COMMAND
&
CONQUER

CD-ROM FOR MAC

INSTRUCTION MANUAL

THE BROTHERHOOD OF NOD

Commonly, The Brotherhood, The Ways of Nod, Shaæ Seer among the tribes of Godan; see attached, Aliases of the Brotherhood, for more.

Founded: Date unknown: exaggerated reports put the Brotherhood's founding before 1,800 BC

Ideology: To unite third-world nations under a pseudo-religious political platform with imperialist tendencies. In actuality it is an aggressive and popular neo-fascist, anti-Western movement vying for total domination of the world's peoples and resources. Operates under the popular mantra, "Brotherhood, unity, peace".

Current Head of State: Kane; also known as Caine, Jacob (INTERPOL, File TRX11-12Q); al-Quayym, Amir (MI6 DR-416.52)

Base of Operations: Global. Command posts previously identified at Kuantan, Malaysia; somewhere in Ar-Rub' al-Khali, Saudi Arabia; Tokyo; Caen, France.

Military Strength: Previously believed to be a smaller terrorist operation, a recent scandal involving United States defense contractors confirms that the Brotherhood is well-equipped and supports significant land, sea, and air military operations.

Economic Strength: Considerable operating assets believed to be in excess of US $255.2 billion, based on audits of seized financial records (see CIA Docket 3231.54-776 FIA).

Political Strength: Believed to be the sole backers of the Fist of Allah party in Jordan (52%); United We Stand America Party in the United States (12%); Albion First! part in the United Kingdom (25%+) among others. (See Brookings Institution publication A42962-94 for full disclosure.)

Affiliations: Irish Republican Party; Islamic Jihad; Khmer Rouge; others. (See document: Brotherhood of Nod Splinter Groups.)

SEE ALSO: Mobius, Dr. R.H.; terrorist activities, United States Global Defense Act; Report of World Energy Radical Redistribution, US Congressional Report, 1994.

GLOBAL DEFENSE INITIATIVE

Commonly, GDI. Before 1990, known as Special Operations Group Echo, Black Ops. 9.

Founded: 12 October 1995, in accordance with United Nations Global Defense Act (UNGDA)

Ideology: To enforce the United Nations Global Defense Act and uphold the ideals as outlined in the United Nations Charter.

Current Head Of State: Brigadier General Mark Jamison Shepherd, Chief of Staff, United Nations Military Command.

Base Of Operations: United Nations Military Command Center, location CLASSI-FIED.

Military Strength: Within parameters of the UNGDA, Article V, Section 3A, Paragraph 12.

Economic Strength: Funded by the United Nations and various national governments, public organizations, and private enterprise.

Political Strength: Not applicable; operates within the parameters of the UNGDA and under the orders of the United Nations Security Council.

Affiliations: United Nations.

SEE ALSO: Shepperd, M.J.; United Nations, 1995 to present; United Nations Global Defense Act, 1995; Mobius, Dr. R.H.

GETTING STARTED

System Requirements

Power Macintosh®
System 7.5 (7.5.3 or higher strongly recommended)
8MB of RAM (16 MB Recommended)
Double Speed CD-ROM or faster
30 MB free Hard Drive Space
14.4 (28.8 recommended) modem for network play
IPX network for local network play
Extended Keyboard
Mouse
Color Monitor supporting at least 640x480, 256 colors

Internet Head-to-Head Requirements

28.8 modem or direct Internet connection (using, for example, FreePPP)
A valid account with an Internet Service Provider (ISP) and a valid Internet e-mail
address
Open Transport (v1.1 or higher)
16 MB RAM

Setup & Installation

Insert either Mac C&C CD into the CD-ROM drive.

Run the installer from the CD by double clicking the installer icon which appears in the disk window. This will install any needed extensions and the main game files onto your hard drive.

Loading Instructions

Insert either Mac C&C CD into the CD-ROM drive.

Launch Mac C&C from your hard drive by double-clicking on the C&C icon in the COM-MAND & CONQUER folder.

PLAYING THE GAME

Game options Menu

Game Settings

When you launch C&C you will be presented with the game options dialog. The controls in this dialog allow you to configure various options that C&C can use. The options are:

Allow Frame Skipping for Speed: On slower systems you can check this option to increase performance.

Quit the Finder: Check this to have the Finder quit. This frees up extra memory for C&C and speeds up the game.

Quit Other Applications: Check this to have C&C automatically quit all other applications for you. This frees up extra memory and speeds up the game.

Compatible with DOS Version 1.07: Check this if you are playing a network/modem/serial game with the DOS version of C&C.

Flicker-Free Cursor: If your cursor is flickering during gameplay and you are distracted by it, choose this option. However, it will slow down the game.

Disable Monitor Resolution Switching: Check this to prevent C&C from changing the resolution of your monitor.

Key Code for Extended Mouse Functions: C&C on occasion requires you to Command-Click to perform certain actions. To set a single key act as the Command-Click, click the Set button and then press the key you want to use. The Command Key is the Apple key on either side of the space-bar.

Socket Number: For IPX network games, you can change the socket number C&C uses if there is a conflict with other applications.

Don't Ask Again: Check this if you do not want to be asked for these settings every time C&C runs. Once you do this, you can hold down the option key when launching C&C to bring up the Settings dialogue.

Starting the Game

Choosing Your Side: GDI or the Brotherhood of Nod

Near the end of the introduction, you are asked to choose a side to ally with. one is GDI- the United Nations" Global Defense Initiative peacekeeping force. The other is The Brotherhood of Nod, a secretive terrorist organization that has remained hidden for centuries...until now. Choose whichever one suits your tastes by clicking on the logo of the appropriate side.

If you choose the Brotherhood, you will fight against the GDI. If you choose the GDI, you will fight against the Brotherhood. Each side has its own characteristics and style of playing, as well as radically different units, buildings, and tactics.

GDI

Nod

Title Screen menu

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

Start New Game: To start a new game, choose this option. You'll go straight to the screen for choosing your side. When starting a new game, the introduction is not shown again.

Internet: If you'd like to play a multiplayer game over the internet, choose this option.

Load a Mission: If you want to play a previously saved mission, choose this option or press Command-O. When loading a mission, you will be presented with a standard File Open dialogue where you can select your saved game to load. (See page 17 for saving missions.)

Multiplayer Game: This option allows you to select as multiplayer network (if detected) or serial (null modem or modem) game. See the Multiplayer Game Section for more details.

Intro & Sneak Peek: If you want to see the introduction again, select this option.

Exit: Select this option to exit back to the desktop.

PLAYING THE GAME

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 slash will appear over the arrow indicating that this is as far as you can go.


Scroll arrows

Can't Scroll arrows

Ordering Your Troops Around

To get your troop to act, select a unit by clicking on it. A bracket will appear around the selected unit and the unit's health will be displayed above the unit. Move the cursor to the location on the game map where you want the unit to go. If the cursor is over a potential target, it will change to the targeting cursor. Clicking here will cause the unit to attack the target. Otherwise, it will move the unit to that location, unless it is impossible (i.e. a cliff or trees).

If you want to cancel out of this mode (or any mode), Command-Click again and the unit will be deselected.

Main Game screen

Selection cursor | Targeting cursor | Movement cursor
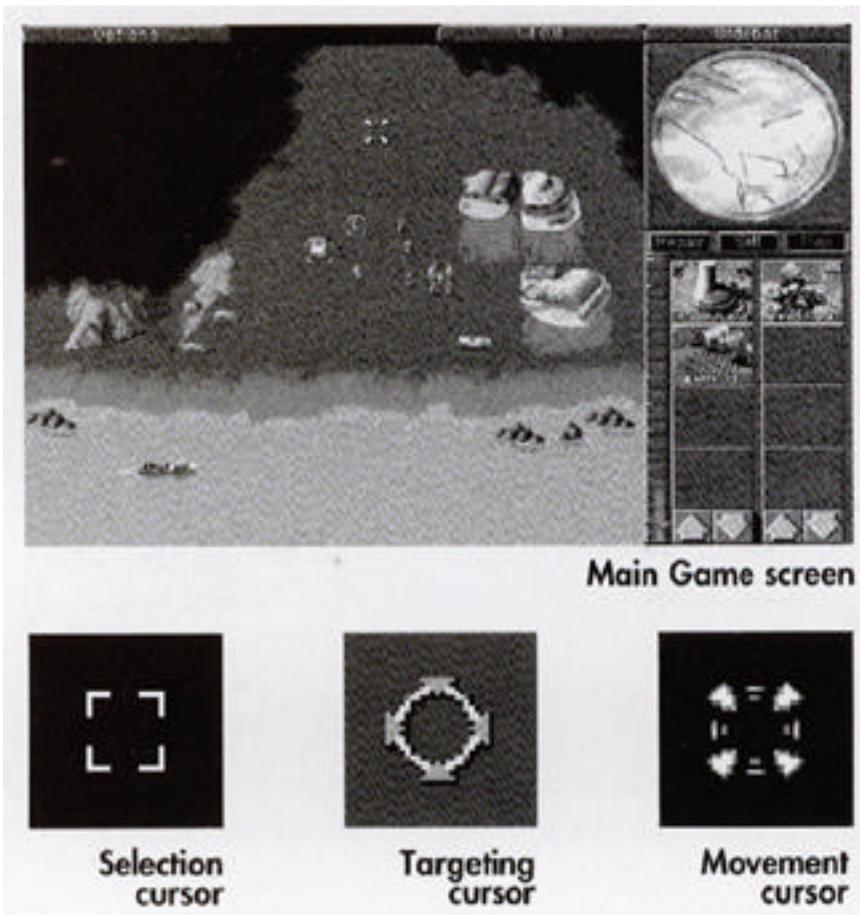
Group Activities

To save time, you can combine your troops into groups. To select several units simulta-
neously, 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.

click and hold button down

then drag the cursor to include desired units

Selecting many units at once

Sidebar

From the Main Game screen, the sidebar may be opened by clicking the sidebar button in the upper right hand corner, or by pressing the Tab key if it is not set as the key code for extended mouse functions. If you have a Construction Yard, or, if you deploy an MCV, the Sidebar will open automatically. Once the Sidebar is open, click on the Sidebar tab a second time to close it.

From the Sidebar, you can build units and buildings by clicking on the corresponding icons. The sidebar will also show you a radar map of the area (if you have a radar station) and also tells you how much power your base is producing vs. how much power it needs.


Credits

Sidebar open
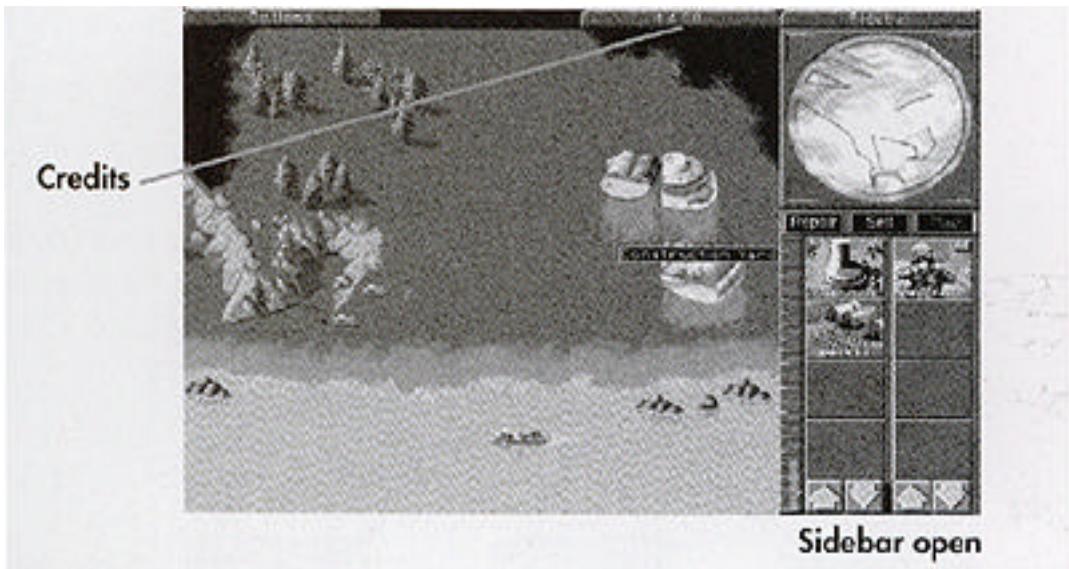
Credit Indicator

To the left of the sidebar, and above the main game screen is the amount of credits you may spend. This indicator keeps track of the amount of money you have available to build structures and units. Your total credits will decrease as you build or repair units and structures. Credits will increase when a building is sold or when a harvester docks with the refinery.

Building Things

Critical to the success of many missions is constructing your own field base, and constantly maintaining and defending this base during combat. A strong base is often necessary to win.
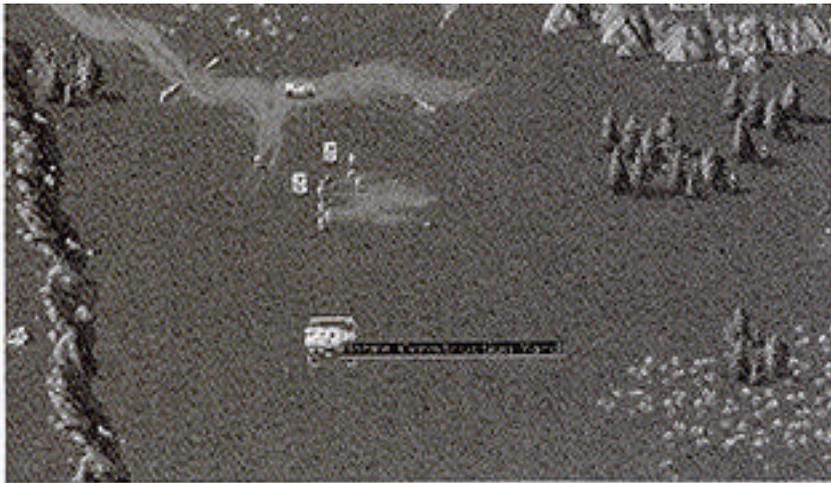

Deploying your MCV
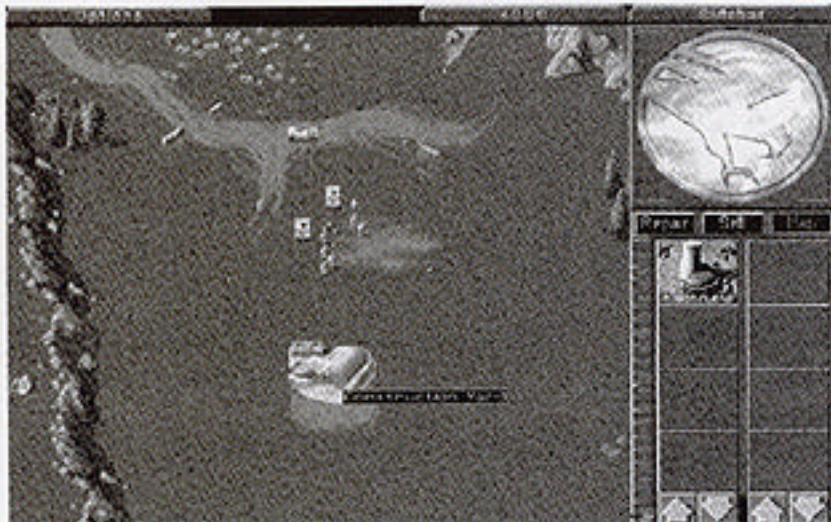
Construction Yard complete

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). Click on the MCV and move it where you want the Construction Yard to be placed. If you try to deploy the MCV where there isn't enough room, the deploy cursor will not appear. If there is enough room, click to deploy the MCV, and it will turn into a construction yard.

MCV   Deploy   Construction
   cursor   Yard
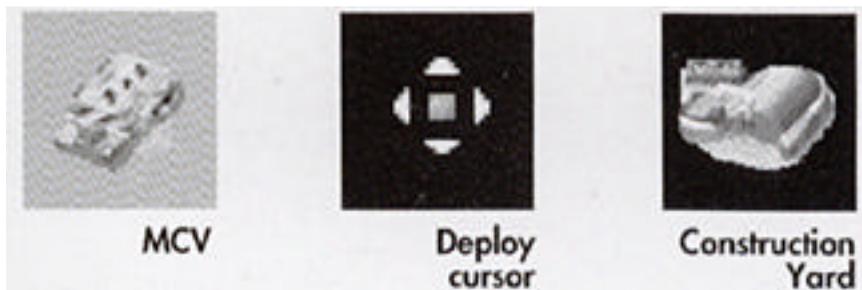
Once the Construction Yard is set up, the Sidebar will appear. In the upper portion of the Sidebar, you will see the symbol of your side (GDI or NOD). Later, this area becomes a radar display, when you've built a Radar Facility and have enough power to support it.

Your side

Building icons

Power bar

Unit icons

Scroll buttons

Below the radar display is a row of three buttons. These are the Repair, Sell and Map buttons. Each of the buttons has a specific game function that is discussed later in this section.

Underneath the Repair, Sell and Map 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 these when there are more than four available.
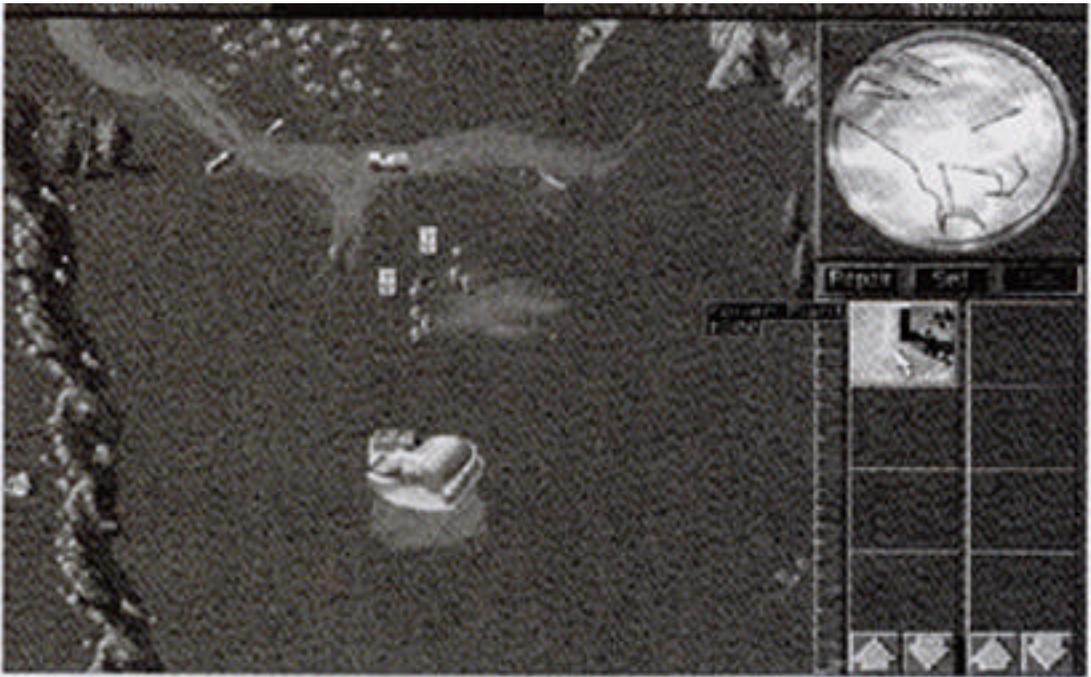
Choosing a structure in the Sidebar

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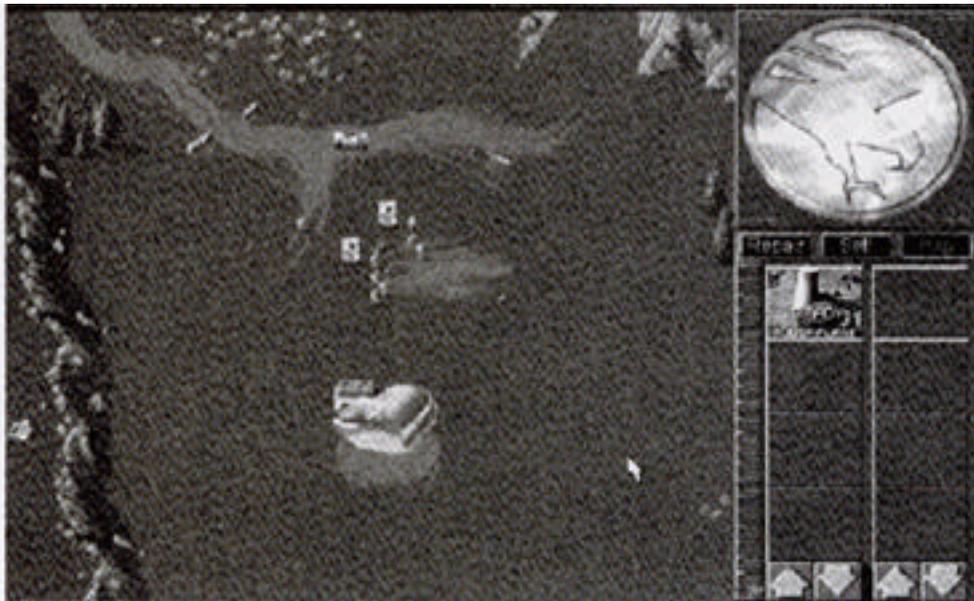

Ready to place

To place a completed structure, first select a structure and click on it. Once construction is completed, the word READY will appear on top of the icon in the Sidebar. 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. 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. Once you've found a suitable location, click, and the building will be placed where you indicated. Your new building must be adjacent to one of your existing structures or the entire placement grid will be red.
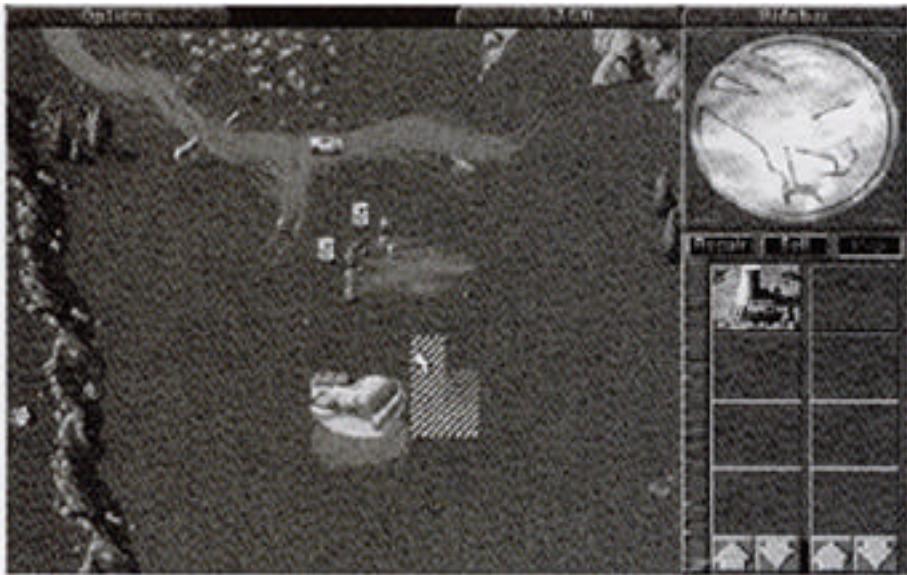
Area blocked
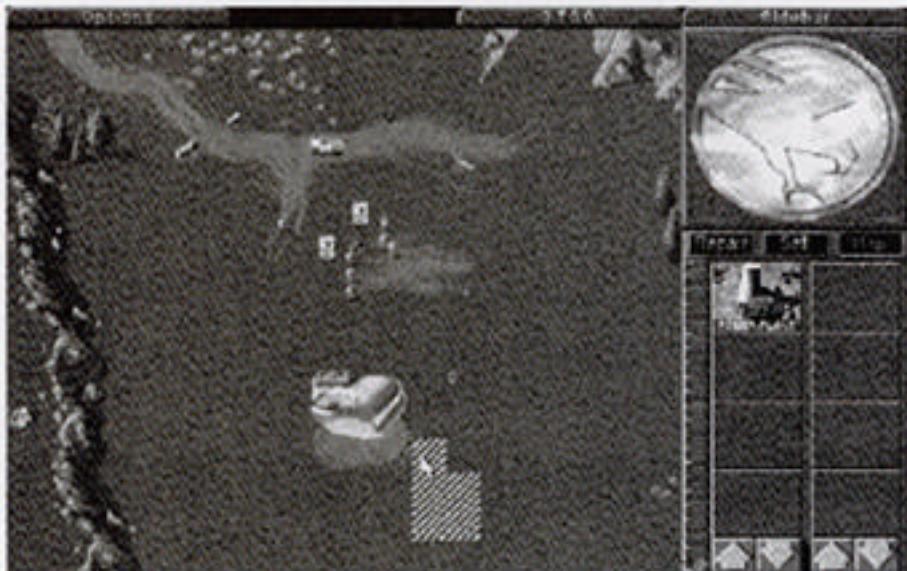
Area clear!

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

Power production

Blue "threshold" bar

Power

To the left of the construction icons is a narrow bar with a horizontal indicator on it. This is your power bar-keep an eye on it! Every building that you place requires power to run. Knowing how much power you have and how much power you are using is very important.

The blue "threshold" bar shows how much power your base (and all its structures) needs to function optimally, while the vertical bar tells you how much power your base is producing. If the vertical power production bar is yellow or red, your base doesn't have enough power! If it is green, your base has enough power to run all of the structures that you have built.

Lack of full power will cause c onstruction to go slower, and will also shut down radar (if it was built), as well as deactivating 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 are tough to destroy. Without power, the enemy is denied information, quick response time and base defense.

Low power
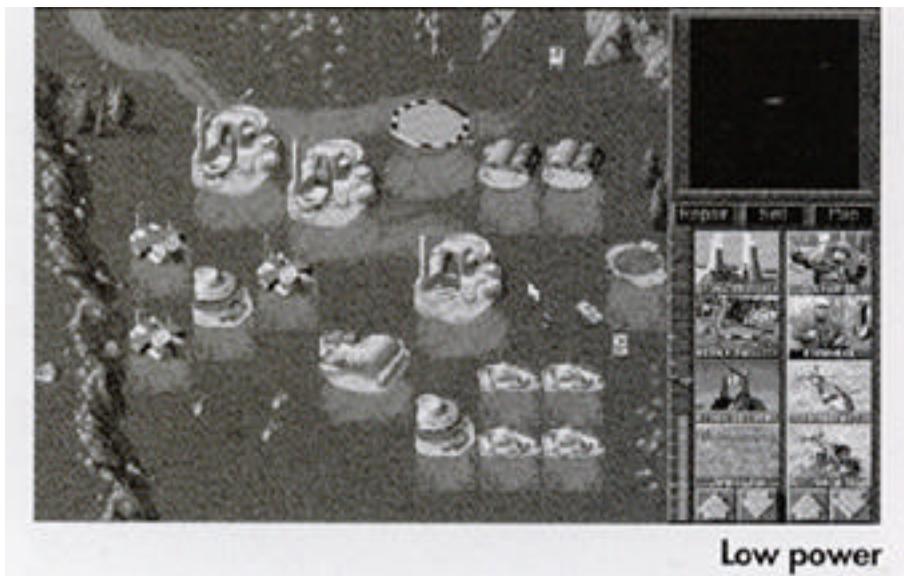
The output of any power plant depends on how well they are functioning. Make sure to keep all of your power plants fully repaired, or you may find yourself losing power at an inopportune moment. Build an extra power plant or two to be safe.

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 troops you can train will be limited. As you win missions you'll receive new technologies and upgrades. Once you do this, new troops with unique abilities will become available.

Ready to build barracks (Hand of Nod)

With Hand of Nod built, now you can train infantry

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, Attack Cycles, dune buggies, and eventually, tanks. Keep in mind that all the units and buildings mentioned above won't be available for both sides.

Airfield built: Now you can order vehicles and tanks

Tiberium and Harvesting

In order to make money, you need to harvest Tiberium. To harvest Tiberium, you need to build a refinery and a harvester. Every refinery that you build comes with a harvester and you can build extra ones if you want to collect Tiberium faster. Once construction of the refinery is complete, place the refinery in a clearing. The closer the refinery is to the Tiberium, the faster you will make additional credits.

Building a refinery

When the refinery is built, a harvester will appear with it. The harvester will move to the nearest patch of Tiberium visible on your map, and proceed to harvest it. The harvester will try to remember where it was collecting from, and after dumping all of the collected Tiberium into the refinery, it will attempt to return to the Tiberium patch and continue harvesting from it. This process is automatic, but can be interrupted by you at any time by redirecting the harvester to another location or by any of the obstacles that get in the way

Getting your harvester

If there is no visible Tiberium around when you place your refinery, the harvester will appear, but will not move. Take one of your other units and scout around your base until you find some Tiberium. Once you find some, select the harvester by clicking on it and move the cursor over the Tiberium. You will see it change to an attack cursor. Since the harvester doesn't have a weapon, this cursor tells it to start harvesting. Click again, and the harvester will proceed to the Tiberium and begin to harvest it. The automatic harvesting process will be started.

Telling your harvester where to harvest

Automatic harvesting has begun

You can force the harvester to return to the refinery early. To do this, click on the harvester, move your cursor over the refinery, and click on the refinery when the cursor changes into the Enter cursor. If the Enter cursor does not appear, this means there is a harvester already on its way back to this particular refinery. Select another refinery or wait until the returning harvester has delivered its load.

Enter cursor
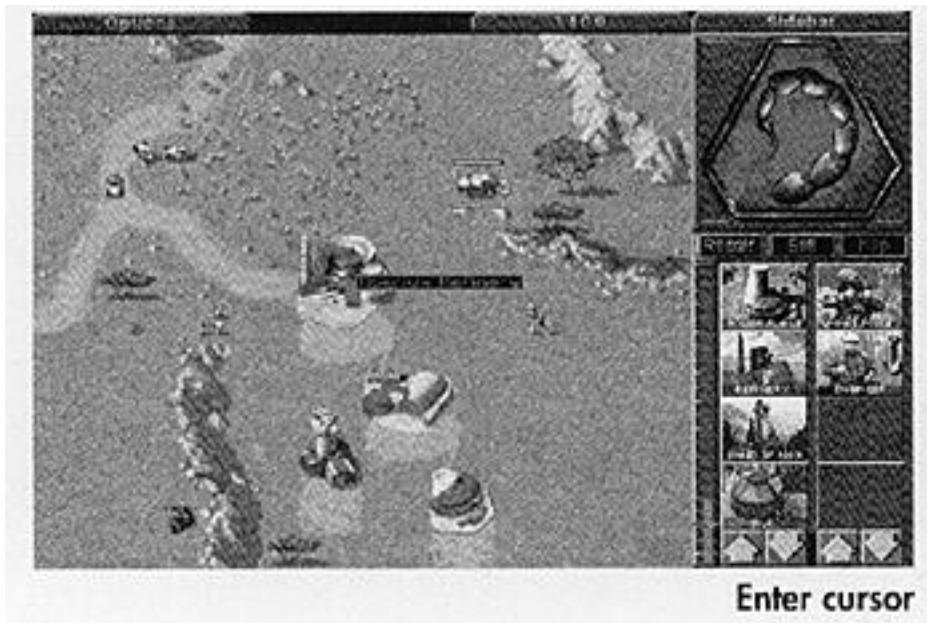
NOTE: If you move the harvester somewhere, and do not tell it to collect Tiberium, it won't. When it reaches its destination, it will stop there until you order it to move again. The automatic collection only happens when you have a refinery, a harvester and Tiberium in sight.

KEEP AN EYE ON YOUR HARVESTER! There is nothing worse than not watching your harvester, only to have it wander into enemy territory in order to collect the Tiberium. It is the weakest link in your financial operations-remember to protect it with additional units to keep it safe!

Managing Your Money

Always be sure that your base has enough storage spaces for excess Tiberium. Your refinery can hold 1000 credits of Tiberium, but a Silo can hold up to 1500 credits worth. If you don't have enough storage space, any new credits that are brought in by your harvester will be lost.

Capturing Enemy Buildings

As the game advances, a special infantry unit, the Engineer, will become available. Engineers are unarmed, but they allow you to capture enemy buildings. To do this, click on the Engineer and place the cursor over an enemy building. If the building is a valid building that you can take, you will see an enter icon. Click if you want the engineer to try and capture the building. If you are successful, the color of the building you targeted will change to the color of your side.

This building is now part of your base. You can build structures around it, or sell it, or just leave it there, denying the 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 re-take the building, so if you don't plan on attacking from within, sell it or prepare to be attacked.

Repairing Structures

To repair a damaged building and keep it operating at full efficiency, click on the Repair button in the Sidebar. The mouse cursor on the field will turn into a wrench. Click the wrench on the building you want repaired. Repair will begin immediately, indicated by a large, blinking wrench. The cost of the repair will be deducted from your account automatically. Several buildings can be repaired simultaneously by clicking the spinning wrench on them.

If you wish to stop the repair process on a specific structure, click the wrench on the building under repairs and the repairs will cease. If you run out of credits while repairing, the repair process will cease. The repair process will not start up again if you get more credits - you must start up again. Command-click when you want to cancel out of repair mode or click the Repair button again.

Selling Structures

To sell a building, click on the sell button in the Sidebar. The mouse cursor will turn into a $ sign. Click on the building you want to sell. It will deconstruct, and you'll be credited half of the structure's original cost.

BE CAREFUL! As long as the cursor is in the $ mode, any building you click on will be deconstructed and sold! To cancel out of $ mode, Command-click or click on the sell button again.

Check-Up

To check the health status of a unit or structure, select it by clicking on it when the cursor is in Select mode (deselect with a Command-click). As long as the bar is green, it's healthy. As the bar shrinks and turns red, it's closer to being destroyed. This will affect the speed of the unit. In later missions, vehicles can be repaired if you build a repair facility and send them to it.

Some units (APCs, harvesters, Orcas, Apaches) and some structures (Reineries, Silos) have a carrying capacity or a limited ammo suppy, indicated by a series of tiny

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 all the boxes are full, so is the unit.

Options

Choosing the Options mode will stop all the action on the field while you adjust your visual, audio or game control. To access the Options Menu, click on the Options tab in the upper left-hand corner of the screen. You can also hit the ESC key or spacebar.

Load Mission

Select Load Mission from the Options Menu if you want to play a previously saved mission. You can also press -O from within y our game to open a saved game. The mission you are currently playing will be lost unless you save it first.

Choose Load Mission from the Options menu

You will be presented with a standard Open File dialog where you can select your saved game file.

Save Mission

Select Save Mission from the Options menu to save the mission you're currently playing or press Command-S. You will be presented with a standard Save dialog where you can name your saved game file and select as place to save it.

If you're out of room a message will pop up stating "the selected disk named 'Hard Drive Name' does not have enough free space. Please select another disk."

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 standard file dialog, choose the mission you want to get rid of by clicking on it. Then click on DELETE to get rid of that mission.

Abort Mission

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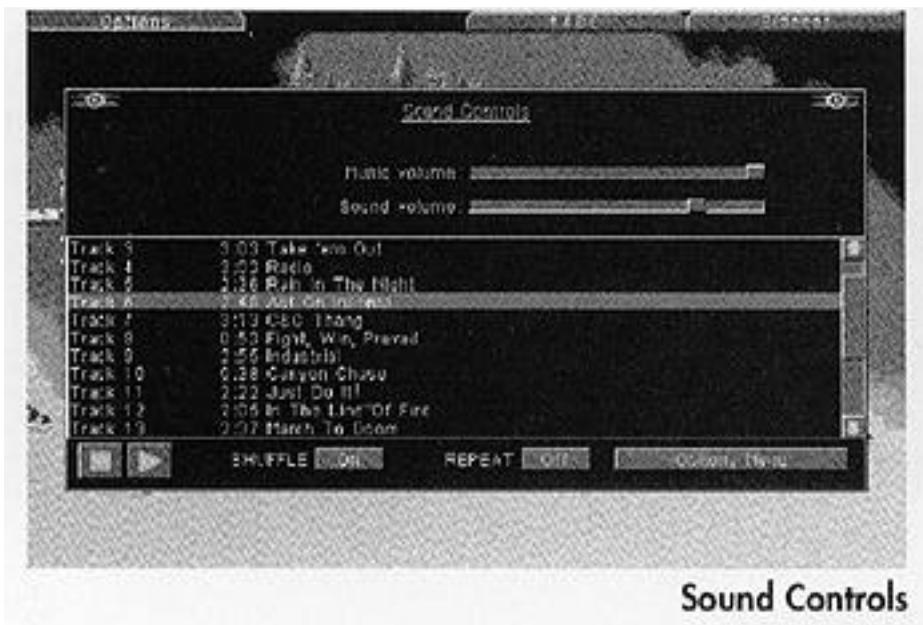
Game Controls

Game Controls

To control the speed at which the game progresses or the rate at which the map scrolls, drag their respective bars left or right. Dragging right will increase speeds. Dragging left will decrease speeds.

Sound Controls

Select Game Controls, then Sound Controls to adjust the volume of the music or the sound effects, or to change the song currently playing.

Sound Controls

To control the volume of the 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. Shutting off music speeds up game play slightly.

Music

To hear a new song, click on any track (as shown in the Sound Controls illustration) and then click on the PLAY button. To stop a song from playing, 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 Control 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 Visual Controls take immediate effect.

Resume

Click on RESUME in the Options Menu. The changes made in the Visual Controls take immediate effect.

Restate
Click on RESTATE in the Options Menu if you forget what your mission objective is. This will display a text version of the mission's objectives. If you want to see the video of the briefing again, click on the "Video" button. When you are ready to go back to the Options Menu, click on the Options button.

MULTIPLAYER GAME

Multiplayer Game

Mac C&C supports several different types of multiplayer games, each of which is described in this section.

Multiplayer Game Options

When playing a multiplayer game, the game host (the player that starts the game session) can choose several settings:

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

Internet Game

Mac C&C supports Head-to-Head play over the Internet right out of the box.

In order to play in Internet Head-to-Head mode, make sure you have the following:

1. 28.8 (minimum) modem, ISDN or direct connection to the Internet

2. Open Transport v. 1.1 higher

3. A valid account with an Internet Service Provider (ISP) and a valid Internet e-mail address

4. At least 16Mb of RAM

Mac C&C will attempt to connect you to your Internet provider if your system is configured correctly. If you are in doubt, you can initiate your Internet connection prior to loading Mac C&C.

WESTWOOD CHAT

From the Title Menu, select Internet. If you have previously registered your copy of Mac C&C with Westwood Studios and signed up for an account, the Westwood Chat window will open and you'll be prompted for your user name and password. If you haven't already registered you'll be taken step by step through the registration process. Once you've registered and chosen your user name you'll receive your Westwood Chat password via e-mail within a few minutes.

Once at the Westwood Chat window you can join various chat "channels" or "rooms" to talk about Mac C&C and other topics with other people around the world. You can also host or join a game of Mac C&C in Head-to-Head mode over the Internet.
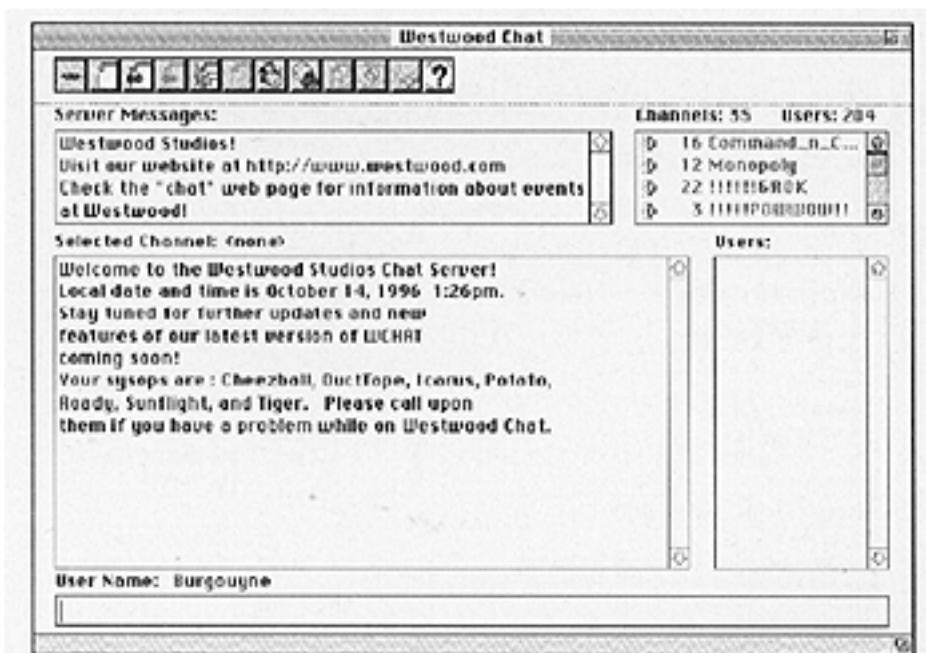
Main Chat Window

The main chat window has a scrolling message area (your outgoing messages and incoming messages from other people appear here), a channel (or "room") list, a user list and a typing area. Once you've joined a channel (by double-clicking on its name in the channel list) the user list changes to show the user names of other users in that channel. Messages will appear in the message window.
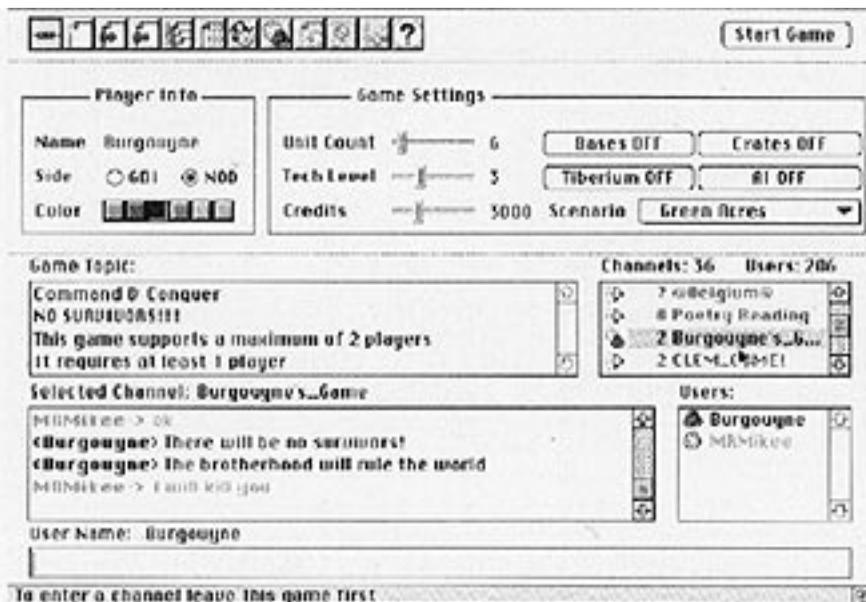
Joining Internet Head-to-Head Game

Open games are denoted by a C&C icon in the channel list window. Other channels may be chat channels or other types of games. To join an open Mac C&C game simply double-click on its name in the window.

Join Internet Head-to-Head Game window

Once you have joined an open game you'll see a familiar channels list, message area, typing area and users list, along with a game options area. As the joiner you are not able to change the options; instead you can type messages to the host requesting that options are changed. if at any time you are not happy with the options you can simply leave the channel. Once you are happy with the game options you should indicate this to the host and he can then go ahead and start the game. Once the host clicks on the "Start the Game!" button, Mac C&C will automatically start.

Host Internet Head-to-Head Game window

If you'd prefer to be in the driving seat, you can choose to host a Mac C&C icon in the tool bar. This will bring up a dialog where you can specify a description for your game. Clicking OK in this dialog will create a new game for others to join. As the host it is up to you to select the game options (scenerio, credits, tech level, etc). Your opponent may send you messages requesting various options are changed, you should change the appropriate settings if you agree-otherwise you'll have to debate the options! Once you have both agreed on the game settings, as host, you can start the game by clicking on the "Start the Game!" button. Mac C&C will automatically start.

Once the game is under way you can send messages to your opponent by hitting the F1 key.

When the game is over, both you and your opponent will be returned to the Westwood Chat window for post battle debate.

Local Area Network Game

Mac C&C supports up to four players per game on a local area network (LAN) using the IPX protocol. You must have Mac IPX Control Panel installed and configured. If you are in any doubt ask your network administrator to install the correct drivers on your workstation.

Mac 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 the other network components (such as servers and routers) when a multiplayer game is in progress.

LAN Game Preliminaries

Mac C&C supports an unlimited number of games over one socket. Westwood Studios uses a default socket number of 8813[hex] which other applications cannot officially use.

To begin a multiplayer LAN game select Multiplayer Game from the Title menu. You should see the "Select Multiplayer Game" dialog with Modem/Serial and Network options. If you see the "Select Serial Game" dialog, it means that Mac C&C has not selected 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 Network. That takes you to the "Join Network Game" dialog. Here you can enter your name, choose your side (GDIor NOD) and select a color for your units and buildings. There are two windows in the dialog, the "Games" window and the "Players" window. The "Games" window shows all active games on the current socket. Games which are closed (in progress) are in 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

Choose Multiplayer Game from the Title menu

Start New Network Game

New Network Game dialog

Before clicking on New game you must enter your name and choose a side and color. Clicking on New makes you the host of the new game and takes you to the "Network Game Setup" dialog. This dialog 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.

Once you have 2 or more players you are able to click OK. As the host you get to decide when to commence play, you should do this only when all game participants have joined.

JOIN NETWORK GAME

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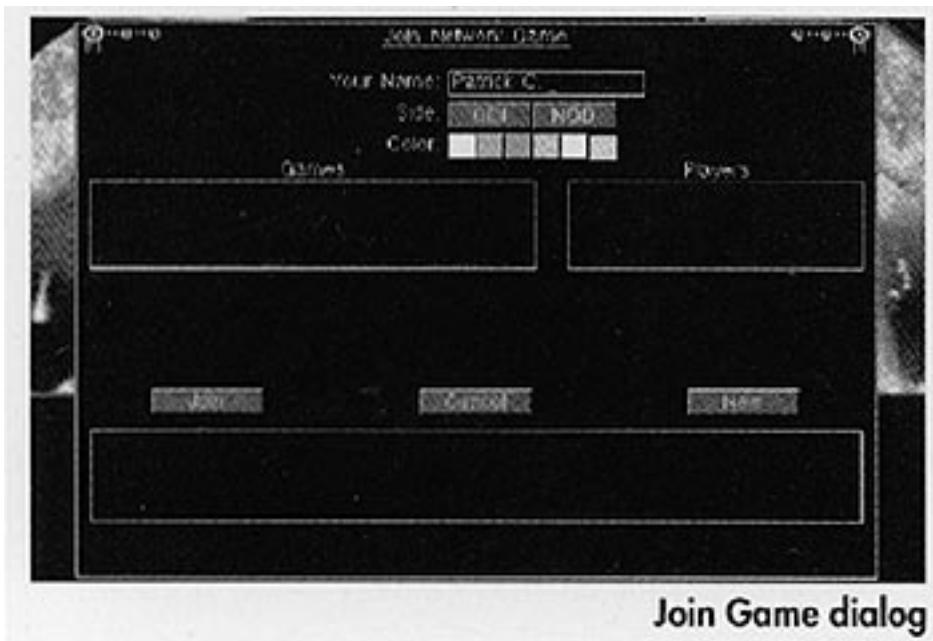
Before clicking on Join game you must enter your name and choose a side and color. Once you have done this, you can select an open game and then click on Join. If your name is the same as an existing player you must enter a different name. If your color is the same as an existing player the computer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

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

Once you have clicked Join, the dialog 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 color. You will be able to see the game options that the host selects.

Sending Messages

From the "Join Network Game" or "Network Game Setup" dialog, 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.

Serial Game

Mac 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 dialog

Before you can play a serial game you will need to configure Mac C&C with the appropriate settings. To do this select Mutilplayer Game from the Title menu, This will take you to one of two dialogs:

1) "Select Multiplayer Game". This dialog comes up if Mac C&C detected an IPX network. Select Modem/Serial, then from the "Select Serial Game" dialogue choose Settings.

2) "Select Serial Game". This dialog comes up if Mac C&C did not detect an IPX network. Select Settings from the "Select Serial Game" dialog.

Modem Game

Mac C&C requires a modem that is capable of at least 14400 baud.

To begin a two player modem game select Multiplayer Game from the Title menu. This will take you to one of two dialogs:

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

2) "Select Serial Game". From this dialog 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. You will then be allowed to configure your modem to receive a call. Your modem will wait for your opponent to call. Once a connection has been established, you will see the "Join Serial Game" dialog.
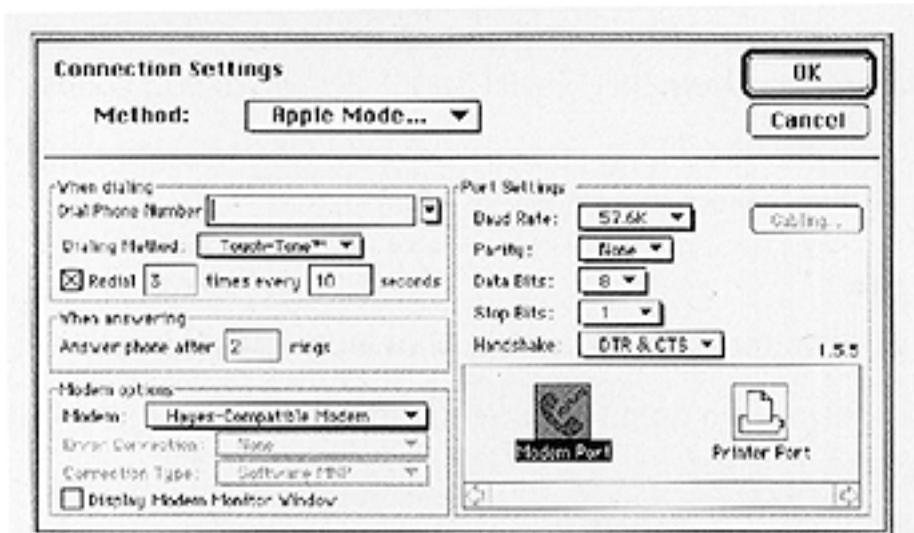
If you are going to be making the call to your opponent, you should select Dial Modem.
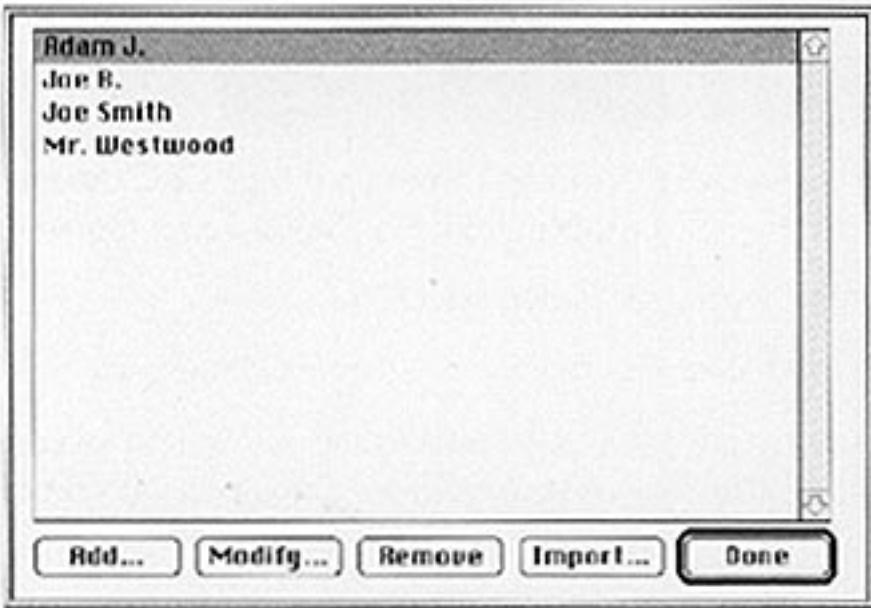
Phone List dialog

You will then be allowed to configure your modem to originate a call.

Apple Modem Tool Configuration

Apple Modem Connection Settings dialog

Dial Phone # - Type in a phone # here. This is the number that will be dialed. Use the pop-up menu to select pre-defined phone numbers or add new ones.

Method - Select touch-tone if your phone supports touch-tone dialing, otherwise, select pulse.

Modem - Select your modem type here or choose Hayes-compatible if it is not listed.

Error Correction - Select None.

Baud Rate - Choose 57.6K. Your modem will then use its highest speed.

Parity - Select None.

Data Bits - Select 8.

Stop Bits - Select 1.

Handshake - Select DTR & CTS if your modem cable supports it. Otherwise choose None.

Modem/Printer Port - Choose the port to which your modem is attached.

These settings will be saved, so you only have top send them once.

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 dialogs:

1) "Select Multiplayer Game". This dialog comes up if Mac C&C detected an IPX network. Select Modem/Serial, then Null Modem from the "Select Serial Game" dialog.

2) "Select Serial Game". From this dialog select Null Modem.

You will then be allowed to configure your null modem connection.

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

Null Modem Settings dialog
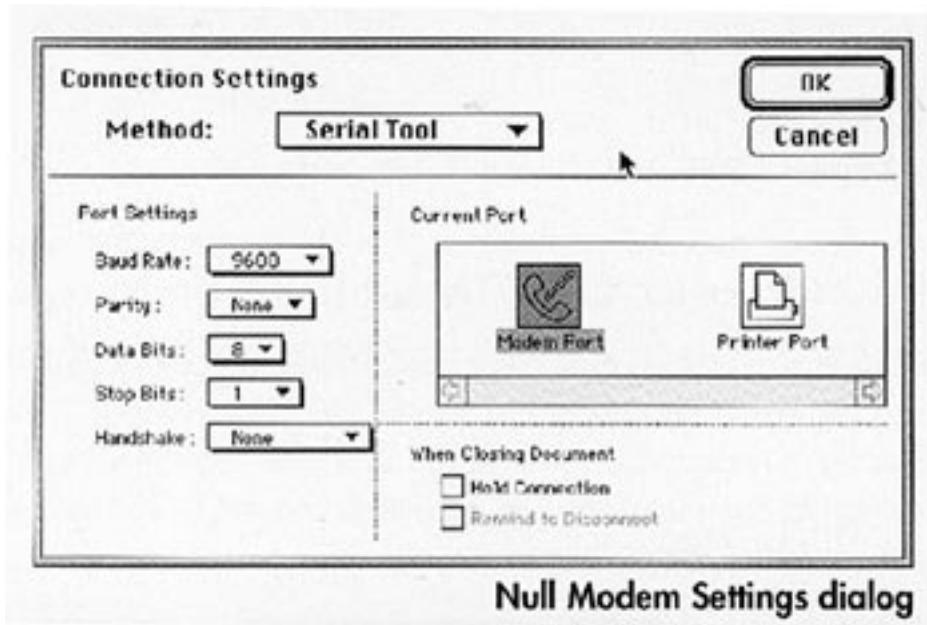
Baud Rate - Choose the highest setting available on both computers.

Parity - Select None.

Data Bits - Select 8.

Stop Bits - Select 1.

Handshake - Select DTR & CTS if your modem cable supports it. Otherwise choose None.

Modem/Printer Port - Choose the port to which your serial cable is attached.

These settings will be saved, so you only have to set them once.

Host Serial Game dialog

Host Serial Game

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

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. 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 the window. As you change options these are reflected in the dialog 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 the options, you should click OK to begin play.

Join Serial Game dialog

Join Serial Game

Before clicking on OK, you must enter your name and choose a side and color. If your name is the same as the other player you must enter a different name. If your color is the same as the other player the computer picks an available color 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 color. 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 "Host Serial Game" or "Join Serial Game" dialog, the Send Message button lets you send a message to the 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 of the screen.

ADVANCED CONTROLS

Advanced Game Controls

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

Teams [CTRL+#,#,OPTION+#]

As you've learned, you can select more than one unit at a time by clicking on an empty space and dragging a box to select all of the units that you want to move at once. What if you want to select that particular team again in the middle of battle? Normally you'd have to band-box them all over again. This may mean scrolling down the screen as well, since most of the time you are trying to do more than one thing at a time. This is way too slow.

You can "save" all of these selected units into a team. To do this, first select all the units that you want in your team, then hold down the CTRL key, and hit any one of the number keys on your keyboard (1-9 or 0). This will make all the selected units part of that team. To instantly select that team, just hit the number key corresponding with that team, and they will all be selected.

Note that this will not re-center your view on that team, it will just select them so you can give them orders. If you want to see that group, hold down the OPTION key and hit the number you've assigned for that team. This will center the view in that team.

You can add members to an already existing team easily. First, select that team by hitting the appropriate number key. Then, hold down the SHIFT key and individually click on the units you want to add to that team (sorry, you can't band-box with this method). Once you've got them all highlighted, re-save the team again by holding down CTRL and hitting the number of the team. That's it!

Guard Mode ['G' key]

Normally, units that you have stationed around will only respond if they're fired upon, or an enemy unit gets close enough for them to fire on it. 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 hit the 'G' key on the keyboard. This will put the selected units into guard mode. With this on, your units will be much more aggressive, moving towards any threats that come near them.

Guard mode will continue to function on those units until you move them, or give them another order, such as stop or scatter.

Force Fire [CTRL+Click]

Sometimes, you may want to have certain units fire on a building or area even if it isn't an enemy target. To get them to do this, hold down the CTRL key, and click on the location that you want the units to attack.

Units on this mode will continue to fire on that area, ignoring all other threats, until you tell them to stop, or give them a new order to follow.

Force Move [OPTION+Click]

Infantry annoying your tanks? Squish 'em. Using the force-move command, you can make your tanks (or any other heavy unit) move into an enemy occupied cel and attempt to overrun the infantry in the square. To do this, select the unit(s) to force-move, then hold down the OPTION key and click on the area you want to force-move to. 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 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 won infantry.

Scatter [X key]

Tanks trying to squish your infantry? Planes coming in with napalm? With "scatter", you can make your troops move in a random direction from their current location, allowing them to (most of the time) dodge out of harm's way.

To scatter units, select them and hit the 'X' key. Units that are scattering will continue to carry out attack orders, so you can select them, tell them to attack, then hit the 'X' key to 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 hit the 'X' key every second or so. Otherwise, they will scatter once, then stop, continuing to attack the target you've given them. Also, units that are scattering may scatter out of their fire range. If this happens, click on the target again (with the units still selected), and your units will move back into firing range.

Next Unit [N key]

Hitting the 'N' key will select and center the screen onto one of your units. Hitting the 'N' key again will cycle to another unit and so on.

Stop [S key]

If a unit is marching to certain death, or has been given an order that you don't want them to continue to do, you can force that unit (or structure if it's a turret of any kind) to stop firing/moving/harvesting. Select the unit(s) that you want to stop, and hit the 'S' key.

Follow [CTRL+OPTION+Click]

Sometimes, you may want to 'tail' another unit as it moves around the map. This can be good for protecting a harvester or any other critical unit as it moves about.   To fol-low a unit, select the units that are going to be doing the 'trailing', and hold down the CTRL and OPTION keys. While these are still held down, you will see the cursor has changed to a red movement cursor. Click on the unit that you want followed, and they will automatically go after it, following it wherever it goes.

NOTE: Having large groups of units following a unit can be counter-productive. Don't have a large group of units follow your harvester, or it may hinder the harvester's move-ment, and slow down your collection of Tiberium. If enough units are following, they may surround their target, and it will not be able to move at all.

Center view [HOME key]

Hitting the home key will center your view on the currently selected unit/structure.

Construction yard view [H key]

Hitting 'H' will instantly center your view on the construction yard. This is useful for jumping back to your base when you've been concentrating your efforts somewhere else on the battlefield.

Location Bookmarks [CTRL+F7-F10, F7-F10]

If you want to save a specific location on the map, you need to move the main battle map to show the location you want marked, then hold down the CTRL key and hit one of the function keys (F7-F10). This will mark that location which can then be recalled by hitting the appropriate function key.

GDI UNITS

MINIGUN INFANTRY

ARMOR: NONE

COST: 100

SECONDS TO PRODUCE: 7

RANGE: SHORT

WEAPON: M-16 RIFLE

Equipped with the GAU-3 "Eliminator" 5.56mm chaingun, this troop is the key player in the GDI forces. En masse, this unit is very useful against slow moving armored units like tanks. Just remember that large tanks can easily crush your infantry and flame based weapons can quickly reduce entire squads to ash.

GRENADIER

ARMOR: NONE

COST: 160

SECONDS TO PRODUCE: 7

RANGE: SHORT

WEAPON: HIGH EXPLOSIVE GRENADE

The Grenadier is a very useful all-purpose infantry unit. This troop is faster, can see further, and hit harder than normal infantry. The grenade this unit throws can not only go over walls, but can destroy them as well. They 'splode good, too!!

ROCKET SOLDIER

ARMOR: NONE
COST: 300
SECONDS TO PRODUCE: 17
RANGE: MEDIUM

WEAPON: LIGHT TOW ROCKETS

These infantry units are slower and easier to kill than other infantry, but can tear through armor faster than any other infantry unit. Their major advantage is the ability to attack airborne units. Most effective as a support unit in diverse groups.

COMMANDO*

ARMOR: NONE
COST: 1000
SECONDS TO PRODUCE: 67
RANGE: LONG

WEAPON: SNIPER RIFLE AND C-4 EXPLOSIVE PACKS

The Commando is part of the GDI Elite Forces Unit. This unit uses a Raptor 50cal. assault rifle with suppressor that is able to take out infantry units from extreme range. In addition, the Commando carries C-4 explosives. When placed in enemy structures, these explosives will level the target structure in seconds.

ENGINEER

ARMOR: NONE
COST: 500
SECONDS TO PRODUCE: 33
RANGE: N/A

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. These infantry are very slow, so loading them into an APC is an ideal way to move them about the battlefield.

HUMM-VEE

ARMOR: LIGHT
COST: 400
SECONDS TO PRODUCE: 27
RANGE: SHORT

WEAPON: M-60 MACHINE GUN

These all-terrain attack vehicles are fast and very useful against infantry and can wipeout large numbers of Attack Cycles when used en masse. Its light armor makes it vulnerable to any explosive weapon.

* Multiplay only. May be available in single-play missions as a unit given to you at the start of a mission or as a mission objective for capture.

APC

ARMOR: HEAVY
COST: 700
SECONDS TO PRODUCE: 47
RANGE: SHORT

WEAPON: M-60 MACHINE GUN

The Armored Personal Carrier (APC) transports and protects up to five troops heading to and from battle locations. Its heavy armor, fast speed, and long sight range make it an ideal scouting unit. It is also useful for crushing infantry.

MEDIUM TANK

ARMOR: HEAVY
COST: 800
SECONDS TO PRODUCE: 53
RANGE: MEDIUM

WEAPON: 105MM APDS

From its single barrel, the Medium Tank fires armor-piercing shells. It is faster, heavier and more destructive than Nod's Light Tank. This is one of the best all around vehicles in the game. It is effective against both vehicles and structures, but can be taken down by groups of infantry or aerial units.

MOBILE ROCKET LAUNCH SYSTEM (MRLS)

ARMOR: LIGHT

COST: 800

SECONDS TO PRODUCE: 53

RANGE: LONG

WEAPON: 227MM MISSILES

Mobile devastation. GDI's longest-range attacker fires 227mm rockets and is effective against just about everything, including aerial threats. With no short-range fighting ability, this unit needs close-quarter backup. This is an attack only vehicle. Keep it in the background and don't let enemies in close to it.

MAMMOTH TANK

ARMOR: HEAVY

COST: 1500

SECONDS TO PRODUCE: 80

RANGE: MED/LONG

WEAPON: DUAL 120MM APDS / MAMMOTH TUSK MISSILES

Armed with dual 120mm cannons and Mammoth Tusk Missiles, this giant is a very versatile attack unit. These weapons help compensate for its lack of speed and mobility. When this unit takes a lot of damage, it can slowly regenerate its health back up to 50%. When the Mammoth tank is placed in guard mode, it can fire at aerial units.

ORCA VTOL ASSAULT CRAFT

ARMOR: LIGHT

COST: 1200

SECONDS TO PRODUCE: 80

RANGE: LONG

WEAPON: DRAGON TOW ROCKETS

This vertical takeoff and landing (VTOL) craft carries five salvos of TOW rockets. ORCAs are exceptionally useful for taking out enemy armor like Harvesters. When used in conjunction with Ion Cannon strikes, then can easily destroy enemy structures. When an ORCA runs out of rockets, it must return to base for reloading.

TRANSPORT "CHINOOK" HELICOPTER

ARMOR: MEDIUM

COST: 1500

SECONDS TO PRODUCE: 100

RANGE: N/A

WEAPON: NONE

Provides field transportation for all infantry, rapidly deploying new troops into, or out of battle. This unit is basically an aerial version of the APC without the weapon.
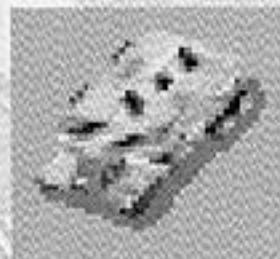
MCV

ARMOR: MEDIUM
COST: 5000
SECONDS TO PRODUCE: 333
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. Since this vehicle is slow, unarmed, and expensive, you will want to keep it well guarded with other units.

HARVESTER

ARMOR: HEAVY
COST: 1400
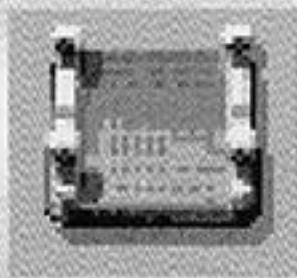**SECONDS TO PRODUCE:** 93
RANGE: N/A
WEAPON: NONE

This armor-plated vehicle seeks out and scoops up raw Tiberium then transports it to refineries for processing. It is slow and unwieldy and will need to be protected. It's good points are that it can take a beating before being destroyed and it is proficient at crushing enemy infantry.

HOVER CRAFT

ARMOR: HEAVY

COST: N/A

SECONDS TO PRODUCE: N/A

RANGE: N/A

WEAPON: NONE

This heavily-armored unit deploys men and vehicles during amphibious assault. It is not buildable in any missions, including multiplay.

A-10 GROUND SUPPORT AIRCRAFT

ARMOR: HEAVY

COST: N/A

SECONDS TO PRODUCE: N/A

RANGE: LONG

WEAPON: NAPALM BOMBS

These units are highly maneuverable, ground-hugging craft that level enemy units with napalm. When playing as GDI in the solo play missions, destroying all NOD SAM sites will give you access to the A-10 airstrikes. Since the A-10 bombs in a line, it is a good idea to pick a target that is part of a group. You can do damage to more enemies this way.

GUNBOAT

ARMOR: HEAVY

COST: N/A

SECONDS TO PRODUCE:

RANGE: LONG

WEAPON: TOMAHAWK MISSILE

Heavily armored, and armed with surface-to-surface missiles, this unit is the backbone of GDI's naval forces. This unit make special appearances in GDI missions, but is normally unavailable.

GDI UNITS HIERARCHY

STRUCTURE(S) BUILT: ALLOW(S) BUILDING OF:

BARRACKS → MINIGUN INFANTRY   GRENADIER   ROCKET SOLDIER   ENGINEER INFANTRY

BARRACKS + ADV. COMM. CTR. → COMMANDO INFANTRY

BARRACKS + WEAPONS FACTORY → APC

BARRACKS + HELIPAD → CHINOOK*   ORCA

WEAPONS FACTORY → HUMM-VEE   MEDIUM TANK

WEAPONS FACTORY + ADV. COMM. CTR. → ROCKET LAUNCHER   MCV*

WEAPONS FACTORY + REPAIR FACILITY → MAMMOTH TANK

WEAPONS FACTORY + TIBERIUM REFINERY → HARVESTER

For Multiplay

UNIT	TECH LEVEL
Minigun Infantry	1
Grenadier	1
Rocket Soldier	2
Humm-vee	2
Harvester	2
Engineer	3
Medium Tank	3
APC	4
Mammoth Tank	5
Transport Chinook*	6
Orca	6
Commando*	7
MRLS	7
MCV	7
Ion Cannon	7

CONSTRUCTION YARD

ARMOR: LIGHT

COST: N/A

SECONDS TO PRODUCE: N/A

POWER USAGE: NONE

PURPOSE: PRODUCES STRUCTURES

The Construction Yard is the foundation of a base and allows the construction of other buildings. You must protect this structure! Without it, you cannot build any new structures. The Construction Yard is fairly strong, but as with almost all structures, it is vulnerable to Engineers. Try surrounding your Construction Yard with walls to keep out unwanted guests.

POWER PLANT

ARMOR: LIGHT

COST: 300

SECONDS TO PRODUCE: 20

POWER USAGE: NONE

PURPOSE: PROVIDES POWER TO BASE

This unit provides power to the structures in your base. Power output is directly related to the Power Plant's condition, so protect them during battles. If they get damaged, you must repair them quickly or else some of your base defenses may cease to function. The Power Plant outputs 100 units of power.

ADVANCED POWER PLANT

ARMOR: LIGHT

COST: 700

SECONDS TO PRODUCE: 47

POWER USAGE: NONE

PURPOSE: PROVIDES POWER TO BASE

This high-yield structure handles the energy strains of some later, more power-intensive structures. It may cost a bit more than the original Power Plant, but it generates double the amount of power (200 units).

INFANTRY BARRACKS

ARMOR: MEDIUM

COST: 300

SECONDS TO PRODUCE: 20

POWER USAGE: 10

PURPOSE: PRODUCES INFANTRY

This structure is a field training center for all available infantry units. Building multiple Barracks will increase the rate at which infantry are produced.

GUARD TOWER

ARMOR: LIGHT

COST: 500

SECONDS TO PRODUCE: 33

POWER USAGE: 10

PURPOSE: DEFENSE

Armed with a high-velocity machine gun, this structure provides manned defense against NOD ground attack. The Guard Tower is exceptionally useful against infantry and other light units, and since it doesn't require any power, it will remain functional when your base loses power. It can also detect NOD Stealth Tanks when they are near.

ADVANCED GUARD TOWER

ARMOR: MEDIUM

COST: 1000

SECONDS TO PRODUCE: 66

POWER USAGE: 20

PURPOSE: DEFENSE

Provides strong fortification against ground and air units. The Advanced Guard Tower (AGT) fires Tomahawk missiles at considerable range, but it requires power. Because of the AGT's long range, it cannot hit units that are directly adjacent to it. It is always wise to back up the AGT with another defense like the Guard Tower.

REFINERY

ARMOR: MEDIUM
COST: 2000
SECONDS TO PRODUCE: 133
POWER USAGE: 40
PURPOSE: CONVERTS TIBERIUM TO CREDITS

This unit processes Tiberium into its component elements. Building the refinery immediately deploys a Tiberium harvester and each Refinery can handle an infinite number of Harvesters. The refinery stores 1,000 credits of processed Tiberium.

SILO

ARMOR: LIGHT
COST: 150
SECONDS TO PRODUCE: 10
POWER USAGE: 10
PURPOSE: HOLDS REFINED TIBERIUM

This unit stores up to 1,500 credits of processed Tiberium. When the Refinery fills to its maximum capacity of Tiberium, you will want to build Silos to handle the excess storage load. Guard it carefully. If destroyed or captured, the amount stored is deducted from your account.

COMMUNICATIONS CENTER

ARMOR: MEDIUM

COST: 1000

SECONDS TO PRODUCE: 66

POWER USAGE: 40

PURPOSE: BASE RADAR & COMMUNICATION

Allows the use of the radar screen as long as there is sufficient power. The radar screen allows for long range views of the battlefield and for commanding units over great distances. When playing as NOD against GDI in the solo play missions, destroying the GDI's Radar Facility will keep GDI from launching A-10 airstrikes against you.

ADVANCED COMMUNICATIONS CENTER/ION CANNON

ARMOR: HEAVY

COST: 2800

SECONDS TO PRODUCE: 186

POWER USAGE: 200

PURPOSE: PARTICLE BEAM CANNON

An upgrade to the Communications Center, this structure not only provides radar, but is the uplink center for the Ion Cannon—GDI's most devastating weapon. Once charged, it can unleash a blast on an unsuspecting target. The Ion Cannon requires power to charge. If your base is under powered, it will stop. To fire, click on the Ion Cannon icon in the sidebar.

WEAPONS FACTORY

ARMOR: MEDIUM
COST: 2000
SECONDS TO PRODUCE: 133
POWER USAGE: 30

PURPOSE: PRODUCES HEAVY VEHICLES & AIR POWER

This structure builds GDI's vehicles. It is well armored, but is also a favorite target for enemy Engineers. If your Weapons Factory is captured, not only do you lose the ability to build vehicles, but the enemy is able to build your vehicles in addition to his own. Building multiple Weapons Factories will decrease the amount of time it takes to create a vehicle.

HELIPAD

ARMOR: MEDIUM
COST: 1500
SECONDS TO PRODUCE: 100
POWER USAGE: 10

PURPOSE: HELICOPTER LANDING

Building the Helipad allows the use of the ORCA attack aircraft. The Helipad is also the rearming station for the ORCA. If the Helipad is lost, the ORCA will not be able to reload. Any ORCA can use any Helipad on your side, as long as you have at least one.

REPAIR FACILITY

ARMOR: LIGHT

COST: 1200

SECONDS TO PRODUCE: 80

POWER USAGE: 30

PURPOSE: VEHICLE REPAIR

The repair facility allows you to repair damaged units. Moving a vehicle onto the repair pad will begin the repair process. All repairs are deducted from your credits. If you run out of credits while repairs are in progress, repairs will stop. Damage to the facility significantly slows repair work.

SANDBAG BARRIER

ARMOR: LIGHT

COST: 50

SECONDS TO PRODUCE: 3

POWER USAGE: NONE

PURPOSE: BASE DEFENSE

Used to deter the enemy from advancing. Sandbags provide limited cover and may slow units down. Only explosive weapons such as grenades, missiles, and shells can damage Sandbags.

CHAIN LINK BARRIER

ARMOR: LIGHT

COST: 75

SECONDS TO PRODUCE: 5

POWER USAGE: NONE

PURPOSE: BASE DEFENSE

Chain Link functions in the same way that the sandbags do, but they provide more defense. Only explosive weapons such as grenades, missiles, and shells can damage a Chain Link Barrier.

CONCRETE BARRIER

ARMOR: MEDIUM

COST: 100

SECONDS TO PRODUCE: 7

POWER USAGE: NONE

PURPOSE: BASE DEFENSE

Concrete walls are the most effective barrier. They are much harder to destroy and will take the enemy much longer to blast through. Only explosive weapons such as grenades, missiles, and shells can damage Concrete Barriers.

GDI STRUCTURES HIERARCHY
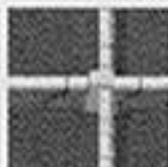
STRUCTURE BUILT:	ALLOWS BUILDING OF:			
CONSTRUCTION YARD →	CONCRETE BARRIER	CHAIN LINK BARRIER	SANDBAG BARRIER	POWER PLANT
POWER PLANT →	BARRACKS	ADV. POWER PLANT	REPAIR FACILITY	TIBERIUM REFINERY
BARRACKS →	GUARD TOWER	HELIPAD		
TIBERIUM REFINERY →	COMM. CENTER	WEAPONS FACTORY	TIBERIUM SILO	
COMM. CENTER →	ADV. COMM. CENTER	ADV. GUARD TOWER		

For Multiplay

STRUCTURE	TECH LEVEL
Construction Yard	1
Power Plant	1
Infantry Barracks	1
Tiberium Refinery	1
Tiberium Silo	1
Sandbag Barrier	2
Guard Tower	2
Weapons Factory	2
Communications Center	2
Advanced Guard Tower	4
Chain Link Barrier	5
Advanced Power Plant	5
Repair Facility	5
Helipad	6
Concrete Barrier	7
Adv. Comminication Center	7

NOD UNITS

MINIGUN INFANTRY

ARMOR: NONE

COST: 100

SECONDS TO PRODUCE: 7

RANGE: SHORT
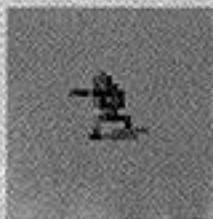
WEAPON: M-16 RIFLE

Equipped with the M16 Machine Gun, this troop is the key player in NOD's forces. En masse, this unit is very useful against slow moving armored units like tanks. Just remember that large tanks can easily crush your infantry and flame based weapons can quickly reduce entire squads to ash.

ROCKET SOLDIER

ARMOR: NONE

COST: 300

SECONDS TO PRODUCE: 17

RANGE: MEDIUM

WEAPON: LIGHT TOW ROCKETS

These infantry units are slower and easier to kill than other infantry, but can tear through armor faster than any other infantry unit. Their major advantage is the ability to attack airborne units. Most effective as a support unit in diverse groups.

FLAMETHROWER INFANTRY

ARMOR: NONE

COST: 200

SECONDS TO PRODUCE: 13

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. Be careful when using these troops in groups—if one unit gets in front of another, chances are that the unit in front will catch some of the damage from the back unit. Spread them out.

ENGINEER

ARMOR: NONE

COST: 500

SECONDS TO PRODUCE: 33

RANGE: N/A

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. Loading them into an Chinook is an ideal way to move them about the battlefield. Dropping a Chinook full of Engineers in an enemy's base is a commonly employed tactic.

CHEM-WARRIOR*

ARMOR: NONE
COST: 300
SECONDS TO PRODUCE: 20
RANGE: SHORT

WEAPON: CHEM-SPRAY

The Chem-Warrior is an advanced infantry unit immune to the effects of tiberium. The chem-blast they carry produces a short-lived toxic cloud of tiberium gas that will kill any infantry caught within its effects.

COMMANDO*

ARMOR: NONE
COST: 1000
SECONDS TO PRODUCE: 67
RANGE: LONG

WEAPON: SNIPER RIFLE AND C-4 EXPLOSIVE PACKS

The Commando uses a Raptor 50cal. assault rifle with suppressor that is able to take out infantry units from extreme range. In addition, the Commando also carries C-4 explosives. When placed in enemy structures, these explosives will level the target structure in seconds.

* Multiplay only. May be available in single-play missions as a unit given to you at the start of a mission or as a mission objective for capture.

RECON BIKE

ARMOR: LIGHT

COST: 500

SECONDS TO PRODUCE: 33

RANGE: MEDIUM

WEAPON: DRAGON TOW ROCKETS

Mounting twin rocket launchers, the cycles have great flexibility, serving multiple roles in NOD's forces. Learn to use these units in packs, hunting down lone units or harvesters. When in guard mode, they will shoot at enemy aircraft, making them ideal at destroying incoming aerial assaults. Their speed makes them an ideal scouting unit as well.

NOD BUGGY

ARMOR: LIGHT

COST: 300

SECONDS TO PRODUCE: 20

RANGE: SHORT

WEAPON: M60 MACHINE GUN

These all-terrain vehicles are armed with an M60 machine-gun in a turret. Faster than GDI's humvee, the buggy has sacrificed some armor for this advantage. Used in hit and run tactics on infantry and other lightly armored targets, the buggy shines. Against armor, it dies.

LIGHT TANK

ARMOR: MEDIUM

COST: 600

SECONDS TO PRODUCE: 40

RANGE: MEDIUM

WEAPON: 75MM APDS

This highly-mobile tread vehicle, delivers maximum weaponry and per-sonnel destruction with minimum weight, maintenance and weaponry. Faster than any other tank on the battlefield, these units can reach a tar-get quickly. Used in conjunction with aerial assaults, these units are very effective.

MOBILE ARTILLERY

ARMOR: MEDIUM

COST: 450

SECONDS TO PRODUCE: 30

RANGE: LONG

WEAPON: 155MM BALLISTIC CHARGES

This massive cannon has great range and ballistic power. This unit is very slow. Any attacks using this unit have to be orchestrated carefully—just getting the unit to its target can be difficult. However, once it gets within range, little stands in the way of its firepower. By nature, artillery is some-what innacurate.

FLAME TANK

ARMOR: MEDIUM
COST: 800
SECONDS TO PRODUCE: 53
RANGE: SHORT

WEAPON: TWIN FLAME CANNONS

Especially useful against infantry and structures, the Devil's Tongue Flame Tank can mow through swarms of infantry with little or no damage to itself. To top off its destructive capabilities, the flame tank is fast, able to avoid some of the slower firing weapons and get close to its target quickly.

STEALTH TANK

ARMOR: LIGHT
COST: 900
SECONDS TO PRODUCE: 60
RANGE: MEDIUM

WEAPON: DRAGON TOW ROCKETS

This lightly-armored tank is equipped with the Lazarus shield, cloaking it from enemy sight. This shield is neutralized during firing, giving the tanks the ability to "appear" out of thin air. Although vehicles and most structures are not able to see the tank while cloaked, infantry and Guard Towers will reveal the tank if it gets too close to them.

SURFACE-TO-SURFACE MISSILE LAUNCHER (SSM)*

ARMOR: LIGHT

COST: 750

SECONDS TO PRODUCE: 50

RANGE: EXTREME

WEAPON: HONEST JOHN MISSILES

The SSM is NOD's longest-ranged unit, able to fire on the enemy from a great distance. Its napalm rounds are useful at cracking through tough base defenses without any worry of retaliation. Infantry in a large group will also suffer from its high area of effect. The reload rate on this unit is extremely long, requiring other units to protect it during its lag-time.

APACHE ATTACK HELICOPTER

ARMOR: MEDIUM

COST: 1200

SECONDS TO PRODUCE: 80

RANGE: MEDIUM

WEAPON: HIGH-SPEED GATLING CANNON

NOD's Apache Helicopter is fast, mobile, and carries a large quantity of ammunition. Used primarily against infantry and structures, the Apache can take down armored units when en-masse. Use them to soften up bases before a nuclear weapon is dropped, or gun through a horde of engineers coming towards your base.

TRANSPORT "CHINOOK" HELICOPTER*

ARMOR: MEDIUM
COST: 1500
SECONDS TO PRODUCE: 100
RANGE: N/A

WEAPON: NONE

Provides field transportation for all infantry, rapidly deploying new troops into, or out of battle. This unit is basically an aerial version of the APC without the weapon.

* Multiplay only. May be available in single-play missions as a unit given to you at the start of a mission or as a mission objective for capture.
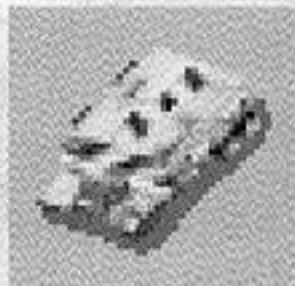
MCV

ARMOR: MEDIUM
COST: 5000
SECONDS TO PRODUCE: 333
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. Since this vehicle is slow, unarmed, and expensive, you will want to keep it well guarded with other units.
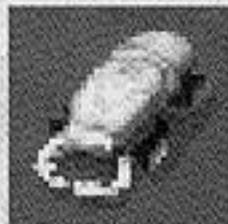
HARVESTER

ARMOR: HEAVY

COST: 1400

SECONDS TO PRODUCE: 93

RANGE: N/A

WEAPON: NONE

This armor-plated vehicle seeks out and scoops up raw Tiberium then transports it to refineries for processing. It is slow and unwieldy and will need to be protected. Its good points are that it can take a beating before being destroyed and it is proficient at crushing enemy infantry.
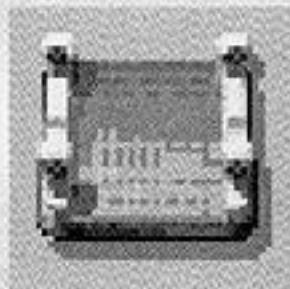
HOVER CRAFT

ARMOR: HEAVY

COST: N/A

SECONDS TO PRODUCE: N/A

RANGE: N/A

WEAPON: NONE

This heavily-armored unit deploys men and vehicles during amphibious assault. This vehicle is not buildable in any missions, including multiplay.

CARGO PLANE

ARMOR: HEAVY

COST: N/A

SECONDS TO PRODUCE: N/A

RANGE: N/A

WEAPON: NONE

This carrier ships purchased units to the Brotherhood of Nod via the Airfield. Any units ordered will be shipped in as soon as possible. Only one transport plane can be on the board (per Airfield) at any one time.

MOBILE ROCKET LAUNCH SYSTEM (MRLS)*

ARMOR: LIGHT

COST: 800

SECONDS TO PRODUCE: 53

RANGE: LONG

WEAPON: 227MM ROCKETS

Mobile devastation. This unit fires 227mm rockets and is effective against just about everything, including aerial threats. With no short-range fighting ability, this unit needs close-quarter backup. This is an attack only vehicle. Keep it in the background and don't let enemies in close to it.

NOD UNITS HIERARCHY

STRUCTURE(S) BUILT: ALLOW(S) BUILDING OF:

HAND OF NOD → MINIGUN INFANTRY, GRENADIER, FLAME-THROWER INFANTRY, ENGINEER INFANTRY

HAND OF NOD + **TEMPLE OF NOD** → COMMANDO INFANTRY, CHEMICAL WARRIOR
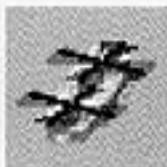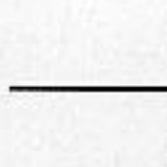
HAND OF NOD + **AIRFIELD** → APC

HAND OF NOD + **HELIPAD** → CHINOOK, APACHE

AIRFIELD → RECON BIKE, NOD BUGGY, LIGHT TANK, ARTILLERY
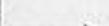
AIRFIELD + **COMM. CTR.** → FLAME TANK, STEALTH TANK

AIRFIELD + **TIBERIUM REFINERY** → HARVESTER

AIRFIELD + TEMPLE OF NOD → MCV   MRLS

AIRFIELD + OBELISK OF LIGHT → SSM LAUNCHER
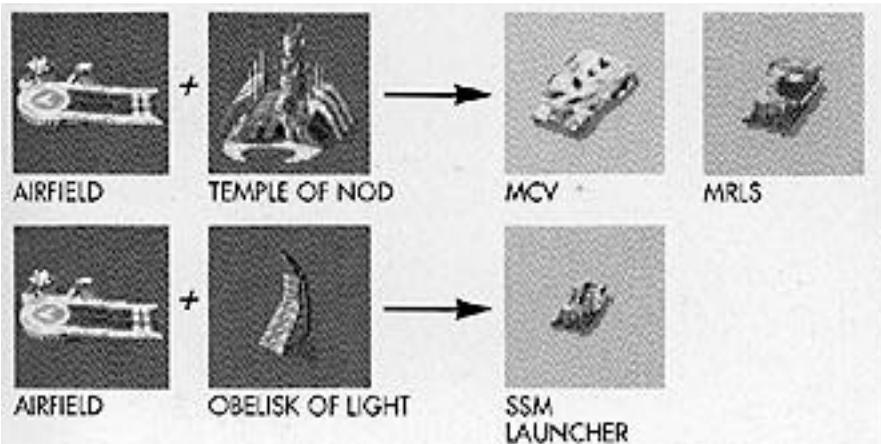
For Multiplay

UNIT	TECH LEVEL
Minigun Infantry	1
Flamethrower Inf.	1
Rocket Soldier	2
Recon Bike	2
Harvester	2
Nod Buggy	3
Engineer	3
Light Tank	3
APC*	4
Flame Tank	4
Stealth Tank	5
Mobile Artillery	6
Transport Chinook*	6
Attack Helicopter*	6
Chem-Warrior*	7
Commando*	7
MCV	7
MRLS*	7
SSM Launcher*	7
Nuclear Strike	7

CONSTRUCTION YARD

ARMOR: MEDIUM
COST: N/A
SECONDS TO PRODUCE: N/A
POWER USAGE: NONE

PURPOSE: PRODUCES STRUCTURES

The Construction Yard is the foundation of a base and allows the construction of other buildings. You must protect this structure! Without it, you cannot build any new structures. The Construction Yard is fairly strong, but as with almost all structures, it is vulnerable to Engineers. Try surrounding your Construction Yard with walls to keep out unwanted guests.

POWER PLANT

ARMOR: MEDIUM
COST: 300
SECONDS TO PRODUCE: 20
POWER USAGE: NONE

PURPOSE: PROVIDES POWER TO BASE

This unit provides power to the structures in your base. Power output is directly related to the Power Plant's condition, so protect them during battles. If they get damaged, you must repair them quickly or else some of your base defenses may cease to function. The Power Plant outputs 100 units of power.

ADVANCED POWER PLANT

ARMOR: MEDIUM

COST: 700

SECONDS TO PRODUCE: 47

POWER USAGE: NONE

PURPOSE: PROVIDES POWER TO BASE

This high-yield structure handles the energy strains of some later, more power-intensive structures. It may cost a bit more than the original Power Plant, but it generates double the amount of power (200 units).

HAND OF NOD

ARMOR: MEDIUM

COST: 300

SECONDS TO PRODUCE: 20

POWER USAGE: 20

PURPOSE: PRODUCES INFANTRY

This creates elite infantry units for the Brotherhood of Nod. Building multiple barracks will decrease the time necessary to train a soldier.

TURRET

ARMOR: HEAVY

COST: 600

SECONDS TO PRODUCE: 17

POWER USAGE: 20

PURPOSE: BASE DEFENSE

For broad sweep, short-range protection against heavy assault vehicles. This is the staple of NOD's base defense, so be sure to have several of these around your base entrances. Fire-power wise, they are the equivalent of a medium tank's cannon—without the mobility.

SAM SITE

ARMOR: HEAVY/LIGHT

COST: 750

SECONDS TO PRODUCE: 50

POWER USAGE: 20

PURPOSE: DEFENSIVE ANTI-AIRBORNE UNIT

Fires surface-to-air missiles at airborne GDI units. When the it is recessed in the ground, it is difficult to harm. However, when the launcher is exposed, it will damage more easily. Position these around your base in a triangular layout. This gives you the best chances of destroying aerial threats before they can cause serious damage to your base.

REFINERY

ARMOR: MEDIUM
COST: 2000
SECONDS TO PRODUCE: 133
POWER USAGE: 40

PURPOSE: CONVERTS TIBERIUM TO CREDITS

This unit processes Tiberium into its component elements. Building the refinery immediately deploys a Tiberium harvester and each Refinery can handle an infinite number of Harvesters. The refinery stores 1,000 credits of processed Tiberium

SILO

ARMOR: LIGHT
COST: 150
SECONDS TO PRODUCE: 10
POWER USAGE: 10

PURPOSE: HOLDS REFINED TIBERIUM

This unit stores up to 1,500 credits of processed Tiberium. When the Refinery fills to its maximum capacity of Tiberium, you will want to build Silos to handle the excess storage load. Guard it carefully. If destroyed or captured, the amount stored in the silo is deducted from your account.

COMMUNICATIONS CENTER

ARMOR: MEDIUM

COST: 1000

SECONDS TO PRODUCE: 66

POWER USAGE: 40

PURPOSE: BASE RADAR & COMMUNICATION

Allows the use of the radar screen as long as there is sufficient power. The radar screen allows for long range views of the battlefield and for commanding units over great distances. When playing as NOD against GDI in the solo play missions, destroying GDI's Radar Facility will keep GDI from launching A-10 airstrikes against you.

HELIPAD*

ARMOR: MEDIUM

COST: 1500

SECONDS TO PRODUCE: 100

POWER USAGE: 10

PURPOSE: HELICOPTER LANDING

Building the Helipad allows the use of the Apache attack aircraft. The Helipad is also the rearming station for the Apache. If the Helipad is lost, the Apache will not be able to reload. Any Apache can use any Helipad on your side, as long as you have at least one.

AIRFIELD

ARMOR: HEAVY

COST: 2000

SECONDS TO PRODUCE: 133

POWER USAGE: 30

PURPOSE: WEAPONS RECEIVING AREA

Nod buys all its units. The Airfield allows cargo planes to land and deliver equipment. It is functionally equivalent to the GDI Weapons Factory. However, you do not instantly get the unit when it is complete—it must be flown in, so plan accordingly. Building multiple Airfields will increase the ordering speed, and will enable you to have two units delivered at a time.

REPAIR FACILITY
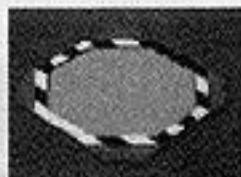
ARMOR: LIGHT

COST: 1200

SECONDS TO PRODUCE: 80

POWER USAGE: 30

PURPOSE: VEHICLE REPAIR

The repair facility allows you to repair damaged units. Moving a vehicle onto the repair pad will begin the repair process. All repairs are deducted from your credits. If you run out of credits while repairs are in progress, repairs will stop. Damage to the facility significantly slows repair work.

* Multiplay only. May be available in single-play missions as a unit given to you at the start of a mission or as a mission objective for capture.

OBELISK OF LIGHT

ARMOR: MEDIUM

COST: 1500

SECONDS TO PRODUCE: 100

POWER USAGE: 150

PURPOSE: LASER-EQUIPPED BASE DEFENSE

This high-power laser effectively destroys troops and armament at long range. It is the most powerful on-board weapon in the game. Its slow recharge time means that it cannot be the only weapon defending your base, however. Make sure you have excess power before building these, because damage to your power plants will keep the obelisks off-line.

TEMPLE OF NOD

ARMOR: HEAVY

COST: 3000

SECONDS TO PRODUCE: 200

POWER USAGE: 150

PURPOSE: NUCLEAR MISSILE

Houses the central computer core that is the hub of all Nod communications and center of Nod command. It is heavily armored. This structure also gives Nod players the ability to fire nuclear missiles.

SANDBAG BARRIER

ARMOR: LIGHT

COST: 50

SECONDS TO PRODUCE: 3

POWER USAGE: NONE

PURPOSE: BASE DEFENSE

Used to deter the enemy from advancing. Sandbags provide limited cover and may slow units down. Only explosive weapons such as grenades, missiles, and shells can damage Sandbags.

CHAIN LINK BARRIER

ARMOR: MEDIUM

COST: 75

SECONDS TO PRODUCE: 5

POWER USAGE: NONE

PURPOSE: BASE DEFENSE

Chain Link function in the same way that the sandbags so, but they provide more defense. Only explosive weapons such as grenades, missiles, and shells can damage a Chain Link fence.

CONCRETE BARRIER

ARMOR: HEAVY

COST: 100

SECONDS TO PRODUCE: 7

POWER USAGE: NONE

PURPOSE: BASE DEFENSE

Concrete walls are the most effective barrier. They are much harder to destroy and will take the enemy much longer to blast through. Only explosive weapons such as grenades, missiles, and shells can damage Concrete Barriers.
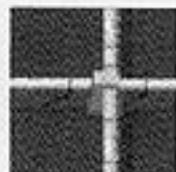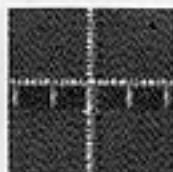
NOD STRUCTURES HIERARCHY

STRUCTURE BUILT:

ALLOWS BUILDING OF:

CONSTRUCTION YARD → CONCRETE BARRIER | CHAIN LINK BARRIER | SANDBAG BARRIER | POWER PLANT

POWER PLANT → HAND OF NOD | ADV. POWER PLANT | REPAIR FACILITY | TIBERIUM REFINERY

HAND OF NOD → SAM SITE | TURRET | HELIPAD

TIBERIUM REFINERY → COMM. CENTER

AIRFIELD

TIBERIUM SILO

COMM. CENTER → OBELISK OF LIGHT

TEMPLE OF NOD

For Multiplay

STRUCTURE	TECH LEVEL
Construction Yard	1
Power Plant	1
Hand of Nod	1
Tiberium Refinery	1
Tiberium Silo	1
Sandbag Barrier	2
Turret	2
Communications Center	2
Airfield	2
Obelisk of Light	4
Chain Link Barrier	5
Repair Facility	5
Advanced Power Plant	5
Sam Site	6
Helipad	6
Concrete Barrier	7
Temple of Nod	7