmed, but allow you to capture enemy buildings. To capture an enemy building, select the Engineer and place the cursor over an enemy building. If the building is a building you can take, you will see the ENTER cursor. If the building is not previously damaged into the red on its status bar, the Engineer will damage the building but not capture it. If the building is damaged into the red, the Engineer can capture the structure.

Press the 5 button *(Left Click)* if you want the Engineer to damage or try to capture the building. If you are successful, the building will be damaged, or the color of the building you targeted will change to be the color of your side and the building will fall under your control. If you captured the building, it is now part of your base. You can build base structures around it, sell it, or just leave it there, denying your enemy of its use. Depending on the structure you captured, you may be able to build some units or structures that are normally unavailable to you! Your enemy may attempt to retake the building, so if you don't plan on attacking from within, sell it or be prepared to defend it!

CHECK-UP



To check the health status of a unit or structure, simply select the item -- selection brackets will surround the item, and the item's health bar will display above it. A green bar indicates the item is healthy. As the item takes damage the bar will shrink and change from green to yellow, and finally to red. Units that have a health bar in the yellow and red will not function as efficiently as those that have a green health bar. Inefficient units may result in slower construction time, slower movement, and a variety of other negative effects. In later missions, vehicles can be repaired if you build a Service Depot. Some units have a carrying capacity or a limited ammo supply, indicated by a series of boxes in the lower left corner of the unit (when selected). This will tell you at a glance how much your unit is carrying. When the boxes are all full, so is the unit.

REPAIRING/RELOADING UNITS



Later in the game, the ability to build a Service Depot will become available. The Depot has two functions: it can reload AP and AT Mine Layers, and it can also Repair damaged vehicles. To Repair a damaged vehicle, select it and then move the cursor over the Service Depot. The cursor will change to an enter icon. Press the 5 button *(Left Click)* and the unit will move back to the Depot and begin repairs. Money will automatically be deducted from your account depending on the type of unit and the severity of the damage.

Re-loading the Mine Layer is accomplished in the same way - simply drive the unit onto the Repair Pad, and it will be reloaded automatically. For naval units, select the unit and highlight one of your Sub Pens or Naval Yards. The cursor will change to an enter cursor. Pressing the 5 button *(Left Click)* will cause the unit to move back to the Pen or Yard and repairs will begin. To cancel repairs, move the unit away from the Pen or Yard.



ADVANCED GAME CONTROLS

Once you've got a good grasp of the basic controls for your units, it's time to move on to some of the more advanced controls that are offered in Red Alert. If you are going to pit your combat skills against other players, learning how to use these controls is a must.

TEAM ICONS AND TEAMS

To make a team, first select the troops you want to be assigned to that team. Next, invoke the SIDEBAR (by pressing the `s` button) and move the highlight to one of the four TEAM icons. Press the `1`button to create that team. If you already have assigned some teams, go to the SIDEBAR, move the highlight to the appropriate TEAM icon and press the `5` button to select that team. Pressing the `1`button over a TEAM icon with no units selected cancels that team assignment.

(Mouse users simply Left Click and hold the LEFT button, then move the cursor around to drag select units. Release the LEFT button to select units inside the white banding box. To then create a team, Right Click on the `5`, `1`, `s`, or `n` team icons in the sidebar to assign a team to that icon. To select a team, Left Click on the appropriate icon. To select and zoom in on a team, Left Click on the appropriate team icon and hold down the LEFT button until the screen is centered on the team.)

GUARD MODE

Normally, units that you have stationed around the battle field will only respond if they're fired upon, or an enemy unit gets close enough to be fired on. However, they won't go looking for trouble - they'll only get involved if someone else starts it.

If you want your units to pick fights with anyone that comes within range, select the units and press the R1 and R2 buttons *(press the* n + 1*)*. This command will put all the selected units into 'Guard Mode.' With this command, your units will become much more aggressive, moving towards any threat that comes near them.

'Guard Mode' will continue to function on those units until you reposition them, or give them another order, such as 'Scatter.' Giving 'Guard' orders to aircraft or helicopters will cause them to stop their attack and return to their airfield or helipad.

FORCE FIRE

Sometimes, you may want to have certain units fire on a building or area even if it isn't an enemy target. To direct your units to fire automatically at a desired target, use the 'Force Fire' command. Simply select the units that you want to fire, then move the cursor over the desired target and press the R1 and L1 buttons *(press the* 5 *button and Left Click)*.

Units in this mode will continue to fire on the designated area, ignoring all other threats, until you instruct them to stop or give them a new order. Some units, like an Engineer or Medic, cannot be forced to fire at anything.

FORCE MOVE

Infantry annoying your tanks? Squish 'em. By using the 'Force Move' command, you can make your Tanks (or any heavy unit) move into an enemy occupied area and attempt to overrun the infantry in the square. To do this, select the unit(s) to 'Force Move,' then move the cursor to the area you want to 'Force Move' and press the R1 and L2 button *(press the* `1` *button and Left Click)*. You can also use this to single out a particular infantry unit that is giving you a hard time. Your unit will attempt to crush that infantry unit until either it succeeds, you give it a new order, or your unit is destroyed. Vehicles cannot overrun each other, and infantry cannot overrun tanks. Only tracked or heavy units can 'Force Move' into enemy infantry. You cannot force your tanks to crush your own infantry.

SCATTER

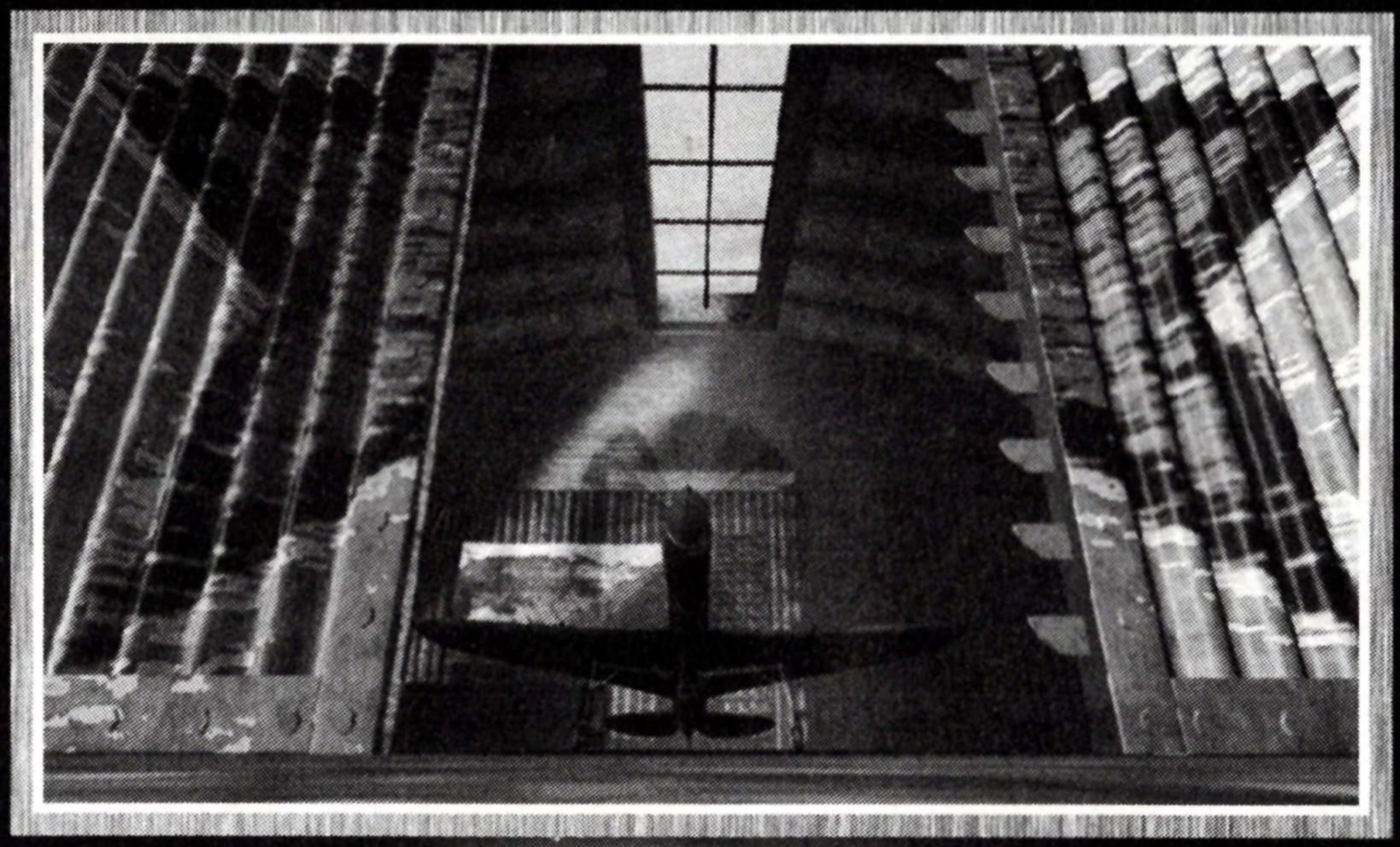
Tanks trying to squish your infantry? Planes coming in with Parabombs? With the 'Scatter' command, you can make your troops move in a random direction from their current location, allowing them to (most of the time) dodge out of harms way. To 'Scatter' units, select them and press R2 on the standard controller *(or if using a Mouse, press the* `s` *button on the controller in Port 2)*. Units that are scattering will continue to carry out any attack orders, so you can select them, tell them to attack, then make them Scatter from the threat.

Note: Scattering will only make all the selected units move once. If you want them to continually scatter, you must keep the units selected and continue to press the R2 button every second or so. Otherwise, they will scatter once, then continue with their previous assignment (attack, etc.). Also, units that are scattering may scatter out of their fire range. If this happens, select the target again (with the units still selected), and your units will move back into firing range.

GUARD UNIT

Sometimes, you may want units to 'guard' another unit as it moves around the battle field. 'Guard' mode can be good for protecting an Ore Truck or any other critical unit as it moves about. To follow a unit, select the unit(s) that are going to be doing the 'guarding', then cycle through to the guard cursor (NORMAL, REPAIR, SELL, and GUARD UNIT) by pressing the `n` button and click on the unit that you want the selected units to follow *(press the* `5` *+* `1`*and Left Click on the unit that you want to guard).*

Having large groups of units guarding another unit can be counter-productive. Don't direct a large group of units to guard your Ore Truck, or it may hinder the Ore Truck's movement and slow down your collection of Ore. If enough units are guarding, they may surround their target and it will not be able to move at all. Aircraft and helicopters cannot guard other units.



THE INGAME OPTIONS MENU

The INGAME OPTIONS MENU is reached either by pressing the START button or by selecting the SIDEBAR with the s button and then selecting the OPTIONS icon *(Left Clicking the OPTIONS button)*.

Use the DIRECTIONAL buttons to navigate the INGAME OPTIONS MENU. Use UP and DOWN to move between the menu items, the 5 button *(Left Click)* to select the item and LEFT and RIGHT to modify a setting.

GAME OPTIONS:

MUSIC VOLUME: OFF, LOW, MEDIUM, HIGH
Controls the volume of the ingame music.

EFFECTS VOLUME: OFF, LOW, MEDIUM, HIGH
Controls the volume of the ingame sound effects.

MUSIC TRACK: 1 - 13
Changes the current music track.

TRACK LOOP: NO, YES
Sets the current music track to loop mode.

HELP TEXT: NO, YES
Turns in game unit and structure description help text on and off.

INGAME SIDEBAR: OPAQUE, TRANSLUCENT
Controls translucency of the SIDEBAR.

GAME SPEED: NORMAL, FAST, TURBO (DEFAULT IS FAST)
Controls the game speed without slowing down the screen scrolling rate.

MAIN MENU:
Returns to the INGAME OPTIONS MENU

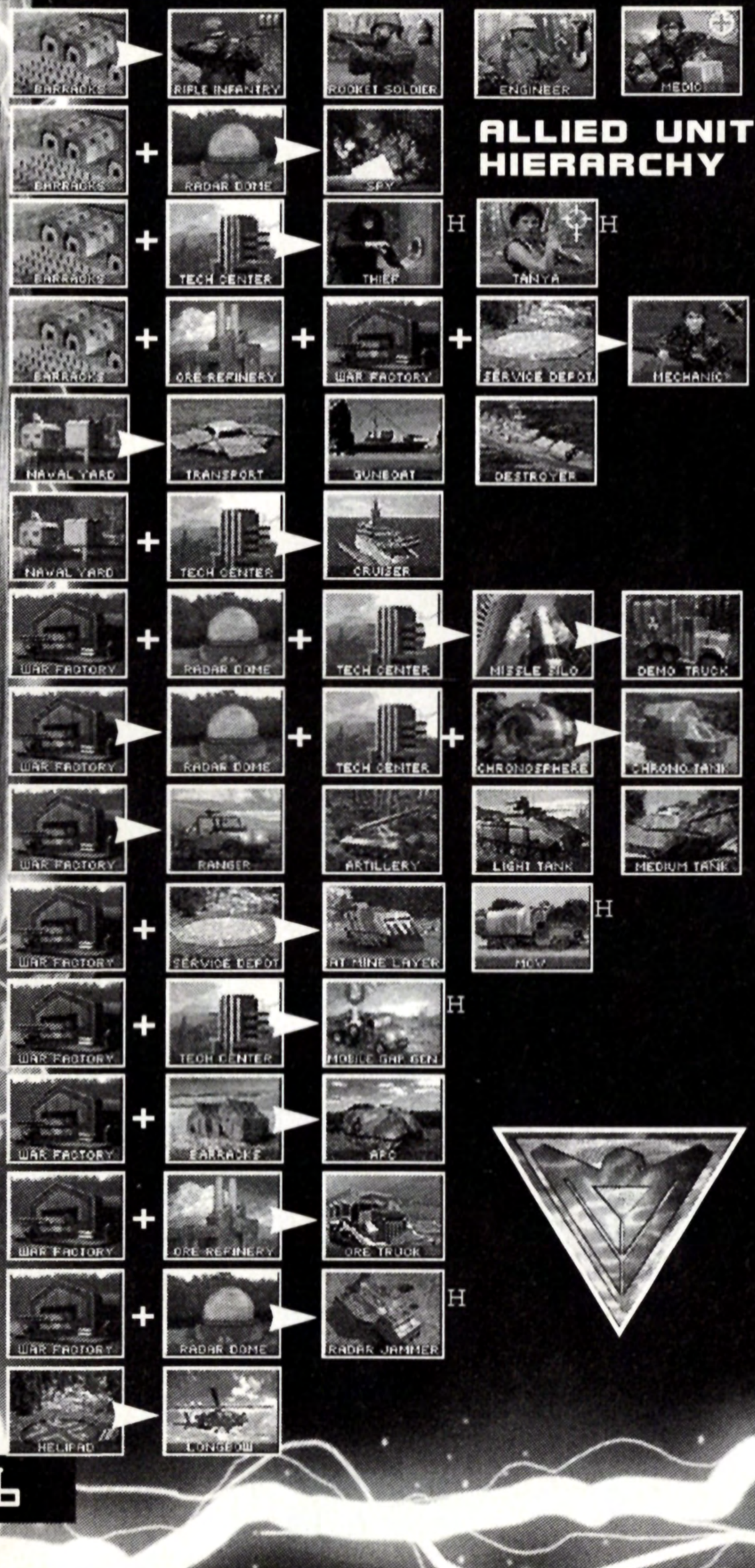
MISSION BRIEFING:
If you forget what your objectives are, select this menu item to see a restatement of the major objectives.

RESTART MISSION:
If all seems hopeless, select this menu item to start the mission over. Everything will be reset and you will be back to square one for the current mission.

ABORT MISSION:
Select this menu item to abort the mission and return to the TITLE SCREEN.

RETURN TO MISSION:
This menu item exits the INGAME OPTIONS MENU and resumes the mission where you left off.

UNIT & STRUCTURE HIERARCHIES



COUNTRY INFO. CHART

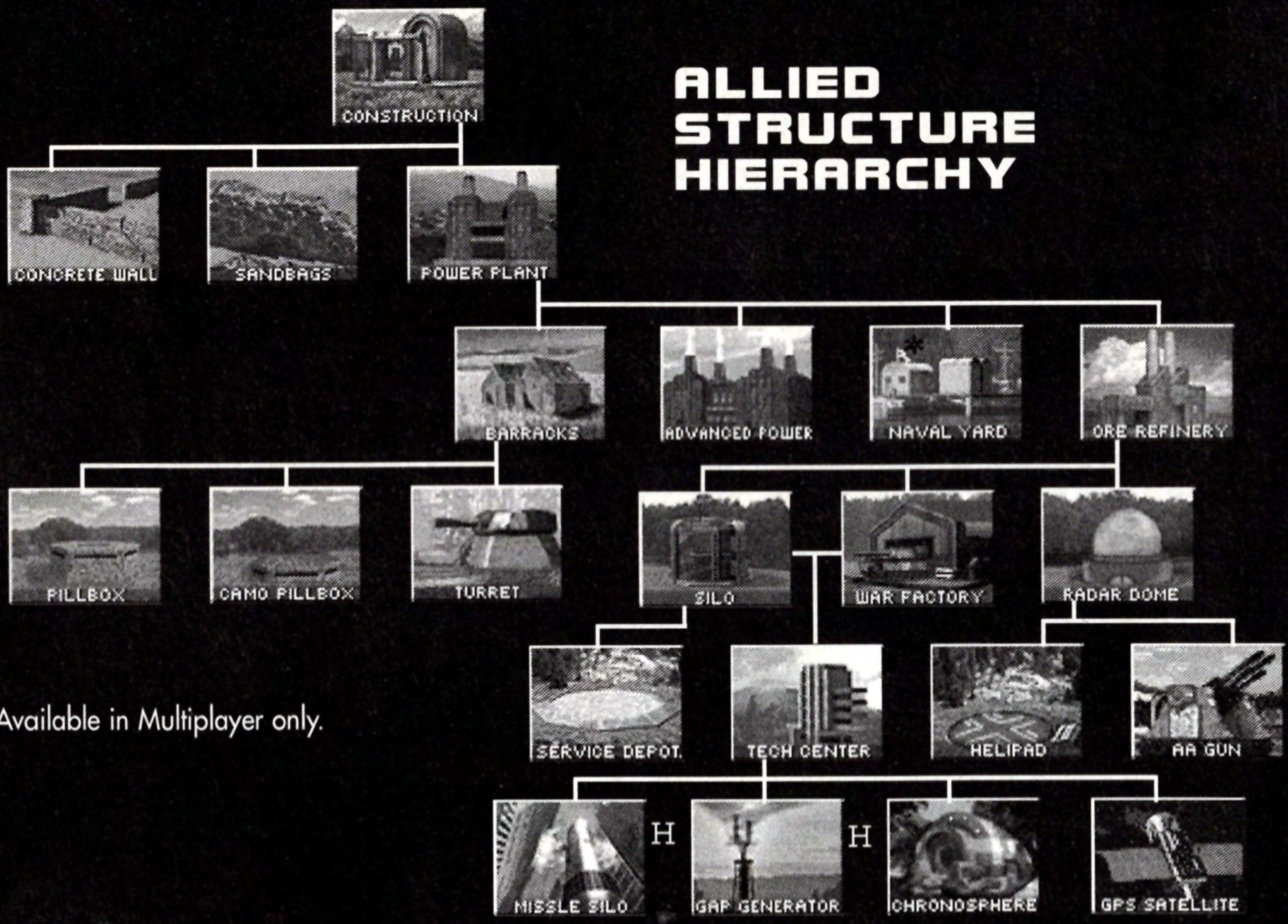
	SHOT POWER	SHOT RATE	SPEED	ARMOR	COST	PROD. TIME
ALLIED ENGLAND	Good	Good	Good	Excellent	Good	Good
ALLIED GERMANY	Excellent	Good	Good	Good	Good	Good
ALLIED FRANCE	Good	Excellent	Good	Good	Good	Good
SOVIET RUSSIA	Good	Good	Good	Good	Excellent	Good
SOVIET UKRAINE	Good	Good	Excellent	Good	Good	Good

THE CUTTING EDGE: ALLIED UNITS

DESCRIPTION	COST	RANGE	ARMOR	PREREQUISITES	WEAPON
Rifle Infantry	100	Short	None	BAR	M-16 Rifle
Medic	800	N/A	None	BAR	Bandages
Rocket Soldier	300	Med.	None	BAR	Dragon Rocket
Spy	500	N/A	None	BAR & DOME	Information
Engineer	500	N/A	None	BAR	None
Field Mechanic	950	Short	N/A	BAR & SDPT	Socket Wrench
Thief*	500	N/A	None	BAR & TECH	Fast fingers
Tanya*	1200	Med.	None	BAR & TECH	Dual Colt .45s
AT Mine Layer	800	N/A	Med.	WAR & SDPT	AT Mines
Ore Truck	1400	N/A	Heavy	WAR & REFN	None
Ranger	600	Short	Light	WAR	M-60 Machine Gun
Light Tank	700	Med.	Med.	WAR	75mm Cannon
APC	800	Short	Heavy	WAR & TECH	M-60 Machine Gun
Artillery	600	Long	Light	WAR	155mm Gun
Demolition Truck	2400	N/A	Light	MSILO	Atomic Bomb
Medium Tank	800	Med.	Heavy	WAR	90mm Cannon
Chronotank	2400	Med.	Light	CHRN	Heat-seeking Missles
Mobile Gap Generator*	600	Med.	Light	WAR & TECH	Shroud Generator
MCV*	2500	N/A	Heavy	WAR & SDPT	None
LST	700	N/A	Med.	NYRD	None
Gunboat	500	Short	Light	NYRD	2-inch Deck Gun
Destroyer	1000	Med.	Med.	NYRD	Stinger Missile Pod
Cruiser	2000	Extreme	Heavy	NYRD & TECH	8-inch Artillery Cannons
Longbow Apache	1200	Short	Heavy	HELI	Hellfire Missiles
GPS Satellite	N/A	N/A	N/A	TECH	Satellite Imagery
Sonar Pulse	N/A	N/A	N/A	SPY INTO SUBPEN	Sonar Image
MRJ*	600	Long	Light	WAR & DOME	White-noise Generator

BAR = Barracks, WAR = War Factory, DOME = Radar Dome, HELI = Helipad, NYRD = Naval Yard, SDPT = Service Depot., REFN = Refinery, TECH = Tech Center, CHRN = Chronosphere, MSILO = Missile Silo

ALLIED STRUCTURE HIERARCHY

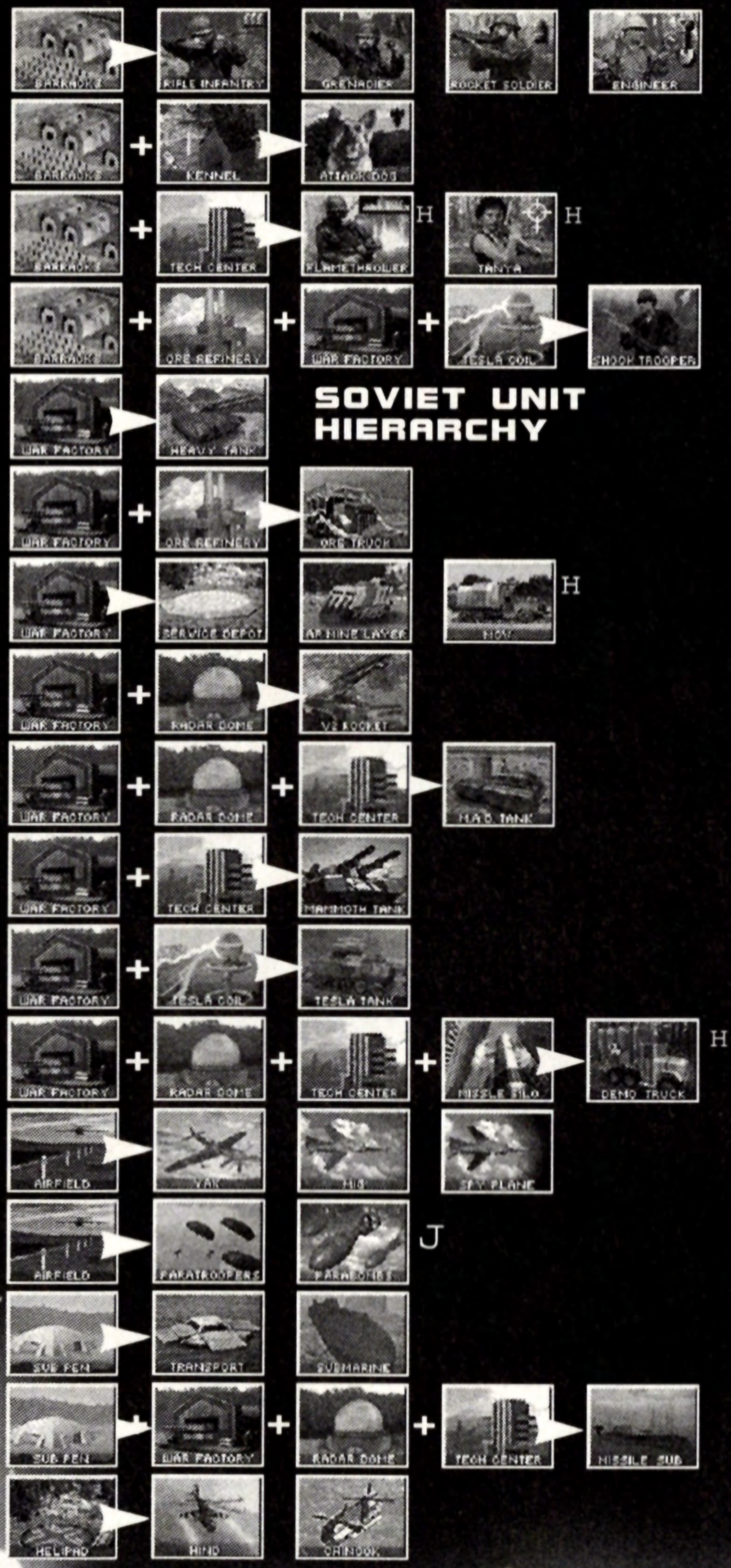


H Available in Multiplayer only.

THE CUTTING EDGE: ALLIED STRUCTURES

STRUCTURE NAME	COST	POWER	ARMOR	PREREQUISITES	PURPOSE / USAGE
Construction Yard	N/A	0	Heavy	–	Produces structures
Power Plant	300	+100	Light	Const. Yard	Provides power to base
Advanced Power Plant	500	+200	Light	Power Plant	Provides power to base
Ore Refinery	2000	30	Light	Power Plant	Converts ore to credits
Ore Silo	150	10	Light	Ore Refinery	Holds 1500 units of ore
Tent Barracks	300	20	Light	Power Plant	Trains infantry
War Factory	2000	30	Light	Refinery	Builds units
Naval Yard	650	30	Light	Power Plant	Builds naval vessels
Helipad	1500	10	Light	Radar Dome	Helicopter landing area
Pillbox	400	15	Med.	Barracks	Anti-infantry defense
Camouflaged Pillbox	600	15	Heavy	Barracks	Anti-infantry defense
Turret	600	40	Heavy	Barracks	Anti-armor defense
AA Gun	600	50	Heavy	Radar Dome	Anti-aircraft defense
Service Depot	1200	30	Light	War Factory	Vehicle repair / reload
Radar Dome	1000	40	Light	Refinery	Base radar
Technology Center	1500	200	Light	War & Radar	Advanced tech items
Gap Generator*	500	60	Light	Tech Center	Re-shrouds area
Chronosphere	2800	200	Light	Tech Center	Chronoshift
Missile Silo	2500	100	Heavy	Tech Center	Atomic missile
Fake Structures*	50	2	None	Orig. Structure	Deceives enemy
Sandbags	25	–	Light	Const. Yard	Base defense wall
Concrete Wall	100	–	Heavy	Const. Yard	Base defense wall

*Available in Multi-player missions only. May be available in certain single-player missions.



SOVIET UNIT HIERARCHY

COUNTRY INFO. CHART

	SHOT POWER	SHOT RATE	SPEED	ARMOR	COST	PROD. TIME
ALLIED ENGLAND	Good	Good	Good	Excellent	Good	Good
ALLIED GERMANY	Excellent	Good	Good	Good	Good	Good
ALLIED FRANCE	Good	Excellent	Good	Good	Good	Good
SOVIET RUSSIA	Good	Good	Good	Good	Excellent	Good
SOVIET UKRAINE	Good	Good	Excellent	Good	Good	Good

THE CUTTING EDGE: SOVIET UNITS

DESCRIPTION	COST	RANGE	ARMOR	PREREQUISITES	WEAPON
Attack Dog	200	N/A	None	KEN	Sharp Teeth
Rifle Infantry	100	Short	None	BAR	AK-47 Rifle
Grenadier	160	Short	None	BAR	Grenade
Rocket Soldier*	300	Med.	None	BAR	Dragon Rocket
Flame Infantry	300	Med.	None	BAR & TECH	Flame Thrower
Engineer	500	N/A	None	BAR	None
Shock Trooper	900	Short	None	TCOIL	Lightning Discharge
Ore Truck	1400	N/A	Heavy	WAR & REFN	None
Heavy Tank	950	Med.	Heavy	WAR	Twin 105mm Cannons
AP Mine Layer	800	N/A	Med.	WAR & SDPT	AP Mines
V2 Rocket Launcher	700	Long	Light	WAR & DOME	V2 Rocket
Tanya*	1200	Med.	None	BAR & TECH	Dual Colt .45s
Mammoth Tank	1700	Med.	Heavy	WAR & TECH	Twin 120mm & Missiles
MAD Tank	2300	Extreme	Heavy	TECH	Shockwave
Tesla Tank	1500	Long	Light	TCOIL	Lightning Discharge
Missle Sub	1650	Long	Light	SPEN	Missile Salvo
Demolition Truck	2400	N/A	Light	MSILO	Atomic Bomb
MCV*	2500	N/A	Heavy	WAR & SDPT	None
LST	700	N/A	Med.	SPEN	None
Submarine	950	Long	Med.	SPEN	Torpedo
Yak	800	Short	Light	AFLD	Twin Machine Gun
Paratroopers	N/A	N/A	None	AFLD	AK-47 Rifle
Parachute Bombs	N/A	N/A	N/A	AFLD	High-explosive Bombs
Spy Plane	N/A	N/A	Light	AFLD	Camera
MIG	1200	Med.	Light	AFLD	Heat-seeking Missiles
Hind	1200	Short	Heavy	HELI	Vulcan Chain-gun
Transport Helicopter*	1200	N/A	Med.	HELI	None

BAR = Barracks, WAR = War Factory, DOME = Radar Dome, HELI = Helipad, SPEN = Sub Pen, AFLD = Airfield, SDPT = Service Depot, REFN = Refinery, TECH = Tech Center, KEN = Kennel MSILO - Missile Silo, TCOIL - Tesla Coil

SOVIET STRUCTURE HIERARCHY



J Available in Solo Player only.

H Available in Multiplayer only.

THE CUTTING EDGE: SOVIET STRUCTURES

STRUCTURE NAME	COST	POWER	ARMOR	PREREQUISITES	PURPOSE / USAGE
Construction Yard	2500	0	Heavy	–	Produces structures
Power Plant	300	+100	Light	Const. Yard	Provides power to base
Advanced Power Plant	500	+200	Light	Power Plant	Provides power to base
Ore Refinery	2000	30	Light	Power Plant	Converts ore to credits
Ore Silo	150	10	Light	Ore Refinery	Holds 1500 units of ore
Barracks	300	20	Light	Power Plant	Trains infantry
Kennel	200	10	Light	Barracks	Trains attack dogs
War Factory	2000	30	Light	Refinery	Builds units
Sub Pen	650	30	Light	Power Plant	Builds naval vessels
Airfield	600	30	Heavy	Radar Dome	Builds airplanes
Helipad	1500	10	Light	Radar Dome	Helicopter landing area
Service Depot	1200	30	Light	War Factory	Vehicle repair / reload
Radar Dome	1000	40	Light	Refinery	Base radar
Technology Center	1500	100	Light	War & Radar	Advanced tech items
Flame Tower	600	20	Heavy	Barracks	Fire-based defense
Tesla Coil	1500	150	Light	War Factory	Lightning-based defense
SAM Site	750	20	Heavy	Radar Dome	Anti-aircraft defense
Iron Curtain	2800	200	Light	Tech Center	Invulnerability
Missile Silo	2500	100	Heavy	Tech Center	Atomic missile
Barbed-wire Fence	25	–	Light	Const. Yard	Base defense wall
Concrete Wall	100	–	Heavy	Const. Yard	Base defense wall

*Available in Multi-player missions only. May be available in certain single-player missions.

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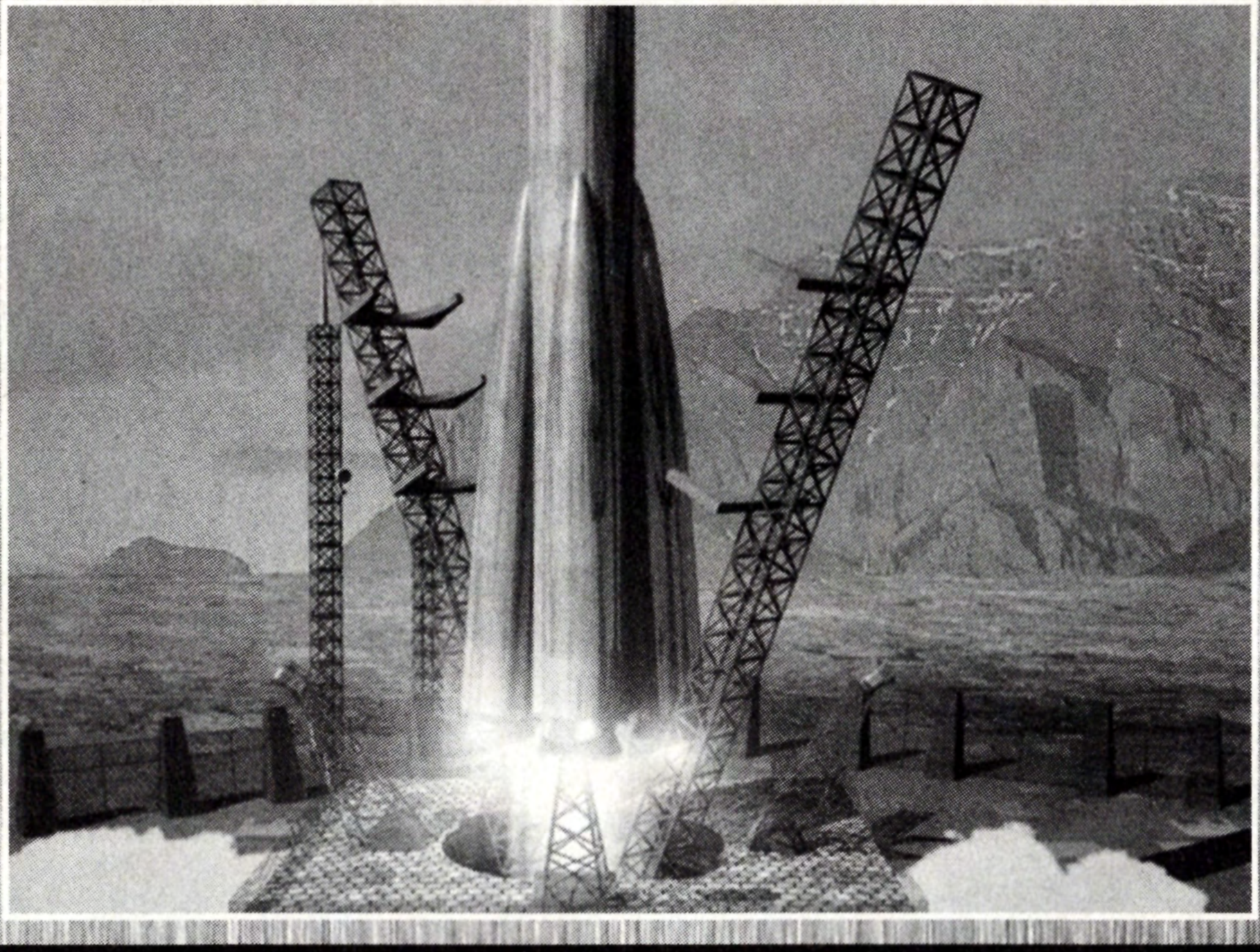
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