**EPILEPSY WARNING**

Please read before using this game or allowing your children to use it.
Some people are susceptible to epileptic seizures or loss of consciousness when exposed to certain flashing lights or light patterns in everyday life. Such people may have a seizure while watching television images or playing certain video games. This may happen even if the person has no medical history of epilepsy or has never had any epileptic seizures. If you or anyone in your family has ever had symptoms related to epilepsy (seizures or loss of consciousness) when exposed to flashing lights, consult your doctor prior to playing. We advise that parents should monitor the use of video games by their children. If you or your child experience any of the following symptoms: dizziness, blurred vision, eye or muscle twitches, loss of consciousness, disorientation, any involuntary movement or convulsion, while playing a video game, discontinue use IMMEDIATELY and consult your doctor.

**PRECAUTIONS TO TAKE DURING USE**

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

This product has been rated by the Entertainment Software Rating Board. For information about the ESRB rating please visit www.esrb.org.

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**INSTALLING THE GAME**

**NOTE:** For system requirements, see the readme file.

**To install (disc users):**
Insert the disc into your disc drive and follow the on-screen instructions.
If the Autorun menu does not automatically appear, launch the installer manually in Windows XP, Windows Vista™, or Windows® 7 by opening Start > Run, typing D:\AutoRun.exe in the text box, then clicking OK (substitute the correct letter of your CD/DVD-ROM drive if other than ‘D:’).
Once the game has installed you can launch it from the game’s AutoRun menu or by locating the game through the START menu.

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

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

**STARTING THE GAME**

**To start the game:**
Games on Windows Vista or Windows 7 are located in the Start > Games menu and on earlier versions of Windows in the Start > Programs (or All Programs) menu. (EA Store users must have the EA Download Manager running.)
**NOTE:** In Windows Vista Classic Start menu style, games are located in the Start > Programs > Games > Games Explorer menu.
**COMPLETE CONTROLS**

On the battlefield, there's slim margin for error. Learn the following commands until they are second nature, and use them to instantly deploy and direct your forces as necessary.

### INTERFACE

<table>
<thead>
<tr>
<th>Command</th>
<th>Key(s)</th>
</tr>
</thead>
<tbody>
<tr>
<td>Show all health bars</td>
<td>CTRL + ~</td>
</tr>
<tr>
<td>Heads up display</td>
<td>END</td>
</tr>
<tr>
<td>Beacon create</td>
<td>B + left-click</td>
</tr>
<tr>
<td>Open pause screen</td>
<td>ESC</td>
</tr>
<tr>
<td>Show player names</td>
<td>CTRL + INSERT</td>
</tr>
<tr>
<td>Rapid scroll</td>
<td>Right-click (hold)</td>
</tr>
<tr>
<td>Cycle engineers</td>
<td>N</td>
</tr>
<tr>
<td>Set bookmark 1</td>
<td>CTRL + Q</td>
</tr>
<tr>
<td>Set bookmark 2</td>
<td>CTRL + W</td>
</tr>
<tr>
<td>Set bookmark 3</td>
<td>CTRL + E</td>
</tr>
<tr>
<td>View bookmark 1</td>
<td>SHIFT + Q</td>
</tr>
<tr>
<td>View bookmark 2</td>
<td>SHIFT + W</td>
</tr>
<tr>
<td>View bookmark 3</td>
<td>SHIFT + E</td>
</tr>
<tr>
<td>Camera reset</td>
<td>5 (num pad)</td>
</tr>
<tr>
<td>Camera scroll left</td>
<td>Left arrow</td>
</tr>
<tr>
<td>Camera scroll right</td>
<td>Right arrow</td>
</tr>
<tr>
<td>Camera scroll up</td>
<td>Up arrow</td>
</tr>
<tr>
<td>Camera scroll down</td>
<td>Down arrow</td>
</tr>
<tr>
<td>Rotate camera left</td>
<td>4 (num pad)</td>
</tr>
<tr>
<td>Rotate camera right</td>
<td>6 (num pad)</td>
</tr>
<tr>
<td>Zoom camera in</td>
<td>8 (num pad)</td>
</tr>
<tr>
<td>Zoom camera out</td>
<td>2 (num pad)</td>
</tr>
<tr>
<td>Player list</td>
<td>O</td>
</tr>
<tr>
<td>View last EVA event</td>
<td>SPACEBAR</td>
</tr>
</tbody>
</table>

### SELECTION COMMANDS

<table>
<thead>
<tr>
<th>Command</th>
<th>Key(s)</th>
</tr>
</thead>
<tbody>
<tr>
<td>Select a unit</td>
<td>Left-click</td>
</tr>
<tr>
<td>Add a unit to selection</td>
<td>SHIFT + left-click</td>
</tr>
<tr>
<td>Select a group</td>
<td>Left-click (hold and drag)</td>
</tr>
<tr>
<td>Select all combat units (non-guarding)</td>
<td>Q</td>
</tr>
<tr>
<td>Select all units (including guarding)</td>
<td>Q (twice)</td>
</tr>
<tr>
<td>Select matching units on screen</td>
<td>W</td>
</tr>
<tr>
<td>Select all matching units</td>
<td>W (twice)</td>
</tr>
<tr>
<td>Select all non-combat units (non-guarding)</td>
<td>E (twice)</td>
</tr>
<tr>
<td>Select all non-combat units (including guarding)</td>
<td>E (twice)</td>
</tr>
<tr>
<td>Select crawler</td>
<td>R</td>
</tr>
<tr>
<td>Center on crawler</td>
<td>R (twice)</td>
</tr>
<tr>
<td>Next sub group</td>
<td>TAB</td>
</tr>
<tr>
<td>Previous sub group</td>
<td>SHIFT + TAB</td>
</tr>
<tr>
<td>Units tab</td>
<td>T</td>
</tr>
<tr>
<td>Upgrades tab</td>
<td>Y</td>
</tr>
<tr>
<td>Structures/Powers tab</td>
<td>U</td>
</tr>
<tr>
<td>Unit Commands tab</td>
<td>I</td>
</tr>
<tr>
<td>Build/Upgrade/Power Buttons</td>
<td>F1-F10</td>
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</table>

### UNIT COMMANDS

<table>
<thead>
<tr>
<th>Command</th>
<th>Key(s)</th>
</tr>
</thead>
<tbody>
<tr>
<td>Attack move</td>
<td>A + right-click</td>
</tr>
<tr>
<td>Stop</td>
<td>S</td>
</tr>
<tr>
<td>Reverse move</td>
<td>D + right-click</td>
</tr>
<tr>
<td>Scatter units</td>
<td>F</td>
</tr>
<tr>
<td>Guard</td>
<td>G + left-click</td>
</tr>
<tr>
<td>Hold fire stance</td>
<td>H</td>
</tr>
<tr>
<td>Hold ground stance</td>
<td>J</td>
</tr>
<tr>
<td>Aggressive stance</td>
<td>K</td>
</tr>
<tr>
<td>Waypoint mode</td>
<td>ALT + next action</td>
</tr>
<tr>
<td>Use first unit ability</td>
<td>Z</td>
</tr>
<tr>
<td>Use second unit ability</td>
<td>X</td>
</tr>
<tr>
<td>Use third unit ability</td>
<td>C</td>
</tr>
<tr>
<td>Decommission your selected unit</td>
<td>DELETE</td>
</tr>
<tr>
<td>Redeploy Crawler</td>
<td>/</td>
</tr>
<tr>
<td>Formation Move</td>
<td>Click and hold both mouse buttons</td>
</tr>
</tbody>
</table>

### CONTROL GROUPS

<table>
<thead>
<tr>
<th>Command</th>
<th>Key(s)</th>
</tr>
</thead>
<tbody>
<tr>
<td>Make a control group</td>
<td>CTRL + 0-9</td>
</tr>
<tr>
<td>Select a control group</td>
<td>0-9</td>
</tr>
<tr>
<td>View a control group</td>
<td>ALT + 0-9</td>
</tr>
<tr>
<td>Select default group</td>
<td>~</td>
</tr>
<tr>
<td>View default group</td>
<td>ALT + ~</td>
</tr>
</tbody>
</table>

### CHAT

<table>
<thead>
<tr>
<th>Command</th>
<th>Key(s)</th>
</tr>
</thead>
<tbody>
<tr>
<td>Open chat</td>
<td>ENTER</td>
</tr>
</tbody>
</table>
PEACE THROUGH POWER

Tiberium. The key to limitless wealth and power. The first shards fell to Earth in 1995, and many believed it would change humanity forever. It did. The Tiberium Wars nearly reduced civilization to ashes. Behind every atrocity stood one man: Kane, the self-proclaimed messiah of the fanatical Brotherhood of Nod. His ambition to control Tiberium was only checked by the Global Defense Initiative (GDI), a military organization sworn to uphold the ideals of freedom, peace, and security. But Tiberium was a trap. It rapidly spread across the world, more virulent and deadly than any plague. By 2062, GDI scientists estimated that Earth would be uninhabitable in less than a decade. Then Kane resurfaced … and offered a truce. Fifteen years later, the GDI/Nod alliance remains intact. Their joint project, the Tiberium Control Network (TCN), halted the slide towards extinction and now safely harnesses the toxic mineral to help rebuild Earth’s devastated ecosystem. As the TCN nears completion, humanity appears to be on the brink of a new Golden Age. But many on both sides eagerly wait for the day when Kane betrays the GDI. And some aren’t waiting anymore.

FACTIONS

GLOBAL DEFENSE INITIATIVE

Originally the military arm of the United Nations, the Global Defense Initiative rose to prominence as an answer to Nod’s increasingly aggressive stance at the end of the 20th Century. Later, their focus widened to include stopping the spread of Tiberium. While GDI is resourceful and dependable under even the worst circumstances, they’ve been far more successful at the former task than the latter. For over six decades, GDI held the line against Nod’s vicious attacks, and even confirmed Kane as KIA on at least two occasions. Tiberium, on the other hand, has proved far more difficult to eradicate. That is, until a very-much-alive Kane presented them with a solution.

THE BROTHERHOOD OF NOD

Rumored to be an ancient and powerful cult, the Brotherhood of Nod revolves entirely around the will of Kane and his quest to “elevate” humanity. Existing in the shadows for decades — perhaps millennia — the Brotherhood made itself known just as Tiberium arrived on Earth and quickly gained followers by luring the poor and disenfranchised around the world with promises of “ascension.” Their tactics are a blend of fast-strike guerrilla warfare and wide-scale terrorism, fueled by an eclectic mix of low-tech militias and high-tech fanatics. Kane’s truce with his former enemy has left many of his worshipers confused and angry … and open to new leadership.

THE FORGOTTEN

Unfortunates warped by Tiberium poisoning, the Forgotten lack central governance and seem to be only loosely organized into tribal bands. They are, however, a persistent threat to the Tiberium Control Network and anyone who comes in contact with them. Although the majority of Forgotten distrust pure humans, their loyalty can be bought. As mercenaries, their services are invaluable in the more desolate areas of the world.

CAST OF CHARACTERS

During the course of the campaign in Command & Conquer 4™ Tiberian Twilight, you’re guaranteed to encounter several elite and renegade members of GDI and Nod.

KANE

Played by Joe Kucan

Machiavellian, charismatic, sociopathic, possibly immortal …. remarkably little is known about the man who single-handedly brought Earth to the brink of annihilation. Kane’s prophetic knowledge of Tiberium’s existence, origins, and effects made the Brotherhood of Nod a world power almost overnight and millions flocked to his banner. Billions have paid for his ambition ever since. Kane’s abrupt reversal to join with GDI forces may simply be an act of self preservation, but Kane’s motives have never been simple. And he’s been dead before.

COLONEL LOUISE JAMES

Played by Iona Morris

Louise James rose through GDI’s ranks on the front lines, thinning out Nod’s army one bullet at a time. Her father was a decorated hero of the First Tiberium War, and James wasted no time distinguishing herself in the Third. Unfortunately, when Kane drew the alien Scrin to Earth, her husband and son were among the first to die. Now forced to work with Kane, James is biding her time, waiting for any excuse to kill him for the last time.

EVELYN RIOS

Played by Natacha Roi

The elected leader of Idris, a mega-corporation effective serving as the government. Secretary Rios rode to power on a wave of optimism sweeping the globe. Idealism aside, Rios is a working-class girl who watched her father deteriorate for years as a result of Tiberium-related cancer. As leader of the last superpower left, she is a shrewd and assertive politician, determined to preserve her fragile new democracy at all costs.

GIDEON

Played by Chris Wolfe

Gideon grew up in the poisoned Middle America wasteland, and found his calling when a traveling preacher came to town, spreading the word of Kane. Since then, he’s built up his own following through a gut-punching blend of evangelistic populism and radical Nod prophesy, even going so far as to denounce Kane as a fake. And with Kane absent from the stage, the word of Gideon is gaining traction with new and old followers alike.

GENERAL WESLEY RIGGS

Played by Tim Dezarn

Few people survive to General Riggs’ age anymore. Fewer survive two Tiberium wars. That’s made him a legend, but Riggs is tired of legends, tired of endless war. Instead, he renounced old grudges and brokered the truce between GDI and Nod, despite harsh political backlash. In his new role as peacemaker, Riggs works directly with Kane and often talks about GDI disarmament. But bad old habits still won’t let him turn his back on Kane for long.

RUMI AND RIGGS

Played by Chris Wolfe

A former Tiberium War hero, Rumi was left scarred and emotionally damaged by his experiences. With his memories numbed by drugs and alcohol, he’s turned his back on the world. But when Kane returned, he was the first to step into the fray — and the last to back down.}

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PLAYING THE GAME

You’ve been entrusted with the security of the TCN, humanity’s last hope for survival. Manage your resources wisely, create and upgrade your forces, and execute your mission objectives.

DIFFICULTY LEVELS

<table>
<thead>
<tr>
<th>Level</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Easy</td>
<td>A light workout for novices.</td>
</tr>
<tr>
<td>Normal</td>
<td>The standard mode for most players.</td>
</tr>
<tr>
<td>Hard</td>
<td>Extra pain and hardship for players who want to be tested.</td>
</tr>
<tr>
<td>Brutal</td>
<td>The enemy makes no mistakes, shows no fear, and has better resources. (Skirmish only)</td>
</tr>
</tbody>
</table>

CAMPAIGN

You are an experienced GDI commander returning to active duty after sustaining horrific injuries, including the loss of your eyes, a year ago. An experimental optical implant has returned your sight and also lets you monitor the Tiberium Control Network from anywhere in the world. In effect, you are a part of the TCN. That makes you the perfect weapon to defend it against all threats from without or within.

CAMPAIGN CO-OP

Buddy up with a friend to take on any mission in the campaign mode together, each with their own Crawler and units to command.

Simply find your friend in the lobbies or off your Friends tab, select their name and select the invite to party icon. Once they accept the invite, select CAMPAIGN in the Game Mode Selector, then select CO-OP and select the campaign mission you want. Select PLAY to begin.

Both players must be signed on and running the game to play in Co-Op mode.

GAME SCREEN

BATTLE WINDOW

You can’t be everywhere at once. The battle window covers the one small corner of the overall map where your attention is currently focused.

Use the arrow keys or right-click and hold to quickly scroll the battle window to other parts of the map, and jump to any part of the map by left-clicking on the mini-map.

THE FOG OF WAR

Each unit has a certain range of vision, so what you see in the battle window is the sum of all that your units see. Areas beyond this range are covered by a mist that hides enemy units and structures, revealing only terrain and civilian buildings. The fog of war is only removed when your units enter or return to that area, though some units and support powers extend your visual range.

MINI-MAP

The mini-map gives you an overall view on the battlefield. It reveals the position of important structures and shows you enemy troop movements before you spot them in the battle window, but don’t trust it entirely. Some enemies have stealth capabilities. GDI units always show up as blue and Nod units always show up as red. Your units are always green.

MISSION OBJECTIVES (CAMPAIGN ONLY)

Your mission objectives are displayed in the upper left corner of the screen. You must complete all of your primary objectives in order to complete a mission. Keep in mind your objectives may change during the course of battle.

SAVING AND LOADING

Command & Conquer 4 Tiberian Twilight uses an autosave feature to automatically save game progress and settings, overwriting saved games without confirmation. Save single-player games manually and note that co-op games cannot be saved.

To load a previously saved game or skirmish, press ESC and select LOAD from the main menu. Then select the saved game you wish to continue.

THE TECHNOLOGY OF PEACE

Success on the battlefield means choosing the right units to field, upgrading them to increase their effectiveness, and taking advantage of the spoils of war.

THE TIBERIUM CONTROL NETWORK

Using ancient data contained in the Tacitus, Kane devised a way to control the spread of Tiberium and harness it safely … but he needed GDI resources to make it happen. Years later, the Tiberium Control Network is online and nearing completion, operating through highly sophisticated TCN nodes. These nodes have become points of contention for anyone interested in acquiring the kind of wealth and power that only Tiberium brings.

CLASSES

Choose one of three distinct classes at the start of every mission, depending on what tactics you plan to use in combat. The class you choose determines which Units and special abilities are available to you.

<table>
<thead>
<tr>
<th>Class</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Offense</td>
<td>Bring overwhelming force to bear by fielding gun-heavy walkers and fearsome tanks.</td>
</tr>
<tr>
<td>Defense</td>
<td>Dig in and let the enemy walk into your trap while you prepare your superweapon.</td>
</tr>
<tr>
<td>Support</td>
<td>Establish total air superiority, then change the tide of battle with Support Powers.</td>
</tr>
</tbody>
</table>
**CRAWLERS**

The Mobile Construction Vehicle Mark VII, or Crawler, is your all-in-one mobile base, responsible for all unit production and upgrade research. Unlike previous MCVs, Crawlers build units while still on the move. Select your Crawler from anywhere on the map by pressing R.

- Order the Crawler to unpack instantly by pressing Z, or have it automatically unpack once it reaches the set destination by pressing X. Once unpacked, any pre-built units immediately deploy.
- Choose to decommission your Crawler at any time (select it, then press DELETE) and redeploy a new Crawler from a different class. All existing units and upgrade Tiers from the old class remain active.

**SPAWN POINTS**

If your Crawler is decommissioned or destroyed in action, you must re-deploy at a spawn point. Your starting location is the basic spawn point, though you can capture Uplink Towers scattered around the map for additional spawn points and get back into the action faster. Spawn points are also vital to Tiberium harvesting, so it's a wise move to capture a few towers.

**BUILDING UNITS**

Units are produced via the Unit UI tab. If a unit's icon appears grayed out, it means your Crawler isn't sufficient upgraded. When a purchased unit is ready, it exits the Crawler (if unpacked) and reports for duty.

- To start a production queue, click the icon of the units you wish to build; to order more of the same unit, click its icon repeatedly or hold down SHIFT and click. A number appears on the icon telling you how many units you have ordered. To cancel units, right-click on their icon. Each unit costs Command Points to build (listed on its tooltip). The total number of units you build is entirely determined by your available Command Points.

**ONE VISION, ONE PURPOSE:** Units build slightly faster in spawn zones. When deploying your Crawler, it pays to hang back in your starting area, or make straight for a captured Uplink Tower.

**COMMAND POINTS (CP)**

Commanders are issued a Command Point budget for every mission. CP is used as you build units and refunded as units are destroyed in battle or decommissioned (select the unit and press DELETE). Total remaining CP is displayed at the top of the build window. Your CP cap varies depending on the mission or number of players.

**ONE VISION, ONE PURPOSE:** Be careful when decommissioning units! If they are destroyed by the enemy while decommissioning, they earn twice the Victory Points.

**STRUCTURES**

Unique to the Defense class, structures are good for fortifying a position. Go to the structures tab on the build window to add structures to the build queue.

Like units, you build structures while your Crawler is in transit; unlike units, your Crawler’s hold only contains one structure at a time. You must unpack the Crawler to place a structure.

**ONE VISION, ONE PURPOSE:** All structures are powered remotely by your Crawler. If it’s destroyed or scuttled, all your structures go offline until a new Defense Crawler spawns. The remaining power level is displayed at the top of the build window.

**UPGRADING TECHNOLOGY**

Smart commanders keep their army better equipped than the opposition. That means upgrading your units and Crawler in good order. Your Crawler’s Tier upgrades unlock more advanced units and enhance your Crawler with weapons. Once purchased, some upgrades continue to apply even if you change classes.

- There are three tech tiers to upgrade through. Most unlock unit special abilities and/or increase combat effectiveness.
- To upgrade your units, go to the Upgrades tab in the build window and left-click any available upgrade to purchase it with Upgrade Points.
- Upgrade Points are earned by harvesting Tiberium. New units, upgrades, structures and powers are unlocked by earning Experience Points.

**TIBERIUM**

Tiberium crystals periodically appear on Idris landing pads. Send any unit to collect it, but carrying Tiberium reduces a unit’s speed and armor and takes all its special abilities offline, although it still fires.

Green Tiberium grants 1 Upgrade Point, Blue Tiberium grants 2 Upgrade Points. Red Tiberium appears in the Campaign only and automatically grants 5 Upgrade Points once collected (it doesn’t have to be transported to a deploy zone). Harvesting Tiberium also scores Victory Points in Multiplayer.

- Right-click the Tiberium with any unit selected to grab the Tiberium. To harvest collected Tiberium and turn it into Upgrade Points, take it back to any spawn point under your control.
- Alternatively, turn your Tiberium runner into a mobile bomb. Simply drive it into a mass of enemies and press X to detonate it, dealing massive area damage. If the unit is destroyed prior to detonation, the Tiberium is dropped and open to collection by any active unit. You can also manually drop the Tiberium by pressing Z.
- Tiberium Cores are left behind when units are destroyed and are collectible for special unit bonuses (see Unit Veteranacy).

**EXPERIENCE POINTS**

Nearly everything you do—killing enemy units, capturing TCN nodes, harvesting Tiberium, winning multiplayer matches, unlocking achievements—earns Experience Points (XP). You even earn XP for losing a multiplayer match, so long as you keep fighting to the dirty end. Earn enough XP to level up and unlock new units, upgrades, structures, and powers.

Your GDI and Nod forces each keep their own separate Experience Point tallies and levels. Favoring one might leave the other dangerously under-powered. When you level up, go to your Arsenal to see what’s been unlocked.

**ONE VISION, ONE PURPOSE:** Experience Points are persistent across all game modes …

**THE ARSENAL**

Read up on all locked and unlocked units and upgrades by accessing your Crawler’s arsenal. Just select PROFILE and select ARSENAL.

Select GDI or NOD, then the class you want to research. Locked items are grayed out, but select their file to learn everything you want to know, including how to unlock them.
REPAIRS
If a damaged unit is close to your unpacked Crawler, move it inside the circle of wrenches to repair it. If not, some units specialize in repairing friendly forces in addition to (or in place of) offensive capabilities, while others automatically repair all allied in its immediate vicinity as a passive ability.
- To order a unit to repair an ally, select it and then right-click the ally in need of repairs.
- Assign a repair unit, such as an Engineer, to guard an ally by selecting the repair unit, pressing G, and left-clicking the unit to be guarded. Guardians automatically follow their charge, repairing it and other nearby allies as necessary.

SUPPORT POWERS
A specialization of the Support class, Support Powers are special abilities that unlock as you earn Experience Points. Support Powers are offensive or defensive (or both), but they always give you a huge strategic advantage.
Support Powers are earned by gaining Support Points. While you gain points slowly over time, fulfilling your support role (repairing and buffing allies, debuffing/damaging enemies) speeds up the rate of gain. As you earn points, the Support Power icons light up as they become available for use. When a Support Power is activated, the point cost is deducted from your Support Points total.

ONE VISION, ONE PURPOSE: Support Powers and Points are tied to your Crawler. If your Crawler is destroyed, all Support Points are lost.
- To use a Power, go to the Support Powers tab in the unit pane and select its icon, then left-click on the target area to deploy it. Powers are usable anywhere on the map, regardless of where your Crawler is.

COMMANDING YOUR FORCES
Successful commanders read a battlefield instantly, then issue orders to their armies with speed and clarity. Legendary commanders read the flow of battle as it happens, and shift tactics in an instant to overcome all opposition.

BASIC MOVEMENT CONTROLS
Movement
Select the unit(s) you want to move. Then scroll your cursor in the Battle Window to where you want them to go and right-click it.
Attack
Select your unit(s), then place your cursor over the enemy unit you want to attack. You’ll see the cursor change to a target icon. Right-click the target.
Attack Move
Select your unit(s), then place your cursor over the area you want them to go to. Press A and right-click. Your units move to the location and engage anyone along the way.
Rally Points
Set a rally point for all newly produced units, select your unpacked Crawler, then right-click the location on the battlefield where you want the units to rally.

UNIT ABILITIES
Many troops and vehicles under your command have a primary ability, and some have secondary or even tertiary abilities. Some units combine their abilities to spectacular effect.
- Every unit’s primary, secondary, and tertiary abilities are hotkeyed to Z, X, and C, respectively. Most abilities must be manually ordered, and often have cool-down times between uses. A few abilities are passive and are always active.

ONE VISION, ONE PURPOSE: Cross two flame weapons (or train a flame weapon on an existing fire) to create a deadly firestorm.

STEALTH
Some units have stealth capabilities that render them invisible to enemy units and radar until they open fire. Most automatically enter stealth mode whenever possible, without waiting for instructions. Other units specialize in detecting stealthed or burrowed units. Any hidden enemies are revealed once inside the unit’s detection radius.

BURROWING
Certain units burrow underground, increasing their armor at the cost of movement speed. A burrowed unit is invisible to the enemy unless detected, and un-burrow under valid terrain at any time. Burrowing is generally a secondary ability, activated by pressing X. Burrowed units generally climb up cliffs.

CLIFF JUMPING
Units equipped with hover units or jump jets move up and down cliffs. Simply input a normal move command and any unit with cliff jumping abilities automatically traverse the obstacle.

UNIT VETERANCY
As your units destroy enemy units and structures they gain experience. When a unit accumulates enough experience, it gets promoted to a new veterancy level. A special icon in the Battle Window denotes veteran units. Veteran units have improved performance capabilities.
Veteran More resistant to enemy fire than standard units.
Elite More resistant to enemy fire than Veteran units.
Heroic Inflicts more damage and are even more resistant to enemy fire and automatically heal themselves.

TIBERIUM CORES
Tiberium Cores are left behind when units are destroyed. Collect a Tiberium Core by moving over it with any unit. Collecting a green Tiberium core grants one Veterancy rank. Blue Tiberium cores can only be seen by Offense units, and grant a special weapon upgrade to the unit that collects it.

STANCES
Setting your unit’s stance determines their rules of engagement. To change stances, select the unit or group and select the stance you want from the Unit Commands tab, or press the appropriate hotkey.

Aggressive Units approach, attack, and pursue any enemy units or structures that enter their line of sight.
Hold Ground Units remain stationary, but fire on any enemies that come within range. Useful for defensive strategies or artillery units.
Hold Fire Default Units in this stance do not return fire or pursue enemy forces. Useful for stealthed units.

CAPTURING STRUCTURES
Certain structures, like TCN Nodes and Uplink Towers, must be captured in order to take advantage of their resources, or as part of your mission objectives.

- To capture a neutral structure, simply have your units approach it to begin capturing it. The capture bar appears and the yellow indicator moves towards the capturing faction (blue for GDI, red for Nod). When the indicator reaches a color, the structure is captured. If enemy units are nearby, whoever has a higher number of Command Points (by unit) in the area begins the capture.
- Once a structure is captured, it’s covered in armored plating to denote its new allegiance. A rival faction takes this structure by having more Command Points in the area until the capture bar indicator returns to a neutral white, or by attacking the structure directly to revert it to neutral.

UNIT VETERANCY: Only ground units capture a structure, but any unit attacks a captured structure and destroys its plating, returning it to a neutral stance. Defense buildings cannot capture structures.

CONTROL GROUPS
Once you’ve amassed an army, it’s a good idea to organize your units into control groups to better deploy the right troops for the right task.
- To create a control group, select the units you want in the group, then press CTRL and any numeral from 0-9. That becomes the group’s hotkey.
Select any group instantly by pressing its hotkey, or view them by pressing ALT + their hotkey.
**FORMATION MOVE**

Arrange your troops to best handle any challenge they face by putting them in formation. Choose the formation you want before ordering them to move out. Formations move at the speed of the slowest unit.

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

**ONE VISION, ONE PURPOSE:** Try using formations in combination with the Hold Ground stance to form a defensive line. Combine a movement order with the formation preview.

**ATTACK MOVE**

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

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

**ONE VISION, ONE PURPOSE:** The armor on all your units is concentrated on their forward-facing side. They take extra damage if hit from the side, and are especially vulnerable to attacks from behind.

**REVERSE MOVE**

Sometimes a strategic withdrawal is called for. A reverse move orders your units to fall back while laying down fire, covering their retreat.

- To order a reverse move, select your units, press D, and right-click the area or structure you want them to move to.

**ONE VISION, ONE PURPOSE:** The armor on all your units is concentrated on their forward-facing side. They take extra damage if hit from the side, and are especially vulnerable to attacks from behind.

**FORCE FIRE**

Direct your units to bombard any part of the map by issuing a force fire order, regardless of whether or not any enemy units are present. Use force fire to lay down suppressing fire or destroy Tiberium before the enemy collects it.

Most units can only force fire on neutral structures; artillery units force fire on any unoccupied area on the map. You cannot force fire on allied units.

- To order a force fire, press and hold CTRL, then right-click the location you want to attack.

**GARRISONING INFANTRY**

Many civilian structures and some faction structures and vehicles double as cover and fortified positions for your infantry. Garrisoning units protects them and grants bonuses to their attack range. Enemies attacking garrisoned forces need to destroy the garrisoned building first, at which time any garrisoned forces automatically exit.

- To garrison a structure, select the desired infantry units, then right-click a friendly or neutral building.

Not all infantry units can be garrisoned.

**GUARDING ALLIES**

Order any unit(s) to guard an ally or friendly structure with their life. A Guardian follows their charge and acts in accordance with their abilities; defensive and support Guardians repair their charge and nearby allies, offensive Guardians attack any enemy who comes close.

- To issue a Guard order, first select the Guardian unit, then press G and left-click their charge.

Guardian units are not selected when you press Q to select all, but are added if you press Q twice.

**SKIRMISH**

Skirmishes are single-player battles that pit you and A.I. allies against up to five A.I. commanders eager to take you out. Anticipate their attacks, exploit their weaknesses, and capture the TCN Nodes to claim victory.

**ONLINE MULTIPLAYER**

**PERSISTENT INTERNET CONNECTION, EA ACCOUNT, REGISTRATION WITH ENCLOSED SERIAL CODE AND ACCEPTANCE OF END USER LICENSE AGREEMENT REQUIRED TO PLAY. SOFTWARE REGISTRATION IS LIMITED TO ONE EA ACCOUNT PER SERIAL CODE AND IS NON-TRANSFERABLE. YOU MUST BE 13+ TO REGISTER FOR AN EA ACCOUNT. EULA, EA ONLINE TERMS AND CONDITIONS AND FEATURE UPDATES CAN BE FOUND AT WWW.EA.COM. EA MAY PROVIDE CERTAIN INCREMENTAL CONTENT AND/OR UPDATES FOR NO ADDITIONAL CHARGE, IF AND WHEN AVAILABLE. EA MAY RETIRE ONLINE FEATURES AFTER 30 DAYS NOTICE POSTED ON WWW.EA.COM.**

The war continues online, as teams of five players engage in objective-based missions to control the Tiberium... and the future of humanity.

- Sign into your EA account to access the chat lobby, friend lists, and any invites you’ve received.
- To create a party, select the Parties tab on your Command Bar or select INVITE TO PARTY from your friend lists’ drop-down menus. Once you have created your party, you may join games or automatch normally. All party members automatically enter any game selected by the Host.
- To start a multiplayer match, select PLAY to go to the Game Mode Selection screen. Either select the Auto Match tab to quickly join a game or the Custom Match tab to browse through available games.

Before joining a game, you must select your faction.

**Auto Match**

Automatching instantly puts you up against random opponents at your skill level. Either play against humans or AIs. Simply pick your faction and your game type, and select FIND GAME.

**Custom Match**

You can browse through games here. Select your match type and privacy option, and choose HOST or JOIN GAME.

**Join Game**

Browse custom matches and join the one you want by double-clicking, or choose the game you want and select JOIN.

**Host Game**

Specify the map, observers, number of players, and AI difficulty and see if they beat you at your own game. In the game lobby, ranks appear on the left of each player slot. Maps and AI difficulty levels are selected from the drop-down menus. You may also choose to observe the game instead of playing by moving to the observer slot.

**ONE VISION, ONE PURPOSE:** To see all of your career stats, select PROFILE and then select SERVICE RECORD from the main menu.

**VICTORY POINTS**

The winning team in a multiplayer match is determined by Victory Points. Earn them by completing objectives like securing TCN nodes, destroying enemy units, or harvesting Tiberium (which also scores Upgrade Points for your entire team). Remember: any Experience Points earned in multiplayer carry over to Skirmish and Campaign games as well.

**ONE VISION, ONE PURPOSE:** In any multiplayer scenario, the winning team is generally the one with a good mix of classes, good communication, and good teamwork. Teams that feature five players all running offense on their own are more likely to meet a punishing end.

**CHAT**

Once in game, open up chat to talk to other players live. Press ENTER to open the chat panel; select either TALK TO EVERYONE or TALK TO ALLIES to begin chatting.

When you are outside of a game, you can chat to players in a channel or by sending them a private message. All the players in your channel are listed on the bottom right and any messages you type in is displayed to everyone in that channel. To talk to a person privately, type “/tell” followed by a space and the name of the player and then your message.

**BEACONS**

Press B to place a beacon only your allies see and left-click the area on the map to place it.
ACHIEVEMENTS

Each faction and class has a list of achievements that are unlockable. Every achievement awards Experience Points appropriate to the difficulty of the achievement. For a complete list of achievements and how to get them, select SERVICE RECORD and select ACHIEVEMENTS.

COUNTER SYSTEM

Every unit is vulnerable to something. Deploy your troops to take advantage of your enemy’s weaknesses, and divert them away from superior forces.

<table>
<thead>
<tr>
<th>LIGHT</th>
<th>MEDIUM GROUND</th>
<th>MEDIUM AIR</th>
<th>HEAVY</th>
<th>REINFORCED</th>
<th>CRAWLER</th>
</tr>
</thead>
<tbody>
<tr>
<td>GUN</td>
<td>Good</td>
<td>Neutral</td>
<td>Neutral</td>
<td>Poor</td>
<td>Poor</td>
</tr>
<tr>
<td>CANNON</td>
<td>Neutral</td>
<td>Good</td>
<td>Can’t Hit</td>
<td>Neutral</td>
<td>Poor</td>
</tr>
<tr>
<td>ROCKET</td>
<td>Neutral</td>
<td>Neutral</td>
<td>Good</td>
<td>Neutral</td>
<td>Poor</td>
</tr>
<tr>
<td>LASER</td>
<td>Poor</td>
<td>Neutral</td>
<td>Good</td>
<td>Poor</td>
<td>Poor</td>
</tr>
<tr>
<td>BLAST</td>
<td>Neutral</td>
<td>Neutral</td>
<td>Neutral</td>
<td>Good</td>
<td>Poor</td>
</tr>
</tbody>
</table>

UNITS

You have a wide array of forces at your command, each with their own unique function and special abilities, and nearly all upgradable. The key to victory is knowing when, where, and—most importantly—how to deploy them. Mouse over any unit’s icon to open its tooltip and read up on its abilities, upgrade effects, and armor types.

ONE VISION, ONE PURPOSE: Many GDI hover vehicles and infantry can cliff jump for better maneuverability. Likewise, several Nod units can burrow underground to move around the map unseen.

ENGINEER

A fast non-combat unit in light power armor, Engineers excel at capturing Tiberium crystals, taking control of husks, and keeping friendly units in good repair.

GDI OFFENSE

TALON

A fast-attack rocket platform, the Talon is a light, nimble hovercraft with a surprisingly effective surface and anti-air sting.

WOLF

Its twin gatling guns have an obvious spool-up time, but the Wolf is still the last thing enemy infantry want to see rolling at them.

HUNTER

GDI’s workhorse battle tank, the Hunter’s railgun packs a serious punch. But its ability to vet up faster than comparable units is what really makes the Hunter a keeper.

TITAN MK. II

The all-terrain Titan Mk. II is only a medium-class walker, but its long-range laser cannon can slice up heavy enemies long before they see it coming.

BULLDOG

Somebody stuck a heavy-duty, full-auto shotgun on a jeep and dubbed it the Bulldog. And like its namesake, it ain’t pretty, but it does get the job done.

STRIKER

A superlight walker, the Striker can literally run circles around enemy units, tagging them with its laser.

SHOCKWAVE

Built to handle siege duties, the Shockwave fires sonic shells for timed area damage. Adding a second shell before the first detonates creates a truly devastating resonance effect.

SANDSTORM

Despite the name, the Sandstorm’s specialty is knocking birds out of the sky with a high-yield missile or a volley of smaller missiles—perfect for massed aircraft.

COMMANDO

Commandos are infantry in power armor, jump-jetting into combat and laying down a one-two punch of railgun bullets and shoulder-mounted rockets; upgrades add structure-destroying C4 explosives. Commandos grant maximum veterancy when garrisoned, and never miss. Only one Commando is allowed per player.

MAMMOTH TANK

The unstoppable force and immovable object in one package. The Mammoth Tank can erase attackers with twin heavy cannons and rocket fire. A “taunt laser” also forces targets to attack the Mammoth over other units … something no sane soldier would do.
REFRACTOR
The Refractor looks purely defensive, with a huge front-mounted shield that reflects enemy weapons. But then the mirror opens to reveal a Skybeam laser cannon, and that’s the last thing the opposition sees.

MASTODON
Mastodons are heavy walkers that unleash devastating blast attacks, then tidy up any survivors with rocket volleys. Upgrades add depth charges that damage everything in its proximity. Simply put, the Mastodon makes the enemy extinct.

DEFENSE
DOZER
The Dozer’s primary function is to construct outposts, plant minefields and repair structures.

SPARTAN
Essentially a gun on treads, the Spartan’s armor makes it a perfect meat shield while providing ranged support. Once “destroyed,” it becomes a full-health, repairable turret.

ZONE LANCER
Zone Lancers are powerful laser units that can deploy into a stationary platform, sacrificing mobility in favor of increased range and heavier armor.

ZONE TROOPER
Mobile infantry at its finest, the Zone Trooper uses their power armor’s hover jets and sprints to keep moving, and an arm-mounted cannon to stop tanks dead. Upgrades allow cliff jumping.

ZONE ENFORCER
Zone Enforcers are frontline soldiers, tasked with killing enemy infantry and light vehicles. A simple belt-fed auto-rifle takes care of business, a quick sprint keeps targets in range, and anti-structure grenades clear the path. Upgrades allow cliff jumping.

ZONE DEFENDER
Enemy air is routinely savaged by a single woman with two huge rocket launchers on her shoulders. Zone Defenders don’t do much else, but they do keep GDI’s skies clean. Upgrades allow cliff jumping.

ZONE RAIDER
The Zone Raider is a one-woman army, trained to take out structures with a short-range cutting laser and plant bombs with amazing speed and deadly precision. Upgrades allow cliff jumping.

ARMADILLO
An armed and armored troop transport, the Armadillo takes up to three troops into battle.

ZONE CAPTAIN
Zone Captains hunt big game, calling down an ion strike from one of GDI’s orbital weapons platforms to wipe out massed ground units and entire structures.

RHINO
A defensive tank, the Rhino is a solid block of armor on the move. Once deployed, it becomes stationary sonic artillery that also automatically unburrows nearby enemies.

JUGGERNAUT
The Juggernaut is a long-range mortar launcher, perfect for dropping artillery shells or sticky-bombs right in the middle of enemy forces.

OUTPOST
Putting a GDI presence in distant areas, the Outpost provides a decent build radius, stealth detection, and multiple supportive upgrades to friendly units.

BUNKER
A heavy cover structure for GDI infantry, the Bunker is a good place to garrison up to three troops. Upgrading adds a chaingun defense system and reinforces its armor.
GUARDIAN CANNON
Guardian Cannons are static anti-tank platforms that defend GDI territory. Upgrades add sonic shells that slow the target down ... assuming it survives the initial blast.

MISSILE TURRET
On its own, a GDI Missile Turret is a steady anti-air/ground weapon, but multiple turrets can be linked together for coordinated attacks on any enemy. Upgrading reinforces its armor.

TUNNEL
An instant-transport network, a Tunnel system allows Commanders to get their forces from Point A to Point B at a moment’s notice. Upgrading adds shields and ups capacity to include heavy units.

FALCON MLRS
The Falcon is a rocket bombardment engine. Effective enough on its own, multiple Falcons can be system-linked to completely level any target.

FOCUS BEAM
Focus Beams fire a continuous heat-based laser, cooking enemies from the inside-out. Most effective on heavy armor.

SKYSTRIKE ARTILLERY
When GDI wants to send a message, the Skystrike delivers it with Earth-shattering authority. Its extremely long range requires spotters to peel back the Fog of War to maximize its effectiveness.

CRYSTAL SHIELD
The Crystal Shield is a GDI shield capable of withstanding prolonged heavy attack ... excellent for protecting key areas from harm. In an emergency, it can also stasis all units inside the shield, making them invulnerable, but unable to act.

ION CANNON
GDI’s orbital weapons platform, capable of re-drawing the map in a single, devastating ion strike. Firing the Ion Cannon before it’s fully powered up reduces the damage appropriately.

SUPPORT

ORCA
The Orca isn’t much use in the water, but can dish out a ton of air-to-air and air-to-ground punishment, courtesy of its twin rocket launcher pods.

SHEPPARD
Sheppards are tough little support tanks, packing decent offensive capability and, more importantly, giving a dodge bonus to nearby friendlies. It’s not bad at dodging, either.

HURRICANE
A medium-class gunship with a big surprise, the Hurricane’s gatling guns auto-launch sensor pods, depleting enemy armor and providing a stealth-detecting scouting view over them.

SPANNER
Every fast attack force needs a Spanner or three backing them up with targeted repair beams and weapon dampeners for enemy resistance.

PALADIN
Equally adept at attack and defense, the Paladin can laser heavies with ease or, if its primary weapon is disabled, automatically target and destroy enemy rocket fire.

HAMMERHEAD
The Hammerhead is an imposing heavy gunship that buffs nearby friendlies with a rate-of-fire increase. Then it berserks its gatlings and rocket fire for a high damage/low accuracy trade-off.

CONDUCTOR
Having a Conductor in your force is like having a master engineer repairing all units around it, armed with an EMP grenade launcher and capable of stopping enemy units in their tracks.
FIREHAWK
Firehawks are fast movers, swooping in to carpet-bomb ground-based targets, or strafe aerial targets with missile barrages. Reloads take a while, but the results are worth the wait.

KODIAK
GDI’s gun-heavy monster, the Kodiak packs three under-mounted blast cannons for trouble on the ground and three top-mounted gatling turrets for air incursions.

THUNDERHEAD
The biggest mobile laser cannon in GDI’s arsenal, Thunderheads switch between ground and aerial modes, and can only fire on targets — after a long heat-up — at their own altitude.

ARCHANGEL
Archangel is GDI’s capital support ship, able to mitigate incoming enemy fire with four repair beams, sabotage enemy weapons, and boost the impact of friendly weapons in range of its influence.

THE BROTHERHOOD OF NOD

OFFENSE

RAIDER
Raiders don’t appear to be much more than a fast set of wheels with a machine-gunner perched on top.

MANTIS
Amazingly versatile for a small package, the Mantis employs dual missile packs for use against aircraft, but collecting a blue Tiberium Core adds a rear-mounted ballistic missile for more spectacular ground attacks.

AVENGER
The Avenger serves as Nod’s primary tank, first pounding heretics with its main cannon, then scattering mines upon its destruction.

SCORPION
At range, the Scorpion’s Obelisk tail laser burns Nod’s enemies. Up close, grasping claws immobilize its victim, making it a sitting duck for the laser’s sting.

ATTACK BIKE
A hit-and-run motorcycle with dual rocket packs, Attack Bikes make excellent swarm aggressors: cheap, plentiful, and expendable.

SPIDER TANK
The superlight Spider Tank’s laser is weak on its own, but once system-linked to other Spiders, they can create a veritable web of death to catch more powerful enemies.

FLAME TANK
The Flame Tank has but one purpose: to purify nonbelievers. Even in death, the tank rains fire on its enemies by detonating its fuel reserves in spectacular fashion.

STEALTH TANK
Sleek and hard to hit, Stealth Tanks escape radar detection to sneak up on enemy units and unleash high-burst damage from rapid-fire rocket packs.

CYBORG COMMANDO
The next evolution in Nod cyborg technology, Cyborg Commandos fearlessly laser their enemies until they are damaged, then cybernetically hijack any vehicle they come in contact with.

AVATAR
Heavy combat walkers, Avatars are ferocious adversaries with three mounted cannons. As they take damage, cannons are clipped off and speed increases, but upgrades enable full regeneration.

SPECTRE
Stealthy fast-attack artillery, the Spectre’s blast weaponry is crippling at long range. Adding a Tiberium catalyst to its shells creates a devastation area effect as well.

WIDOW
A fearsome heavy tank on its own, the Widow can dock up to four Spider tanks (expandable to six with a blue Tiberium Core) as well, drawing their power to exponentially increase its laser’s potency.
### Defense

<table>
<thead>
<tr>
<th><strong>Slave</strong></th>
<th>Slaves build outposts and mine surrounding approaches, then eagerly work to repair damaged structures.</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Centurion</strong></td>
<td>Faithful followers in power armor, Centurions are equipped with an arm cannon and a deflector shield that deploys when stationary, protecting them from harm.</td>
</tr>
<tr>
<td><strong>Reaper</strong></td>
<td>A mainstay of Nod’s arsenal, the Reaper is a spider-walking cyborg with a laser, able to slowly auto-heal damage.</td>
</tr>
<tr>
<td><strong>Enlightened</strong></td>
<td>Blessed infantry of Nod, the Enlightened wield arm-cannons and, once on the brink of death, make a suicide run at the nearest enemy.</td>
</tr>
<tr>
<td><strong>Devout</strong></td>
<td>Vision and purpose personified, the Devout take the word of Kane to the battlefield with their gatling gun. Upgrades add a second gatling gun to the cause.</td>
</tr>
<tr>
<td><strong>Ascended</strong></td>
<td>The Ascended blaze a trail in the sky, destroying heretic aircraft with their shoulder mounted rockets.</td>
</tr>
<tr>
<td><strong>Black Hand</strong></td>
<td>Chosen men singled out for their skill and fervor, the Black Hand are among Nod’s most relentless killers. Their weapons of choice are flame guns and Holy Water bombs.</td>
</tr>
<tr>
<td><strong>Reckoner</strong></td>
<td>The Reckoner transports up to three faithful warriors into combat, but they cannot fire while moving, and if an upgraded Reckoner is destroyed while burrowed, all are lost.</td>
</tr>
<tr>
<td><strong>High Confessor</strong></td>
<td>Tiberium courses through the veins of the High Confessors. Nod’s holy men wield Tiberium lightning launchers that chain through multiple heretics, powerful enough to destroy even heavy tanks and structures.</td>
</tr>
<tr>
<td><strong>Aftershock</strong></td>
<td>Once deployed, the Aftershock continuously cycles through two damaging area attacks: a geo-shockwave that also reduces dodge, and a Tiberium cloudburst that corrodes enemy units.</td>
</tr>
<tr>
<td><strong>Underminer</strong></td>
<td>A tank specializing in ambush, the Underminer launches a burrowing explosive spike into unbelievers who wander near.</td>
</tr>
<tr>
<td><strong>Outpost</strong></td>
<td>Spreading the word of Kane in distant lands, Nod’s Outpost allows for building construction and can be upgraded to cloak friendly units and structures.</td>
</tr>
<tr>
<td><strong>Bunker</strong></td>
<td>Nod’s analog to the GDI Bunker is a place of reflection and quiet contemplation for two infantrymen. Also burrows when upgraded.</td>
</tr>
<tr>
<td><strong>Viper Turret</strong></td>
<td>A humble, powerful fixed-position cannon for turning back unbelievers. Upgrades allow it to burrow, hiding it until it emerges to spring a glorious ambush.</td>
</tr>
<tr>
<td><strong>Rocket Pod</strong></td>
<td>Rocket Pods fire bursts of missiles, delivering a bigger bang at the cost of a longer reload. Also burrows when upgraded.</td>
</tr>
<tr>
<td><strong>Burrow Tunnel</strong></td>
<td>An underground network, miraculously and instantly transporting loyal infantry and vehicles from one location to another. Upgrading adds a cloaking field and allows transport of heavy units.</td>
</tr>
</tbody>
</table>
### FLAME COLUMN
Designed to lob anti-air/ground firebombs into the heart of the enemy, Flame Columns can also upgrade to include close-range flamethrowers.

### OBELISK OF LIGHT
A towering 360-degree crystal laser weapon, most effective against heavy units. When the Obelisk of Light is upgraded, splash damage affects units close to the primary target.

### INCINERATOR
When fired, the Incinerator bombards an entire area with microwaves, building in intensity until nothing survives. It cannot be re-aimed in mid-cycle.

### DISRUPTION TOWER
The Disruption Tower is Nod’s best defense, able to protect vital areas from incoming attacks. It also toggles to a cloaking device, veiling all from heretic eyes.

### TEMPLE OF NOD
Holiest of all cathedrals, the Temple of Nod is a place of pious worship housing a ballistic missile silo. Even those few who survive the Temple’s first strike capabilities likely die of Tiberium corrosion.

### SUPPORT

#### VENOM
A small, rocket-firing ship, Venoms work best in groups, using speed to harass and split enemy forces.

#### COBRA
Cobras roam the skies, looking for ground-based unbelievers to strafe with their cannons. Upgraded Cobras add stealth to their repertoire.

#### MARAUDER
More heavily armored than most vehicles its size, the Marauder’s shotgun-like weapon fires corrosive Tiberium-infused shells.

#### SCALPEL
This healing obelisk of life repairs ground and air units. Scalpels also cast purges to remove buffs/debuffs in the name of Kane.

#### TYRANT
Tyrans are interceptor tanks, speeding ahead of the main force to hit heavies and ground units with its laser. Tyrants can also burrow and increase the rate of fire for all friendlies in the area.

#### SALAMANDER
When Kane desires total air superiority, his followers launch the Salamander. Its four rocket batteries fire independently of each other, while flame units purify the ground below.

#### HIJACKER
A Nod intelligence cyborg, Hijackers scramble enemy targeting systems and can even hijack enemy units with one swift hack.

#### VERTIGO
The Vertigo is a flying wing bomber … fast in, fast out, with nothing left standing in its wake. Upgrades turn it into a stealth bomber.

#### LEVIATHAN
Nod’s capital ship and command center. The Leviathan bestows an armor bonus to the faithful, while three anti-ground fireball launchers send heretics to their grave. Upgrades add aerial drones to its arsenal.

#### BASILISK
True to its name, the Basilisk can freeze ground units with a stasis field, or finish off all comers with its laser array.

#### MEDUSA
The true horror of the Medusa is its Flux Blaster, a continuous-fire weapon that tracks its targets wherever they run. But it also serves Nod with a massive EMP rocket and unit healing abilities.
**THE FORGOTTEN**

**VISCEROID**
Visceroids were once human, until Tiberium mutated them into these bloated, explosive creatures.

**IRONBACK**
Built to be tough, not pretty, Ironbacks have a devastating ground-pound move that affects vehicles and infantry alike.

**SCRAPBUS**
Essentially a decommissioned bus with mounted chainguns, Scrapbuses are raid vehicles equipped with a front scoop to clear mines.

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**UNIT UPGRADES**

Purchase unit upgrades with your Upgrade Points, increasing your units’ effectiveness in the field.

**GDI UPGRADES**

**TIER 2 TECH**
Unlocks Tier 2 units and upgrades and adds Tier 2 MCV weapon.

**TIER 3 TECH**
Unlocks Tier 3 units and upgrades and further improves the MCV.

**RANGE BOOST**
Increases the weapon range and vision range of all Tier 1 units.

**SPEED BOOST**
Increases the movement speed of all Tier 1 units.

**REFIRE BOOST**
Decreases the reload or recharge time of all Tier 1 Gun and Laser units.

**ACCURACY BOOST**
Increases chance to hit by 50% for Tier 1 Cannon and Rocket units. Rocket units no longer miss against moving targets. Cannon units no longer miss when moving.

**RESONANCE AMPLIFIER (OFFENSE)**
Upgrades the Shockwave with a Resonance Amplifier, increasing its dodge, and allowing it to detect stealth in a small radius.

**MISSILE STORM (OFFENSE)**
Gives the Sandstorm the Missile Storm ability, which allows it to shoot less accurate rockets with area damage. Also adds area damage to the Talon and Commando.

**DEMOLITIONS KIT (OFFENSE)**
The Commando carries C4 charges that can be thrown at structures and heavy units for massive damage.

**COMPOSITE ARMOR (OFFENSE)**
Increases the health and speed of your MCV.

**MIRROR PLATING (OFFENSE)**
Gives the Refractor the refraction ability, which splits incoming damage into multiple outgoing beams when activated. Also provides the Refractor and Mammoth Tank with a mirror coat, passively giving them a chance to reflect enemy attacks.

**DISPERSION BAYS (OFFENSE)**
Equips the Mastodon with depth charges launched from both sides of the unit.

**BACKUP SYSTEMS (OFFENSE)**
Husks gain health over time and automatically stand up when they reach full health, under your control.
<table>
<thead>
<tr>
<th>ADVANCED COMPOSITE ARMOR (OFFENSE)</th>
<th>Further increases the health and speed of your MCV.</th>
</tr>
</thead>
<tbody>
<tr>
<td>MEDICAL TRAINING (DEFENSE)</td>
<td>Provides all infantry with Medical Training, which increases their health and heals them when garrisoned in a vehicle or building.</td>
</tr>
<tr>
<td>ENHANCED REPAIRS (DEFENSE)</td>
<td>Increases the repair speed of the GDI Dozer, and increases the repair radius and amount repaired by the Defense MCV.</td>
</tr>
<tr>
<td>ASSAULT PACKS (DEFENSE)</td>
<td>Increases speed, allows cliffjumping, and adds the Jump Jets ability to quickly close the distance to a target.</td>
</tr>
<tr>
<td>DEFENSIVE MATRIX (DEFENSE)</td>
<td>Creates a Defensive Shield in a large radius around the MCV when it is unpacked.</td>
</tr>
<tr>
<td>REFLECTIVE DOZER (DEFENSE)</td>
<td>Provides reflective dozer blades for the Armadillo and Rhino, which have a chance to reflect weapons back at the attacker.</td>
</tr>
<tr>
<td>STICKY BOMBS (DEFENSE)</td>
<td>Allows the Juggernaut to launch a series of large, visible mines.</td>
</tr>
<tr>
<td>ENHANCED SHIELDS (DEFENSE)</td>
<td>Increases the shield health and regeneration of the MCV, Crystal Shield, Tunnel, and Outpost.</td>
</tr>
<tr>
<td>MOBILITY MATRIX (DEFENSE)</td>
<td>Creates a defensive shield in a large radius around the MCV when it is mobile.</td>
</tr>
<tr>
<td>WEAPON DAMPENERS (SUPPORT)</td>
<td>When activated, reduces nearby enemies’ rate of fire.</td>
</tr>
<tr>
<td>BERZERKER ENGINE (SUPPORT)</td>
<td>When activated, the Hammerhead fires quickly but inaccurately, with decreased movement speed and dodge for a short time.</td>
</tr>
<tr>
<td>ELECTROLYSIS PROJECTOR (SUPPORT)</td>
<td>Allows the Conductor to electrify targeted area, dealing blast damage to enemy units.</td>
</tr>
<tr>
<td>ADVANCED THRUSTERS (SUPPORT)</td>
<td>Enhances this MCV’s propulsion system to allow for greater movement speed.</td>
</tr>
<tr>
<td>DEFENSIVE MANEUVERS (SUPPORT)</td>
<td>When used, the Kodiak dramatically increases its armor and speed, passively increases the armor of nearby allies, and can no longer fire.</td>
</tr>
<tr>
<td>GRAVITY FIELD (SUPPORT)</td>
<td>Primary weapon roots target and significantly reduces its chance to dodge. Also slows all units in a radius of the target.</td>
</tr>
<tr>
<td>AUGMENTED RECONSTRUCTION (SUPPORT)</td>
<td>Allows the Archangel to root itself in place, repairing all nearby allies.</td>
</tr>
<tr>
<td>CHARGED CAPACITORS (SUPPORT)</td>
<td>Increases the rate at which Support Points are gained for using Support Powers.</td>
</tr>
</tbody>
</table>
## NOD UNIT UPGRADES

<table>
<thead>
<tr>
<th><strong>Tier 2 Tech</strong></th>
<th>Unlocks Tier 2 units and upgrades and adds Tier 2 MCV weapon.</th>
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<tr>
<td><strong>Tier 3 Tech</strong></td>
<td>Unlocks Tier 3 units and upgrades and further improves the MCV.</td>
</tr>
</tbody>
</table>

### TIER 3 TECH

- **Range Boost**
  - Increases the weapon range and vision range of all Tier 1 units.

- **Speed Boost**
  - Increases the movement speed of all Tier 1 units.

- **Refire Boost**
  - Decreases the reload or recharge time of all Tier 1 Gun and Laser units.

- **Accuracy Boost**
  - Increases chance to hit by 50% for Tier 1 Cannon and Rocket units. Rocket units no longer miss against moving targets. Cannon units no longer miss when moving.

- **Trail of Flame (Offense)**
  - Grants Trail of Flame to Flame Tanks, which increases speed and leaves a trail of fire.

- **Stealth Field (Offense)**
  - Increases the dodge bonus of the Stealth Tank and provides a small stealth radius.

- **Infiltration Module (Offense)**
  - Grants stealth to the Cyborg Commando.

### TIER 2 TECH

- **Stealth Generator (Offense)**
  - The MCV becomes stealth when in structure mode.

- **Tiberium Catalyst (Offense)**
  - Enhances Spectre artillery with Tiberium shells, which leave behind a cloud of Tiberium and reduce enemy armor.

- **Arachnophobia (Offense)**
  - Reduces experience required to gain veterancy on Spider Tanks and Widows.

- **Backup Systems (Offense)**
  - Husks gain health over time and automatically stand up when they reach full health, under your control.

- **Mobile Stealth Generator (Offense)**
  - The MCV becomes stealthed while mobile.

- **Medical Training (Defense)**
  - Provides all infantry with Medical Training, which increases their health and heals them when garrisoned in a vehicle or building.

- **Enhanced Repairs (Defense)**
  - Increases the repair speed of the Nod Slave, and increases the repair radius and amount repaired by the Defense MCV.

- **Dark Armaments (Defense)**
  - Outfits most Nod infantry with new abilities or increased combat effectiveness.

- **Defensive Matrix (Defense)**
  - Creates a defensive shield in a large radius around the MCV when it is in structure mode.
<table>
<thead>
<tr>
<th>Feature</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>IMPROVED CONCEALMENT (DEFENSE)</strong></td>
<td>Increases the dodge bonus provided by stealth from the Outpost, Disruption Tower, and Burrow Tunnel.</td>
</tr>
<tr>
<td><strong>DRILLTIP (DEFENSE)</strong></td>
<td>Grants the burrow ability to the Reckoner and increases its health.</td>
</tr>
<tr>
<td><strong>ENHANCED SHIELDS (DEFENSE)</strong></td>
<td>Increases the shield health and regeneration of the MCV and Disruption Tower.</td>
</tr>
<tr>
<td><strong>MOBILITY MATRIX (DEFENSE)</strong></td>
<td>Creates a Defensive Shield in a large radius around the MCV when it is mobile.</td>
</tr>
<tr>
<td><strong>CLOAK MODULE (SUPPORT)</strong></td>
<td>Grants the Cobra and Vertigo stealth abilities.</td>
</tr>
<tr>
<td><strong>INFUSION ENGINE (SUPPORT)</strong></td>
<td>Gives the Scalpel the ability to increase damage inflicted by friendly units.</td>
</tr>
<tr>
<td><strong>DATA WORM (SUPPORT)</strong></td>
<td>Allows the Hijacker to infect a targeted enemy which takes damage over time before exploding. Upon death, the virus transfers to another nearby enemy.</td>
</tr>
<tr>
<td><strong>MOBILE STEALTH GENERATOR (SUPPORT)</strong></td>
<td>The MCV becomes stealthed while mobile.</td>
</tr>
<tr>
<td><strong>HANGAR BAY (SUPPORT)</strong></td>
<td>Small fixed-wing gun drones surround each Leviathan, attacking nearby enemies.</td>
</tr>
<tr>
<td><strong>SPECTRUM BEAM (SUPPORT)</strong></td>
<td>Laser weapons bounce off of nearby enemies, causing damage to multiple targets.</td>
</tr>
<tr>
<td><strong>AMPLIFICATION OVERRIDES (SUPPORT)</strong></td>
<td>Increase the radius of the Medusa’s EMP, Flux Cannon, and repair effects. The cannon slows targets, EMP lasts longer, and repairs are more effective.</td>
</tr>
<tr>
<td><strong>CHARGED CAPACITORS (SUPPORT)</strong></td>
<td>Increases the rate at which Support Points are gained for using Support Powers.</td>
</tr>
</tbody>
</table>
**SUPPORT POWERS**

**GDI TIER 1 SUPPORT POWERS**

- **RECON DRONE**
  Call in a Recon Drone to circle the targeted location, revealing shroud and increasing nearby units’ attack and vision range.

- **STATUS REBOOT**
  Instantly removes all enemy buffs and all allied debuffs, and gives all allied units a health boost in the targeted area.

- **OVERKILL**
  Increases all allies’ rate of fire in the targeted area for ten seconds.

**GDI TIER 2 SUPPORT POWERS**

- **TECH SUPPORT**
  Drops an Engineer with full veteranity at the target location.

- **REPAIR ZONE**
  Instantly repairs all friendly units in the targeted area.

- **ACCELERATED BUILDING**
  Increases the targeted Crawler’s build speed for a short time.

**GDI TIER 3 SUPPORT POWER**

<table>
<thead>
<tr>
<th>POWER</th>
<th>DESCRIPTION</th>
</tr>
</thead>
<tbody>
<tr>
<td>SUPPLY DROP</td>
<td>Drops a pod containing blue and green Tiberium cores at the target location.</td>
</tr>
<tr>
<td>POINT DEFENSE SHIELDS</td>
<td>Spawns non-regenerating shields around all friendly units in the target area.</td>
</tr>
<tr>
<td>EMP MINE DROP</td>
<td>Creates an EMP minefield in the target area.</td>
</tr>
</tbody>
</table>

**GDI TIER 4 SUPPORT POWERS**

- **MIRROR COAT**
  Gives all friendly units in the target area a deflection bonus.

- **SONIC ARTILLERY**
  Fires a sonic shell barrage at the target area, doing damage and EMPing enemy units in the blast area.

- **BATTLE HARDENING**
  Gives all friendly units in the target area a permanent experience level boost.
GDI TIER 5 SUPPORT POWERS

**SEISMIC DISTURBANCE**
Generates an earthquake at the target location, unburrowing burrowed units and unstealthing stealthed units while reducing the speed and dodge capabilities of enemy ground units.

**DISPLACEMENT FIELD**
Links all units in the target area to a resonance wavelength, significantly increasing dodge for a short time.

**FIREHAWK AIRSTRIKE**
Spawns a fighter/bomber squadron to mercilessly bombard the target area until they are out of ammo.

NOD TIER 1 SUPPORT POWERS

**EYES OF THE PEOPLE**
All units gain increased vision and range for a short time.

**DEMORALIZE**
The voice of Kane spreads fear in his enemies, reducing their speed and dodge in the target radius.

**OBELISK OF LIFE**
Unburrows an Obelisk of Life to heal friendly units, starting with the most damaged. Targeted manually and cannot be sold.

NOD TIER 2 SUPPORT POWERS

**CLOAKING FIELD**
Stealths all friendly units in the target area for a short time.

**BURROW MINES**
Unburrows an incendiary minefield in the target area.

**EMP COUNTERMEASURES**
Re-enables all friendly EMPed units and gives them EMP immunity for a short time.

NOD TIER 3 SUPPORT POWERS

**HACK RADAR**
Jams the radar of all opposing forces, taking out their mini-map and shroud clears, and sending out false TCI beacons.

**DECOY ARMY**
Creates decoys of all allied units within target radius. Decoys take four times normal damage and deal no damage.

**FIRESTORM IGNITION**
Ignites all current flames and flame weapons into firestorms for a short time.
NOD TIER 4 SUPPORT POWERS

**SUBTERRANEAN STRIKE**
Unburrows large Nod drills at target location, doing area damage.

**RISEN MONOLITH**
Unburrows a powerful Obelisk of Light in the target area.

**HAND OF LEGION**
Unburrows a full veterancy Hijacker at the targeted location.

NOD TIER 5 SUPPORT POWERS

**TIBERIUM INFUSION**
Instantly completes the cooldown of all abilities on all units for all friendly players, and reduces all cooldown times for a brief time.

**VEIN DETONATION**
Detonates an underground Tiberium vein, causing earthquakes just prior to releasing a toxic Tiberium cloud, damaging enemies and reducing their armor.

**MARK OF KANE**
Significantly increases the rate of fire for all friendly units in the targeted area.

---

**PERFORMANCE TIPS**

**PROBLEMS RUNNING THE GAME**

- Make sure you meet the minimum system requirements for this game and that you have the latest drivers for your video card and sound card installed:
  - For NVIDIA video cards, visit www.nvidia.com to locate and download them.
  - For ATI video cards, visit www.ati.amd.com to locate and download them.
- If you are running the disc version of this game, try reinstalling DirectX from the disc. This is typically found in the DirectX folder on the root of the disc. If you have Internet access, you can visit www.microsoft.com to download the latest version of DirectX.

**GENERAL TROUBLESHOOTING TIPS**

- If you have the disc version of this game and the AutoPlay screen does not automatically appear for installation/playing, right-click the disc drive icon found in My Computer and select AutoPlay.
- If the game is running slowly, try reducing the quality of some of the video and sound settings from the game’s options menu. Reducing the screen resolution can often improve performance.
- For optimum performance when playing, you may like to disable other background tasks (except the EADM application, if applicable) running in Windows.

**INTERNET PERFORMANCE ISSUES**

To avoid poor performance during Internet play, be sure that you close any file sharing, streaming audio, or chat programs prior to entering gameplay. These applications can monopolize your connection’s bandwidth, causing lag or other undesirable effects.

This game uses the following UDP port(s) for voice chat:

**UDP Ports:** 3478, 5060, 5062

Please consult your router or personal firewall documentation for information on how to allow game-related traffic on these ports. If you are attempting to play on a corporate Internet connection, contact your network administrator.
TECHNICAL SUPPORT

If you have trouble with this game, EA Technical Support can help.

The EA Help file provides solutions and answers to the most common difficulties and questions about how to properly use this product.

To access the EA Help file (with the game already installed):
Windows Vista and Windows 7 users, go to Start > Games, right-click the game icon, and select the appropriate support link from the drop-down menu.
For users on earlier versions of Windows, click the Technical Support link in the game’s directory located in the Start > Programs (or All Programs) menu.

To access the EA Help file (without the game already installed):
1. Insert the game disc into your DVD-ROM drive.
2. Double-click the My Computer icon on the desktop. (If the My Computer icon is not visible on your desktop, you may need to click the Start button and then click the My Computer icon).
3. Right-click the DVD-ROM drive that has the game disc and then select Open.
If you are still experiencing difficulty after utilizing the information in the EA Help file you can contact EA Technical Support.

EA TECHNICAL SUPPORT ON THE INTERNET

If you have Internet access, be sure to check our EA Technical Support website at: http://support ea.com
Here you will find a wealth of information on DirectX, game controllers, modems, and networks, as well as information on regular system maintenance and performance. Our website contains up-to-date information on the most common difficulties, game-specific help, and frequently asked questions (FAQs). This is the same information our support technicians use to troubleshoot your performance issues. We keep the support website updated on a daily basis, so please check here first for no-wait solutions.

TECHNICAL SUPPORT CONTACT INFO

If you need to talk to someone immediately, call our Technical Support team (Monday through Friday 8 AM – 5 PM PST):
NOTE: No hints or codes are available from Technical Support.
Website: http://support ea.com
Mailing Address: EA Technical Support
9001 N I-35 Suite 110
Austin, TX 78753

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This limited warranty is in lieu of all other warranties, whether oral or written, express or implied, including any warranty of merchantability or fitness for a particular purpose, and no other representation of any nature shall be binding on or obligate Electronic Arts. If any such warranties are incapable of exclusion, then such warranties applicable to this product, including implied warranties of merchantability and fitness for a particular purpose, are limited to the 90-day period described above. In no event will Electronic Arts be liable for any special, incidental, or consequential damages resulting from possession, use or malfunction of this Electronic Arts product, excluding damage to property, and is the extent permitted by law, damages for personal injury, even if Electronic Arts has been advised of the possibility of such damages. Some states do not allow limitation as to how long an implied warranty lasts and/or exclusion of incidental or consequential damages so the above limitations and/or exclusion of liability may not apply to you. In such jurisdictions, the Electronic Arts' liability shall be limited to the fullest extent permitted by law. This warranty gives you specific rights that vary from state to state.

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Please return the product along with (1) a copy of the original sales receipt showing the date of purchase, (2) a brief description of the difficulty you are experiencing, and (3) your name, address and phone number to the address below and Electronic Arts will mail a replacement Recording Medium and/or Manual to you. If the product was damaged through misuse or accident, this 90-day warranty is rendered void and you will need to follow the instructions for returns after the 90-day warranty period. We strongly recommend that you send your products using a traceable delivery method.

Technical Support Contact Info

E-mail and Website: For instant access to all of our technical support knowledge, please visit http://techsupport ea.com.
Telephone Support: Technical Support is also available from 8am to 5pm PST by calling us at (650) 628-1001. No hints or codes are available from (650) 628-1001.
Mailing Address: Electronic Arts Technical Support
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