

Hints and Cheats

Need help? Call the official EA hintline!

UK - 09067 53 54 55

Ireland - 1560 256 256

Hints code:

Enter your code when prompted to find the hints and tips for your game quickly!

Callers must be 16 or over. This is a fully automated system that provides hints, tips or cheats for most of the games in the Electronic Arts range. Calls are charged at 75p per minute including VAT. Calls From Ireland are charged at 1.25 Euros per minute including VAT. Call charges from mobile phones and non-BT networks may vary. Prices correct at time of print. Please ask permission from whoever pays the bill before calling. Average duration of call is 2 to 3 minutes. Service available in the UK and Ireland only. Service supplied by Advanced Telecom Services, PO Box 788, EC1V 7ZA U.K.

Register online at
www.gamereg.ea.com

Enter your Registration Code and receive:

- Exclusive access to a free hint or cheat for your game.
- News on your favourite EA games.
- Full technical support.

Registration Code:

It's Fast. It's Easy. It's Worth It!



Microsoft, Xbox, Xbox 360, Xbox LIVE, and the Xbox logos are trademarks of the Microsoft group of companies.

WWE07606277M



XBOX 360

LIVE



WARNING Before playing this game, read the Xbox 360® Instruction Manual and any peripheral manuals for important safety and health information. Keep all manuals for future reference. For replacement manuals, see www.xbox.com/support or call Xbox Customer Support.

Important Health Warning About Playing Video Games

Photosensitive seizures

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can cause these "photosensitive epileptic seizures" while watching video games.

These seizures may have a variety of symptoms, including lightheadedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects.

Immediately stop playing and consult a doctor if you experience any of these symptoms. Parents should watch for or ask their children about the above symptoms—children and teenagers are more likely than adults to experience these seizures. The risk of photosensitive epileptic seizures may be reduced by taking the following precautions: Sit farther from the screen; use a smaller screen; play in a well-lit room; do not play when you are drowsy or fatigued.

If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing.

PEGI ratings and guidance applicable within PEGI markets only.

What is the PEGI System?

The PEGI age-rating system protects minors from games unsuitable for their particular age group. PLEASE NOTE it is not a guide to gaming difficulty. Comprising two parts, PEGI allows parents and those purchasing games for children to make an informed choice appropriate to the age of the intended player. The first part is an age rating:-



The second is icons indicating the type of content in the game. Depending on the game, there may be a number of such icons. The age-rating of the game reflects the intensity of this content. The icons are:-



For further information visit <http://www.pegi.info> and pegionline.eu

CONTENTS

COMPLETE CONTROLS	2
FACTIONS	4
PLAYING THE GAME	6
GAMEPLAY BASICS	7
CO-COMMANDERS	11
INTERMEDIATE TACTICS	12
SKIRMISH	14
XBOX LIVE®	15
UNITS	16
WARRANTY	27
CUSTOMER SUPPORT - HERE TO HELP YOU!	27

STAY IN THE GAME AND REGISTER WITH EA!

Create an EA Member Account and register this game to receive free cheat codes and game hints from EA. Creating an EA Member Account and registering this game is fast and easy! Visit our website at www.gamereg.ea.com and sign up today!

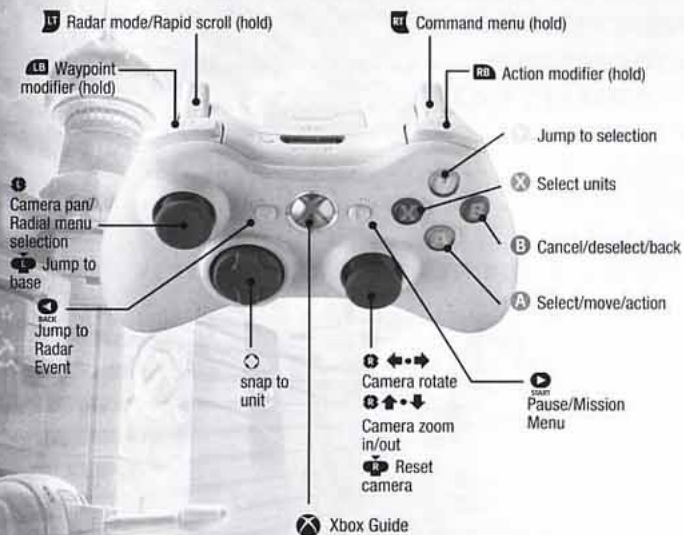
WWW.EA.COM

COMPLETE CONTROLS

GENERAL GAMEPLAY

GENERAL CONTROLS

XBOX 360 CONTROLLER



Memorize the following commands to lead your armies to victory.

NOTE: With units selected, opening the Radial menu limits unit options to that unit type.

SELECTION COMMANDS

Expanded selection cursor	A (hold)
Select all units on-screen	X
Select entire army	X (press twice)
Targeting cursor for unit selection	LB + A (hold)
Select unit type on-screen	A (press twice)
Select unit type on battlefield	LB + A (press twice)
Add individual units to selection	LB (hold) + A
Add unit groups to selection	LB (hold) + A (hold)
Cycle through Commandos/Engineers	RB (hold) + Y
Cycle through Ore Collectors/Support Vehicles	RB (hold) + Y
Deselect individual unit	B while unit is selected

UNIT COMMANDS

Move units	A (on ground)
Attack/context action	A (on a target)
Attack move	A (press twice)
Assault move	A (press twice and hold)
Reverse move	RB (hold) + A
Waypoint mode	LB (hold) + A to queue commands
Formation move	A (hold) and scroll
Crush move	RB (hold) + A (press twice)
Force attack	RB + A (press twice)
Use unit special ability	RB (hold) + X
Cycle unit types in selection	RB (hold) + Y / Y
Deselect units	B button
Stop units	B (hold)
Scatter units	RB (hold) + B

MISCELLANEOUS COMMANDS

Set rally point	A (with Production Structure selected)
Set rally point for all production structures	LB (hold) + A
Set camera bookmark	LB (hold) + Y (hold)
Cycle camera bookmarks	LB (hold) + Y
Set control group	LB (hold) + X (hold)
Cycle control groups	LB (hold) + X
Switch co-commander directive	LB (hold) + Y (any direction)

OUT OF TIME.

The mighty Soviet juggernaut has fallen. Allied forces prepare to roll on the Kremlin, the proletariat is in open revolt, and the defeated Premier has already "relocated" to parts unknown. After years of war, victory—and a lasting peace—is finally at hand.

Desperate to avoid defeat, a few remaining loyalists in the Russian military turn to an untested secret weapon: the Soviet Time Machine. General Krukov and right-hand man Colonel Cherdenko travel into the past and eliminate Albert Einstein, robbing the Allies of their key scientific mind decades before the war ever begins. Returning to their present, Krukov and Cherdenko find the tables have drastically turned. The Allies are on the brink of defeat in Europe, under Premier Cherdenko's leadership. Only England, defended by the resolute General John Bingham, has successfully held off the Soviet war machine. But the costly suppression of Western powers has allowed the Empire of the Rising Sun to expand unchecked, and the divine Emperor Yoshiro has chosen this moment to attack.

As his imperial armies threaten to wipe both Allied and Soviet forces off the map, Krukov and Cherdenko begin to question the wisdom of their actions...

FACTIONS

ALLIES

A coalition of Western countries, bound together in defense of the free people of the world, the Allies have spent years fighting Soviet aggression, often prevailing through sheer determination.



General John Bingham

Played by
Jonathan Pryce

The Supreme Commander of Allied forces in Europe, Bingham is a stiff upper-lipped Englishman. He'd rather be tending his dogs and rose garden, if his entire way of life wasn't under dire threat. Rational and dryly witty to the end.



President Howard T. Ackerman

Played by J.K. Simmons

An Iowa farmboy who rose to political power on a hard-charging—and vitriolic—anti-communist platform. Ackerman believes in America, Mom, and apple pie (in that order), and steamrolls any dissent to his far-right agenda.



Tanya

Played by
Jenny McCarthy

One of the few female Delta Force operators, Tanya is sassy, brassy, and thoroughly deadly. If it looks like a suicide mission, the Allies send her. Tanya's presence virtually assures success ... with maximum collateral damage.



Eva

Played by
Gemma Atkinson

The Allies' lovely but buttoned-down intelligence officer. Eva is Bingham's lifeline, communicating vital information to and from his commanders.

SOVIETS

A totalitarian regime whose scheming leaders constantly push a self-righteous agenda focused on achieving a global communistic state, primarily by fielding overwhelming armies of conscripts and poorly-trained grunts.



Premier Cherdenko

Played by
Tim Curry

A dashing and ambitious soldier, and a true believer in the Soviet agenda. Once a Colonel serving under General Krukov, altering the timelines accidentally transformed him into the Soviet Premier ... a role he's quite willing to accept.



General Krukov

Played by
Andrew Divoff

Temperamental and ruthless, Krukov capped a brilliant military career when he saved the USSR by erasing Einstein from history. Returning to find his subordinate Cherdenko crowned Premier was an unexpected—and unwelcome—side effect.



Dr. Zelinsky

Played by
Peter Stormare

The brilliant, though politically naïve Soviet scientist who developed time travel technology. Altering the past has come with severe personal and emotional costs to Zelinsky, putting his loyalties in doubt.



Natasha

Played by Gina Carano

The Soviet Union's top agent of destruction, Natasha takes great pride in her ability to kill anything crossing her path, and always approaches that task with ruthless efficiency.



Dasha

Played by
Ivana Milicevic

Beautiful and cold, Dasha is the communications and intelligence hub for all Soviet field operations.

EMPIRE OF THE RISING SUN

An ancient land of strict tradition and futuristic technologies, their beloved Emperor Yoshiro has decided it is now time to teach the world a few lessons in civility ... through superior firepower.



Emperor Yoshiro

Played by George Takei

His Imperial Majesty is the latest in a long line of divine rulers, believed to have descended from the Gods themselves. Calm and wise, Yoshiro is merely following his destiny to civilize the world through the code of Bushido.



General Tatsu

Played by
Ron Yuan

Yoshiro's Western-educated son is far more impatient and scientific than his father. Tatsu's brilliant mind led to a modernized Japanese military unmatched by any in the world.



Suki

Played by
Kelly Hu

A light and playful girl, it is Suki's honor to communicate mission information on behalf of the Empire.

PLAYING THE GAME

You are a new commander pressed into service at this critical juncture of the war. It's up to you to manage resources, create and equip your armies, and use your skills and ingenuity to carry out the objectives your superiors pass down.

DIFFICULTY LEVELS

- Easy** A light workout for novices.
Medium The standard mode for most players.
Hard Extra pain and hardship for players who want to be tested.
Brutal (Skirmish only) The enemy makes no mistakes, shows no fear, and has better resources.

TUTORIAL

Get up to speed on every facet of the game, from basics to advanced controls in a thorough training session.

CAMPAIGN

Select the faction you want to fight for, and start the long, bloody march to victory! The Soviet campaign is recommended as a starting point.

GAME SCREEN

1	Battle window
2	Mini-map
3	Threat meter
4	Resources/Credits
5	Command Point number
6	Unit/Structure Build tabs
7	Selected unit/secondary ability
8	Command Menu
9	Co-Commander monitor/orders
10	Top Secret Protocols menu
11	Waypoint marker
12	Unit cap indicator



BATTLE WINDOW

In the Battle Window you can build and place structures, order your units to move and attack, use special powers, and much more. The Battle Window displays only part of the overall map at any time.

NOTE: During Campaign missions, waypoint markers always appear on-screen to guide you toward objectives.

* To scroll the Battle Window, move **⬅**. To stop moving, release **⬅**.

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 can 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 return to the area.

RADAR MINI-MAP

In the upper right corner of the screen is the mini-map. It often reveals enemy troop movements before you spot them in the Battle Window, but some enemies can disable your radar and move unseen.

1	Unexplored terrain
2	Current range of the battle window
3	Enemy unit or structure
4	Your unit or structure



MISSION OBJECTIVES (CAMPAIGN ONLY)

Press **⬅** to open the Mission menu and review the mission objectives. You must complete all of your primary objectives in order to complete a mission. Keep in mind that your primary objectives may change during the course of battle. Completing bonus objectives is optional, but grants you additional resources or other rewards.

NOTE: When all primary objectives are completed, the mission automatically ends in victory. If you plan on completing bonus objectives, be sure to do so before completing the final primary objective.

SAVING AND LOADING

Command & Conquer™ Red Alert™ 3 uses an autosave feature to automatically save game progress and settings, overwriting saved games without confirmation. You can also save single-player games manually. Online co-op games cannot be saved.

To continue a campaign, select the faction you're playing as, then select CONTINUE. To load a previously saved Skirmish, go to the Versus menu, select SKIRMISH, then LOAD.

GAMEPLAY BASICS

Success depends on building a strong support base, managing your resources smartly, and deploying your forces tactically to overcome all opposition.

BUILDING STRUCTURES

You'll need various structures to mine ore, train soldiers, build vehicles, and more. It is not uncommon to start a mission with only a bare Construction Yard. Start building the rest of your base immediately.

TO BUILD A STRUCTURE:

1. Select your Construction Yard, then pull and hold **⬅** to call up the Command menu. The available structures are displayed as icons in the Command menu.

NOTE: If an icon appears grayed out, it is either because you do not have sufficient resources to purchase it or you have not acquired the right technologies.

2. Select the icon of the structure you wish to build by moving **⬅** in the direction of the icon, and pressing **A** with the icon highlighted. A shaded timer appears over the icon. As the time decreases, the credits necessary for building your structure are withdrawn. When the timer is complete, the icon flashes and the structure is ready to be placed.

* By contrast, Soviets place structures which then build from the ground up.

* Empire of the Rising Sun deploys Nanocore structures, which unpack using their secondary ability.

NOTE: If you run out of credits during construction, construction is put on hold until your credits replenish. When your credits are replenished, construction automatically resumes.

1. Once construction is complete, press **A** again over the flashing structure icon. Move the cursor in the Battle Window to the location where you want to build (your cursor becomes a transparent image of the building). You must build within your base's ground control, which extends in a square area from most of your structures. If the structure you wish to build is displayed in red, you cannot build it at that location.
2. Once you have decided on a location, press **A** to place the structure.
3. To cancel placing the structure, press **B**.

TRAINING UNITS

When you build structures such as Barracks or a War Factory, you can use them to train fighting units.

NOTE: Before you can build units, you must first build a Boot Camp (Allies), Barracks (Soviets), or Instant Dojo (Empire). For the purposes of this manual, we will use the term Barracks for all three factions.

TO TRAIN UNITS:

1. Press **A** on your Barracks (or unit production structure) to select it.
2. Pull and hold **Alt** to open the Command menu. The units available for you to train will appear as icons.
3. Select the icon of the unit you wish to train. A shaded timer indicates how long it takes to build the unit.

NOTE: To start a production queue, select the icon of the units you wish to build by repeatedly pressing **A**, or subtract from your order by pressing **B**. A number appears on the icon telling you how many units you have ordered.

1. When the unit is ready, it exits the structure and reports for duty.

COMMAND POINT TOTAL

Commanders are only allowed a certain number of units in the field at the same time. Keep an eye on your Command Point total (located right under your radar display) so you'll know when to spend your resources elsewhere.

POWERING YOUR BASE

Your base requires power to function properly. As you add more structures to your base, you'll need additional power. Bases without enough power see their defenses cease to function, while combat unit training and production slow to a crawl. Your Construction Yard generates some power, but you must construct Power Plants (Reactors for Soviets; Instant Generators for Empire) to generate more. When a Power Plant is constructed, the Power Meter increases.

- * To determine how much power you have at your disposal and how much you are presently using, check the Power Meter.

NOTE: The Soviet super-reactor has an incredible power output and unlocks a new technology tier, but if it's destroyed, the explosion will likely take out all units and structures in the vicinity.

RESOURCES

Building units and structures and researching upgrades all cost you credits. When you select an item or action that requires credits, the funds are deducted from your account until the full amount has been paid.

- * You begin a typical match with enough credits to spend on building basic units and structures. To finish the fight, you must acquire more credits.
- * If you chose to perform a task that requires credits, but run out of credits, that task is put on hold until you earn more.
- * To acquire more credits, locate an Ore Mine and build an Ore Refinery in its vicinity. Refineries come with a Prospector vehicle that automatically seeks out and recovers ore, which is converted into credits. The closer your Refinery is to your Ore Mine, the faster you gather resources. A green highlighted area indicates the optimum placement location.

UPGRADING TECHNOLOGY

Many units can be upgraded with various technologies, including advanced weapons and abilities. Higher tech tiers unlock more powerful units, but each faction techs in a different way.

ALLIES

Allies upgrade everything in a given Construction Yard or Command Hub at once, while purchasing a Defense Bureau boosts all your base's defenses. Buy a "Heightened Clearance" from your Construction Yard or Command Hub, and all unit-creating structures inside its build radius (and the units they produce) will be upgraded. Then purchase the maximum Clearances to access the strongest weapons. Don't forget your expansion bases ... upgrading your tech on your main Construction Yard won't help your structures across the map.

SOVIET

Leave it to Russian pragmatism to choose the most straightforward path. All the Soviets have to do to start upgrading is build the structures that produce newer and better technologies. Adding a Super Reactor to the mix not only supplies more power than standard reactors, it unlocks your second tech tier. From there, you can build a Battle Lab to open your highest tier units.

EMPIRE OF THE RISING SUN

Somewhere between Allied and Soviet methods, the Empire techs up on a structure-by-structure basis. Unit-producing structures are individually upgraded after their structure-specific upgrades are researched. That makes up-teching a startup army cheaper, but demands a little more forethought when choosing which forces to buff. And accessing the top-tier upgrades means first building a Nanotech Mainframe, which doesn't come cheap.

SPECIAL ABILITIES AND CONTEXTUAL ATTACKS

All of the troops and vehicles under your command have special unit-specific moves that range from alternate weapons, hitting enemies with a debilitating effect, or even transforming into an entirely different unit.

Units generally have a primary ability and a special ability that is either targeted against enemies, an instant effect once activated, or the ability to toggle between primary and special abilities. Most special abilities do not cost resources per use (although some do), but all require a cool-down period before they can be used again.

- * To use a unit's special ability, select that unit and pull **Alt** to call up the Command menu and select the Special Ability icon. Or simply hold the **Tab** and press **X**.

A few units can also automatically change their method of attack according to the situation, or based the type of enemy they're facing.

NOTE: Play the tutorial to familiarize yourself with Special Abilities and Contextual Attacks.

REPAIRS

After your structures take a pounding from the enemy, it's time to get them back in top working order. Repairs do cost, but not nearly as much as the bill to replace a destroyed structure.

To repair a structure, pull and hold **Alt** to open the Command menu and select the Repair Mode icon. Put your cursor over the structure you want to repair and press **A**.

CONTROLLING YOUR FORCES

A good commander knows when to order troops to charge in, when to hold ground and when to make a strategic retreat. A great commander can issue those orders with speed and clarity.

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 press **A**.

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. Press **A** to order the attack on that target.

Rally Points

To set a rally point for all units produced at a specific structure, select that structure, then select the location on the battlefield where you want the units to rally by pressing **A**.

NOTE: Once you have set a rally point, your newly-trained units will exit their Barracks and proceed directly to the rally point.

STANCES

Setting your units' stance determines their rules of engagement. To change stances, select the unit or group, pull and hold **Alt**, then select the stance in the Command menu.

Aggressive

Your units approach, attack, and pursue any enemy units or structures that enter their line of sight.

Guard (default)

Your units approach and attack enemies that enter their line of sight. When the enemies are destroyed or retreat, your units return to their original positions.

Hold Ground

Your units remain stationary, but fire on any enemies that come within range. Useful for defensive strategies or artillery units.

Hold Fire

Units in this stance do not return fire or pursue enemy forces. Useful for stealthed units.

UNIT VETERANCY

As your units attack enemy units and buildings, 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

Inflicts more damage and are more resistant to enemy fire than standard units.

Elite

Inflicts more damage and are more resistant to enemy fire than Veteran units.

Heroic

Inflicts more damage than Elite units and attacks more quickly, are even more resistant to enemy fire and automatically heal themselves when not in combat.

THREAT METER

The Threat Meter is a gauge of how much actual carnage you're experiencing at any given time. Increased threat levels will cause your surviving units to gain combat veterancy faster. It also increases the speed at which you earn Security Points to buy Top-Secret Protocols. The downside of a high threat level is that you're likely getting pounded by enemy fire.

FORMATION MOVE

Once you've amassed a considerable army, it's a good idea to organize your units into formations. The formation preview feature takes the guesswork out of organizing your troops by automatically arranging them. Formations move at the speed of the slowest unit.

TO USE FORMATION PREVIEW:

1. Select a group of units.
2. Move your cursor to the place on the terrain where you want your units to form up.
3. Press and hold **A** over open ground. A preview of your formation appears.
4. Move **←/→** to rotate your formation such that it faces your preferred direction, then move **↑/↓** to change up the battle line and control the depth and width of the resulting formation.
5. Release **A**. Your troops now automatically move to the selected destination and line up in the previewed formation.

NOTE: Try using formations in combination with the Hold Ground stance to form a defensive line. You can also combine a movement order with the formation preview.

ASSAULT MOVE

Give specific enemy units and structures preferential treatment when your forces attack by paint-selecting them with the Assault Move command. Simply place your cursor on the units or structures you want to prioritize, press the **A** button twice and hold. Your forces will then focus all their attention (and firepower) on the painted target, ignoring all other enemy units until it is destroyed.

GARRISONING INFANTRY



Many civilian structures and some other structures can double as cover and fortified positions for your infantry. Garrisoning units protects them and grants them a bonus to their attack range. Enemies attacking garrisoned forces need to severely damage the garrisoned building first, at which time any garrisoned forces will automatically exit.

- * To garrison a structure, select the desired infantry units, and then place your cursor over the building you wish to garrison. The cursor changes to the Garrison cursor. Press **A** to make the units enter the structure.

- * To remove units from a garrisoned structure, select the structure and press and hold **U** to open the Command menu of that structure. Select the Un-garrison option and press **A**.

NOTE: Some units have attack abilities that can eliminate enemy units inside of garrisoned structures.

CRATES



Crates are targets of opportunity. Crack one open and you may find something useful inside, from extra credits to healing boosts to automatic veterancy upgrades.

- * To acquire a crate, order units to move to its position.

CO-COMMANDERS

Nobody goes into combat alone. You'll have access to a Co-Commander throughout the campaign who can bring additional forces to bear on your behalf, played either by a friend over XBOX LIVE or by an A.I. character.

LIVE CO-COMMANDERS

To invite another player in as a Co-Commander, select the campaign and mission you want to play, then select the co-op option by pressing **X**. You'll be prompted to press the Xbox guide button, locate your friend via the Friend List, and send him an invite to your game. If they accept, the host selects the difficulty and launches the game.

NOTE: To play online with a Co-Commander, both parties must be online, signed in to their Xbox LIVE profile, and running *Command & Conquer Red Alert 3*. If this is your first time playing the game online, you must register with EA and accept the terms of use.

A.I. CO-COMMANDERS

Your Co-Commander's portrait appears in the upper left of your Battle Window, along with their control scheme. Learn to use their individual personalities and command styles to your advantage.

Allies



Warren

A soldier's soldier, Warren's commitment to the cause of freedom is total, and inspiring. He's instantly willing to put himself in harm's way for his men and allies. Whatever happens, Warren will always have your back.



Lissette

Fun, flirtatious, and sly as a fox, Lissette is a former French spy with a gift for seeing right through enemy tactics. She takes the unorthodox approach every time, but the enemy ends up just as dead ... every time.



Giles

Ex-fighter jock Giles might initially come off as an over-eager fop playing soldier, but he didn't get this far by being stupid. Perceptive and meticulous to a fault, Giles is quick to notice trouble, and quick to deal with it.

Soviets



Oleg

A tank-driving caveman and your partner in crime since Academy, Oleg is overly casual for a man of command rank, but his amusing demeanor and dependability in battle more than make up for it.



Moskvina

Unpredictable and highly unstable, Moskvina's sadistic streak can be fun to watch ... from a distance. His swings from cool to hysterical rage happen without warning, but his tactics always remain aggressive.



Zhana

Smart and sophisticated, Zhana focuses on any objective she's given, and then achieves it. She has something to prove to the world—and to you—and believes the Soviet cause is absolutely the right one to prove it for.

EMPIRE OF THE RISING SUN



Shinzo

An ancient and calculating warrior, "the Emperor's Shadow" may begin to see you as his protégé if you are supremely lucky. If not, his withering stare is enough to kill you. His ambitions are great. His tactics, flawless.



Kenji

Suave, smug, and arrogant, Kenji is at his best in combat, and his mastery of Imperial technologies cannot be equaled. Gain his respect, and he'll be your friend for life.



Naomi

Notoriously ruthless and uncontrollably violent, Naomi was born on a battleship and has the gunmetal gray soul to match. There is no mercy, no peace, in her. If she opens up to you, you'll be the first. Ever.

To issue orders to your Co-Commander, pull and hold **LB**, then press **○** in the specific direction to issue that order.

Plan Attack

Press **○** **↑** to have your Co-Commander build a sizable force to use on any enemy forces in the target area.

Strike Target

To select a target, highlighting it and press **A**. Then press **○** **→** to have your Co-Commander immediately send available forces to destroy it.

Take Position

Press **○** **←** to have your Co-Commander take position. Move your cursor to the area you want your Co-Commander's forces to occupy and press **A**. You can also link your Co-Commander's forces to your own by selecting your units.

Keep Command

Press **○** **↓** to leave your Co-Commander to their own devices. This is the default setting, and is also used to cancel other commands.

TIP: Call in your Co-Commander's forces to create a diversion, attack a secondary target, or outflank the units you're currently fighting.

CO-COMMANDER STRIKES

Some missions allow for situational tactics your Co-Commander can take advantage of. Co-Commander Strikes are golden opportunities that can instantly punch holes in enemy lines or destroy structures.

When a Strike icon appears, select it and open the Command menu. The nature of the Strike will be explained to you, launch it by selecting the Execute button.

Co-Commander Strikes can appear at any time, so be ready for them.

INTERMEDIATE TACTICS

Once you've mastered the basics, it's time to focus on the strategies that lead to victory.

BASE BUILDING 101

Often, the battle is decided before you ever encounter the enemy. While you'll spend most of your time in combat, the decisions you make very early in a match can greatly affect the outcome. The first step is to learn how to build a well-defended base quickly and effectively.

QUICK TIPS

- ★ When playing as the Soviets, consider building a Crane right at the start. A Crane lets you construct twice as many buildings in the same amount of time as a Construction Yard alone, and is the **ONLY** way to heal Soviet tank and navel units.
- ★ Consider an early expansion to additional resources, and protect your ore collectors. They fuel your economy, so losing one at a critical moment could prove disastrous. If your ore collector is destroyed, your refinery can build a replacement at a cost.
- ★ Set up base defenses wherever you see a vulnerability. It may be tempting to place your unprotected

Power Plants near the back of your base, but a shrewd opponent will exploit this.

- ★ Don't forget about your base, even when you're in the thick of battle. Keep building until you have access to all the units you need to win, and keep in mind that you can build from anywhere on the map.

CHECK YOUR TARGETS

Try to prioritize the more dangerous or vulnerable targets. Even a nearly-defeated enemy can still cause considerable damage, so destroy foes in succession to thin out their ranks and quickly overwhelm their forces. You can order your selected units to focus on these specific targets by placing your cursor on the specific enemy you want destroyed and pressing **A**.

SELL OFF THE DEAD WEIGHT

If structures in your base are about to be destroyed by enemy forces and the situation cannot be salvaged, consider selling those buildings before they're completely blown apart. You won't get top dollar, but it's better than a smoking hole in the ground.

THE GEEK SHALL INHERIT

Engineers are weak, mostly unarmed units with but one function: taking over enemy structures and turning their tech to your advantage. The savvy commander will sneak his Engineers behind enemy lines on sabotage missions, or order them to capture a neutral tech structure, converting it to your side.

A handful of Engineers can accomplish more than whole armies, if used properly. But it usually helps if you assign a few grunts to protect them from hostiles.

NOTE: Add insult to your enemy's injury by selling off their structures immediately after capture, or have them start creating units for your own army.

SPIES LIKE US

Another special unit available to the Allies and the Empire of the Rising Sun, infiltrators use stealth and camouflage to infiltrate enemy structures on sabotage missions. Spies and Shinobi can also send back vital intel on enemy positions, bypassing the Fog of War and giving you a major advantage when planning your assault.

ARMOR FACING

Tanks and other armored vehicles sustain more damage when attacked from the side and sustain considerably more damage when attacked from the rear. Use this knowledge to your advantage and protect your forces well.

ADVANCED UNIT ORDERS

Your units are smart enough to react to new situations on their own, such as opening fire when enemy units come into range. But when it comes to more complex tactics, they need more direction ... your direction. And your repertoire is full of special maneuvers to help you gain the upper hand.

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 the units you wish to order, then double-tap **A** on the area you want them to move to.

- ★ Note: You can also force attack a neutral structure by pressing **A** twice on that particular neutral structure.

REVERSE MOVE

When ordered to reverse-move, capable selected units will move backwards towards the target location. This allows for a strategic retreat, while keeping the stronger front armor facing the enemy.

- ★ To order a reverse-move, select the units you wish to order, then press and hold **RB** + and press **A** over open ground.

FORCE ATTACK

Units given a force attack command will automatically fire at the target, regardless of allegiance or location. Use force attack with artillery over open ground to hold down a position, or if you reach the unit population cap, use force attack on your own units to destroy them.

- ★ To order a force attack, select the units you wish to order, then press and hold **RB** + and double-tap **A** over the target.

CRUSH MOVE

Flatten the competition by running them down. This allows your vehicles to take out enemy infantry while still firing on other enemy units.

- * To initiate a crush move, select the appropriate vehicle units, press and hold **MB** + and double-tap **A** on the target you want crushed.

TOP-SECRET PROTOCOLS

Each faction has an extensive set of special support powers it can purchase and use to turn the tide of battle in an instant. Top-Secret Protocols can be offensive or defensive in nature (or both), but they're always spectacular. Protocols are bought using the Security Points you've earned in battle, and are free to use whenever you like... though they all have cool-down periods after each use.

To use a Protocol, pull **BU** to call up the Command menu. Press **A** on the Top-Secret Protocols icon, then press **A** on the Protocol you want to use.

- * During the normal course of battle, you'll gradually earn Security Points. These can be used to unlock Protocols. You can check your progress towards earning another Security Point on the meter under your radar.
- * Protocols are ranked according to level. You must unlock lower-level Protocols before you gain access to the more advanced powers.
- * Each time you use a Protocol there is a cool-down period before you can use it again.

SUPERWEAPONS AND ULTIMATE WEAPONS

Some conflicts escalate to an exchange of WMDs, wiping out whole armies in a single salvo.

Superweapons are largely defensive in nature, putting impenetrable shields in place that temporarily protect your forces from every incoming attack. Ultimate Weapons create a devastating effect in the target area, generally annihilating everything in its path. Ultimate Weapons are ideal when your enemy is deeply entrenched, or in the event of a standoff.

Both are built from your secondary build queue, and have a cool-down period.

TIP: Ultimate Weapons are extremely powerful, but there's no guarantee using one will end the match. Have some forces on reserve to mop up any survivors.

SKIRMISH

Skirmishes are single-player battles that pit you against one or more Co-Commanders from various factions. Each will come at you with their own unique style and tactics, so anticipate their attacks and exploit their weaknesses.

TO BEGIN A SKIRMISH:

1. Go to the **VERSUS** tab and select **SKIRMISH**.
2. Select **NEW**.
3. Choose two to three computer-controlled players by selecting either **AI** or **CLOSED** in each box.
4. Select your desired map, resources, starting location, difficulty level, and whether you wish to enable or disable Crates in the map. You can also test your ability to improvise by fighting against a random opponent.
5. Pull **BU** to select your team number, faction, and color, and press **A** to begin gameplay.

NOTE: To load a previously saved skirmish, select **SOLO PLAY**, select **LOAD**, then select the game save you wish to continue.

XBOX LIVE®

XBOX LIVE

Play anyone and everyone, anytime, anywhere on Xbox LIVE®. Build your profile (your gamer card). Chat with your friends. Download content (TV shows, trailers, HD movies, game demos, exclusive game content, and Arcade games) at Xbox LIVE Marketplace. Send and receive voice and video messages. Use LIVE with both Xbox 360® and Windows®. Play, chat, and download on both your PC and your Xbox 360. LIVE gives you ultimate access to the things you want and the people you know, on both your PC and your TV. Get connected and join the revolution.

CONNECTING

Before you can use Xbox LIVE, connect your Xbox 360 console to a high-speed Internet connection and sign up to become an Xbox LIVE member. For more information about connecting, and to determine whether Xbox LIVE is available in your region, go to www.xbox.com/live/countries.

FAMILY SETTINGS

These easy and flexible tools enable parents and caregivers to decide which games young game players can access based on the content rating. And now, LIVE Family Settings and Windows Vista Parental Controls work better together. Parents can restrict access to mature-rated content. Approve who and how your family interacts with others online with the LIVE service. And set time limits on how long they can play. For more information, go to www.xbox.com/familysettings.

REGISTRATION AND SUBSCRIPTION REQUIRED TO ACCESS ONLINE FEATURES. EA ONLINE TERMS & CONDITIONS AND FEATURE UPDATES ARE FOUND AT www.ea.com. YOU MUST BE 13+ TO REGISTER WITH EA ONLINE. EA MAY RETIRE ONLINE FEATURES AFTER 30 DAYS NOTICE POSTED ON www.ea.com.

Up to four players or teams (or AI-controlled opponents) enter into a free-for-all to in which only one side is left standing. To launch a live multiplayer match, go to the Versus menu and select LIVE, then choose from the available options.

Quick match

Just choose a faction and a color, and you'll be automatically matched with a trio of adversaries.

Custom match

Join a specific game from a list of Host-created slugfests.

Create

Build your own war and let others see if they can beat you at your own game.

Stats

See how well you're doing in your online matches.

Leaderboards

Find out where you stand against other players.

LIVE WHISPERING

If you have an Xbox-compatible headset enabled, press **B** to toggle between talking to everyone or just talking to your teammate.

LINKING YOUR GAMERTAG TO AN EA ACCOUNT

Once you're connected to Xbox LIVE your gamertag acts as your gamer profile, a unique on-screen player identifier separating you from the rest of the field. Your gamertag can also be linked to your EA Account enabling you to participate in message board discussions, seek technical support, view game stats, and much more.

- * If you do not have an EA Account and have not gone online with an EA title using your gamertag, you must create an EA Account from the EA Online Account Creation screen. The information entered will link your gamertag to an EA Account (which can then be used to access any supported game features on the web (e.g., www.easportsworld.com). Once these details have been accepted it can't be changed, so be sure to make a note of it.
- * If you already have an EA Account created from www.ea.com but have yet to link your gamertag or gone online using your gamer profile with an EA title, you will be prompted to enter your EA Account details on the EA Online Account Creation screen. Entering your EA Account details links your gamertag to this account. Please make sure that you use the same email address used to create your online entitlement (i.e., your gamertag).
- * To link your Xbox LIVE gamertag to an EA Account or manage your EA Account on the web visit www.ea.com. From here you can login to your EA Account or create an account if one does not exist. After you've logged in, select **PERSONAS**, then click **LINK AN EXISTING PERSONA**. Choose **XBOX LIVE GAMERTAG**, type your gamertag in the box provided, click **SUBMIT**, and then click **CONTINUE**. Your gamertag is now linked to your EA Account. You can also visit profile.ea.com to update your account information, retrieve lost passwords, and view currently linked Personas from the My Account screen.

UNITS

You'll have a wide array of forces at your command, each with their own unique function and special abilities. The key to victory is knowing when, where, and—most importantly—how to deploy them.

ALLIES INFANTRY



Attack Dog: Specially trained German Shepherds, Attack Dogs excel in sniffing out ambushes during field recon, guarding important locations, and light combat. Allied sonic technologies have amplified their bark to stun enemy soldiers.



Engineer: Engineers look unarmed, but their briefcases are full of gadgets perfect for fixing or commandeering various technologies, and building medic tents to triage wounded troops. Top Engineers can take over an enemy factory single-handedly in seconds, but they rarely get far without armed escort.



Peacekeeper: The frontline soldiers of the Allied military, Peacekeepers are equipped for defensive postures first, but don't lack for aggressive moves. Their combination of shotguns and riot shields often prove decisive in combat.



Javelin Soldier: Heavy support troopers operating specially designed missile systems good for surface-to-air and anti-vehicle use. Devastating as their weapons are, Javelin Soldiers can "paint" enemy targets for even more damage.



Spy: The Spy is a tuxedo-clad master of disguise, able to camouflage himself as the enemy and infiltrate their bases of operation with ease. Spies go into the field unarmed, but their abilities to steal enemy intel, sabotage bases and bribe enemy troops into change sides are invaluable.



Tanya: When it absolutely, positively has to be destroyed, the Allies send Tanya. Her liberal use of machine pistols and C4 explosives makes her more than a match for nearly any opponent—land, sea, or air—and a time belt allows her to jump back 10 seconds in time... in case of accidents.

VEHICLES



Riptide ACV: A small and maneuverable hovercraft good for troop transport and fire support, thanks to a mounted machine gun and dual torpedo tubes.



Multigunner IFV: The Infantry Fighting Vehicle is a robust armored car featuring variable weaponry; its standard rocket launcher adapts to whatever weaponry its passengers are carrying.



Guardian Tank: The backbone of Allied armored units. If its 90mm cannon can't solve a problem, the Guardian can easily designate targets for bigger Allied weapon platforms to obliterate.



Mirage Tank: A scalpel to the Guardian's club, the Mirage is a stealth-active tank sporting a spectrum-dispersion cannon that boils metal. Its active camouflage can be redirected to hide nearby forces.



Athena Cannon: Linking to orbital laser satellites, the Athena can paint targets and rain down fire to spectacular—and devastating—effect. The satellites can also temporarily shield the Athena from attack.



Prospector: This unassuming, unarmed workhorse keeps the Allied forces functional. Prospectors endlessly gather ore and deliver it for processing. They can also deploy into a self-sufficient outpost for base expansions.



Mobile Construction Vehicle: Tough, amphibious, and versatile, the MCV is vital to setting up forward bases, gathering resources, manufacturing support craft and training Allied forces. Protecting their MCV is always a commander's highest priority.

AIRCRAFT



Vindicator: Medium-range bombers specializing in tactical strikes on ground forces using two laser-guided bombs.



Cryocopter: An experimental light helicopter armed with the latest in non-lethal weaponry: a freeze ray as its primary option, and a highly impressive shrink ray for special occasions.



Apollo Fighter: A superior air-to-air fighter armed with beam weaponry, Mach-3 capabilities, and piloted by the best hotshots in the Allied nations.



Century Bomber: Made in the U.S.A., these sturdy planes can carpet-bomb fortified enemy compounds into dust, then deploy paratroopers to mop up.

NAVY



Dolphin: Trained, weaponized dolphins capable of scouting enemy fleets or engaging them with anti-ship sonic disruptors.



Hydrofoil: A light skiff made for surveillance and defense, but carrying two nasty stings: a 20mm Icarus cannon and a weapon jamming system.



Assault Destroyer: The Allies' fearsome amphibious warship, featuring a powerful gauss cannon, depth charges, and magnetic armor for drawing fire away from unprotected friendlies.



Aircraft Carrier: A floating fortress capable of deploying squadrons of short-range Sky Knight fighter drones and devastating Blackout missiles that fry all electronics in the blast radius.

STRUCTURES



Construction Yard: The basis for all Allied operations, the Construction Yard builds structures that train troops and create vehicles, and then releases clearances to upgrade the available technologies.



Boot Camp: A first-rate training center for the Allies' infantry, animals, spies and specialists.



Power Plant: Power Plants keep all base structures and defenses running; without enough power to support a base, production stops.



Armor Facility: From armored cars to Mirage tanks, all Allied land-based vehicles are put together in the Armor Facility.



Seaport: Seaports are tasked with creating a navy that can rule the waves.



Airbase: The first step in air superiority, an Airbase is responsible for building things that fly ... and shoot, and bomb.



Ore Refinery: The center of the Allied economy, Ore Refineries turn ore delivered by Prospectors into credits. Each Refinery comes with one collector.



Command Hub: A remote base outside the Construction Yard, Command Hubs help expand areas of control and can be used to up-tech units in their vicinity.



Defense Bureau: Ultraweapons and superior defenses are the purview of the Defense Bureau, once the technology tier to build one has been unlocked.



Multigunner Turret: Basic base defenses, garrisoning infantry in a Multigunner Turret will change its weapons to match the occupants'.



Spectrum Tower: Advanced base defenses sporting a spectrum-dispersion cannon similar to the Mirage tank's.



Chronosphere: The Chronosphere has the ability to instantly teleport units anywhere on the battlefield, giving them a huge tactical advantage. It can also relocating units to hostile environments, and the teleport process is fatal to infantry.



Proton Collider: A base-killer, the Proton Collider is the Allies' weapon of last resort ... and final reckoning.



Fortress Wall: Defense at its most basic. Each purchase creates one section of wall; place two sections within a few grids in a straight line, and they will automatically connect.

SOVIETS INFANTRY



War Bear: Born in captivity, trained in combat and light recon, many enemies have fallen to the serrated claws and technologically amplified roars of the Soviet War Bear.



Combat Engineer: The best and brightest serve as Combat Engineers, tasked with hacking computers, sabotage, reprogramming enemy units, and digging bunkers to garrison fighting men. They are issued a simple pistol for self defense, for all the good it does them.



Conscript: Poorly trained, yet highly enthusiastic due to mental conditioning and healthy propaganda, Conscripts heedlessly charge into battle firing assault rifles and hurling Molotov cocktails in blind allegiance to the State.



Flak Trooper: Gloriously free after years spent in gulag, brutish Flak Troopers serve Mother Russia by hefting large anti-air flak cannons and attaching mines to enemy armor. Used on ground targets, their cannons are even more impressive.



Tesla Trooper: Enemies of the Soviet Union's fear these elite mechanized patriots and their deadly tesla cannons. Their only vulnerability comes when they release a devastating EMP attack, rendering their foes—and themselves—temporarily helpless.



Natasha: A product of advanced Soviet training programs, Natasha is a hero of the Soviet Union, able to turn the tide of battle with nothing more than her trusty Korshunov rifle and her undying cruelty. She can call in airstrikes to kill larger targets, or snipe pilots to claim their vehicles for Mother Russia. What Natasha's scope sees, dies.

VEHICLES



Terror Drone: A nasty, spider-like robot that attacks infantry and vehicles with equal viciousness. It likes to bore in and dismantle targets from the inside, but can also disable vehicles with its stasis ray.



Sickle: Originally designed for riot suppression, this walking gun turret is still excellent for crowd control, and is capable of leaping obstacles in order to reach its objectives.



Hammer Tank: Long the symbol of Soviet might, this bruiser's 85mm smoothbore gun packs a brutal punch, while the Leech Beam leeches enemy health and weapon strength to boost the Hammer's own aggressive ends.



Apocalypse Tank: The Soviet harbinger of death. The massive (and slow) Apocalypse would live up to its name thanks to the two 125mm cannons alone, but then added a magnetic grapple to catch faster adversaries and drag them under its chain treads.



V4 Rocket Launcher: A mobile rocket launcher, the V4 fires huge, long-range ballistic missiles that can demolish nearly any target, or splinter into multiple mortar shells for area damage. The V4 must be stationary to fire, making it a poor frontline weapon.



Sputnik: The smaller, cheaper answer to the MCV, the Sputnik spun out of a failed orbital probe project. Now it specializes in deploying listening posts that can be upgraded into fully realized forward bases.



Ore Collector: Heavily armored beasts of burden, the Ore Carriers aren't fancy when it comes to finding and transporting ore to processing, but do get the job done.



Mobile Construction Vehicle: The Soviet MCV has been instrumental in pushing communist forces into new territories under various pretenses. Not surprisingly, savvy commanders always sent massive military escorts to "safeguard" them. For every Soviet aggression, there is an MCV fueling the advance.

AIRCRAFT



Twinblade: A dual-bladed attack chopper often deployed to mow down enemy infantry or Soviet deserters... occasionally both. Armed with quad-mounted rocket launchers and twin machine guns, it's well suited to the task, and doubles as transport for infantry or tanks.



MiG Fighter: Synonymous with Soviet air power, the MiG is a fast-attack air-to-air fighter that can boast a remarkable survival rate, largely thanks to its armament of M-type burst missiles. MiGs have earned a reputation for owning the skies.



Kirov Airship: The pride of the Soviet military, these war zeppelins are capable of carrying hundreds of heavy bombs to any target in the world, and blowing it out of existence. Kirovs are slow, but can achieve a quick burst of speed at the expense of hull integrity.

NAVY



Stingray: Mixing a fast-attack strike ship with Soviet Tesla weaponry (and crews who don't know how dangerous that combination is), the Stingray is a thing of sick ingenuity, able to fire underwater to electrocute everything in its attack radius.



Bullfrog: Amphibious transports with an unusual troop deployment system: infantry are launched out of a fairly accurate man-cannon, allowing for fast and strategic enemy engagements supported by the 'frog's AA gun.



Akula Sub: The venerable hunter/killer attack sub specializes in locating and destroying enemy ships, then vanishing into the deep. Akulas have multiple torpedo payloads at their disposal, for use on a variety of targets.



Dreadnought: Built specifically to accommodate and fire endless barrages of Moiot V4 Rockets on land or sea-based targets, Dreadnoughts are vulnerable in close quarters, but few things on Earth can withstand its devastating bombardments for long.

STRUCTURES



Construction Yard: The glorious Soviet Construction Yard builds many good structures, which maintain and expand Russian forces in the field.



Barracks: Harsh training programs in the Barracks turns scores of worthless serfs and criminals into feared, expendable infantry.



Reactor: The beating heart of the Soviet base, it brings needed power to all structures and productions.



War Factory: Self-propelled guns, missile launchers, terror drones and tanks all roll off the War Factory's assembly lines.



Naval Yard: Only the finest, most reliable ships put to sea from the Soviet Naval Yard, built by happily indentured workers.



Airfield: Russian pilots rule the skies with powerful aircraft constructed on Airfields, in numbers that blot out the sun.



Ore Refinery: Ore Refineries convert plain rocks into the bountiful wealth all citizens will someday share in, and generously come with an Ore Collector.



Outpost: Soviet expansion is accelerated by the use of outposts.



Super Reactor: An incredible power source, fueling many structures and unlocking new technologies, the Super Reactor is also quite volatile. Few survive its destruction.



Battle Lab: The pinnacle of Russian ingenuity, Battle Labs engineer ultimate weapons and defenses, virtually guaranteeing a glorious Soviet victory.



Crusher Crane: One of many Soviet advantages, a Crusher Crane allow commanders to double production speed, repair damaged units, and scrap old, useless units for credits.



Flak Cannon: Standard base anti-air defenses, Flak Cannons keep the Soviet skies clear.



Sentry Gun: While Flak Cannons guard the skies, Sentry Guns sweep the ground clean of Allied and Empire trash.



Tesla Coil: Upgraded base defenses with deadly electrical weaponry. Tesla Troopers can super-charge Tesla Coils to make them even deadlier.



Iron Curtain: This superweapon protects the citizens by making them temporarily invulnerable to puny enemy weaponry.



Vacuum Imploder: The ultimate Soviet weapon. Everything in the target area is sucked in and annihilated... people, vehicles, and whole bases.



Fortress Wall: A marvel of State engineering, the wall is purchased one segment at a time, masterfully keeping decadent rabble out and the proletariat in.

EMPIRE OF THE RISING SUN INFANTRY



Burst Drone: Even small robotic dragonflies are ready to die at the divine Yoshiro's command. Burst Drones scout the enemy, latch on to slow vehicles, or release an EMP blast to self-detonate.



Engineer: Skilled field mechanics and saboteurs, the Engineer is a weaselly, groveling salaryman who nonetheless excels in his art, and fills a vital role in expanding the Empire. If pressed, they can sprint short distances without tripping, though this can be exhausting.



Imperial Warrior: Modern day samurai, brandishing the sacred katana alongside a powerful energy rifle. Light armor is worn with honor, but it is the fate and duty of every Imperial Warrior to die in perfect obedience to his Emperor.



Tankbuster: Men eager and equipped to attack armored vehicles while on foot. Tankbusters hide in self-made spider holes, then burst forth to slice apart enemy armor with barely-portable wave force canons. They are greatly feared.



Shinobi: Master assassins and spies, Shinobi are legendary for their ability to kill silently and escape into thin air. The Emperor's killer elite resolutely cling to the old ways: the shuriken, the smoke bomb, and the sword.



Rocket Angel: Women are not allowed the honor of combat. Unless they are insanely hyper girls in state-of-the-art combat suits, armed with paralysis whips, firing volleys of missiles, demolishing all in their path. Such are the Rocket Angels.



Yuriko Omega: No one knows how Yuriko Omega was created. What is important now is that her mind destroys her enemies utterly, without mercy. Do not believe her innocent schoolgirl appearance; Yuriko is a barely-contained monster, using her terrifying psionic powers in the name of the Emperor.

VEHICLES



Mecha Tengu: A dual purpose interceptor, Mecha Tengu can fluidly change to Jet Tengu and back, allowing pilots to easily engage air or ground units with its 20mm autocannon.



Sudden Transport: To position their limited forces swiftly and safely, Imperial scientists developed this amphibious transport, able to camouflage itself as other objects or enemy vehicles.



Tsunami Tank: The Emperor's mainline tanks, Tsunamis transform into amphibious units as needed. Its armor-piercing cannon is weaker than other tanks, but special nanodeflectors can nullify most incoming attacks.



Striker-VX: A counterpart to the Tengu, the VX switches seamlessly between anti-air mecha and anti-ground helicopter, unleashing rocket swarms to obliterate the Emperor's enemies.



King Oni: Few survive the Radiant Eyeblasters of King Oni, the Empire's giant robot guardian. Whether crushing tanks in its massive arms or melting entire armies to slag, King Oni more than lives up to its demonic name.



Wave-Force Artillery: This mobile artillery unit foregoes ballistic shells in favor of a devastating particle beam, able to shred entire fortresses in a few well-placed shots. Less, if allowed to charge up to full power first.



Ore Collector: An armored harvester tasked with rapidly gathering the massive resources needed to produce the Empire's top-of-the-line forces. As an added precaution, it has been fitted with a small but effective collapsible cannon.



Mobile Construction Vehicle: Reverse-engineered from Allied and Soviet MCVs, the Imperial variant operates in virtually the same way, establishing forward bases and processing centers to expand the Emperor's reach.



Nanocore: A marvel of modern technology, Nanocores are truck-sized, all-terrain devices that unpack into massive military structures in seconds. This allows Imperial forces to move into new territories quickly and efficiently.

NAVY



Yari Minisub: Light two-man subs made for skirmishing and reconnaissance, Yaris are armed with torpedoes, but their best weapon is the crew's willingness to *kamikaze* enemy ships.



Sea-Wing: Swift and agile, the Sea-Wing is an aerial bomber that converts into an attack sub. Their Aozora air/sea missiles also pull double duty, destroying enemy vessels from above and below.



Naginata Cruiser: The ship-hunters of the Imperial Navy, a Naginata typically closes with its victims at incredible speed and launches a spread of torpedoes, taking out multiple targets before they have time to respond.



Shogun Battleship: The majestic Imperial standard-bearer, both decorative and awe-inspiring, the Shogun is a weapon of mass destruction, bombarding coastlines with weaponry that leave nothing standing. Heavily defended, Shoguns have historically never needed even minor repairs after battle.

STRUCTURES



Construction Yard: The Empire's analog to the West's Construction Yard comes with a unique spin: the ability to create Nanocores for swift expansion into new lands.



Instant Dojo: Yoshio's willing subjects undergo rigorous training at the Instant Dojo, and emerge as fearless warriors.



Instant Generator: Advanced technology requires advanced power; this is the duty Instant Generators fulfill.



Mecha Bay: The honorable technicians of the Mecha Bays produce fleets of warmechs, many of which also transform into aerial combatants.



Imperial Docks: Mastery of the oceans begins in the Imperial Docks, which produce spectacular sea (and air)-dominating craft.



Ore Refinery: Ore Refineries humbly process the vast resources needed to create and maintain the Imperial armies.



Nanotech Mainframe: The ultimate expression of the Empire's technological superiority, the Nanotech Mainframe makes it possible to upgrade units and weaponry to their highest degree.



Defender-VX: Variable base defenses that transform from anti-air to anti-ground as required.



Wave-Force Tower: Particle beams fired from Wave-Force Towers cut any enemy foolish enough to attack the Emperor's forward bases.



Nanoswarm Hive: No attack can penetrate a shield produced by the Nanoswarm Hive ... and nothing inside it can escape.



Psionic Decimator: On the Emperor's order, the horrific power of the Psionic Decimator is unleashed on his enemies to destroy them, their vehicles, and their bases utterly.



Fortress Wall: Breathtaking architecture and bold defense as one, walls must be constructed one piece at a time, and kept in harmony with nature.

WARRANTY

LIMITED WARRANTY

Electronic Arts warrants to the original purchaser of this computer software product that the recording media on which the software programs are recorded will be free from defects in materials and workmanship for 90 days from the date of purchase. During such period defective media will be replaced if the original product is returned to Electronic Arts at the below address, together with a dated proof of purchase, a statement describing the defects, the faulty media and your return address. This warranty is in addition to, and does not affect your statutory rights in any way. This warranty does not apply to the software program themselves, which are provided "as is", nor does it apply to media which has been subject to misuse, damage or excessive wear.

RETURNS AFTER WARRANTY

Electronic Arts will replace user-damaged media, current stocks allowing, if the original media is returned with a Eurocheque or postal order for £10 per disc, payable to Electronic Arts Ltd. If you have any queries on warranty replacements or user-damaged discs or manuals, please e-mail us on uk-warranty@ea.com. Please note that this is only for warranty and NOT technical queries. Please remember to include full details of the defect, your name, address and, where possible, a daytime telephone number where we can contact you.

Electronic Arts Customer Warranty, PO Box 1096, Guildford, GU1 9JN, United Kingdom.

CUSTOMER SUPPORT - HERE TO HELP YOU!

If you're having trouble with your game, visit <http://support.electronicarts.co.uk> to visit our Support Centre. Here you can view the latest top FAQs for our games, or click GET HELP to view our knowledge base. The solutions you'll find here are the same as those used by our Customer Support staff, so you can be sure they're accurate and up-to-date. To ensure you find the answer to your question, choose the format, game type and title carefully. If you can't find an answer, click ASK EA to ask a Customer Support Technician who will answer your query as soon as possible.

If you don't have Internet access, or would prefer to speak to a technician, telephone our Customer Support team (9am-9pm, Monday-Friday).

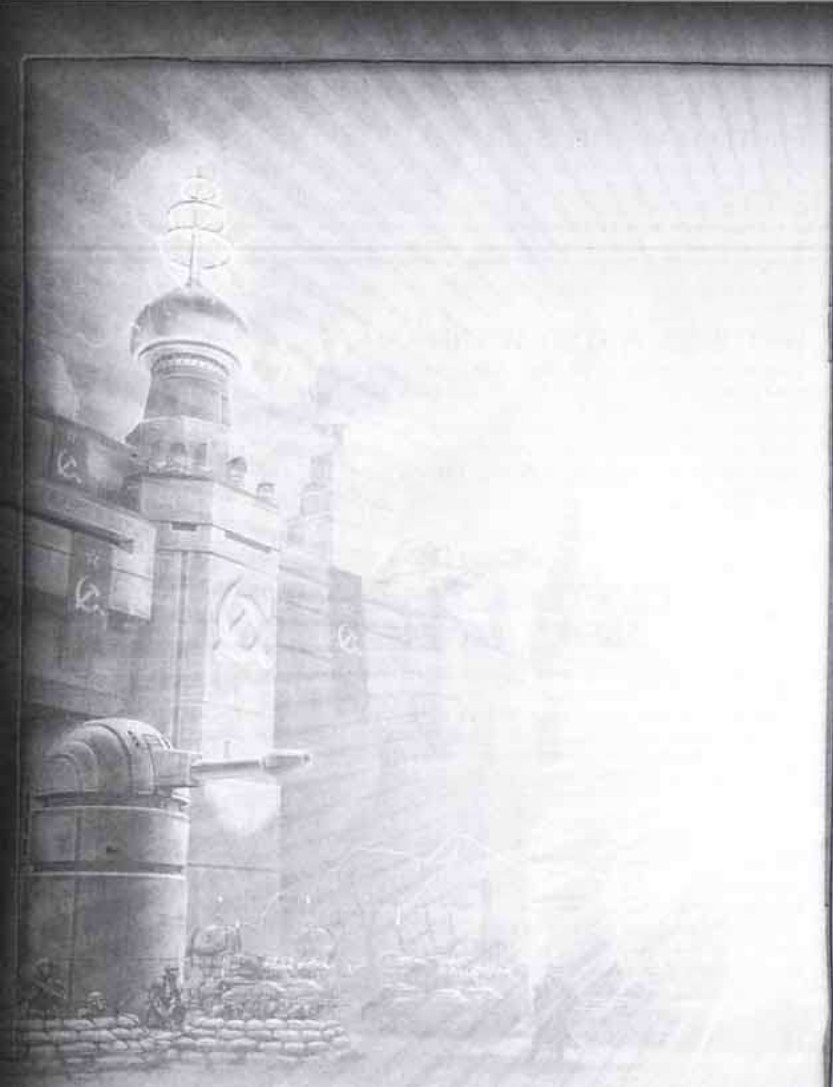
Telephone: 0870 2432435

Fax: 0870 2413231

Note: These are UK National Call rate numbers charged at BT's standard national call rates for calls from a BT line in the UK. Consult your telephone service provider for further information. Calls from outside the UK will be charged at International rates.

Note: Customer Support cannot provide gameplay hints or tips.

Note: If you need gameplay help please see the back of this manual for details of our official EA Hintline.



© 2008 Electronic Arts Inc. EA, the EA logo, Command & Conquer and Red Alert are trademarks or registered trademarks of Electronic Arts Inc. in the U.S. and/or other countries. All Rights Reserved. All other trademarks are the property of their respective owners.

WWE07606277MT