

COMMAND
&
CONQUER
RED ALERT™

FIELD
CONFIDENTIAL
MANUAL

Westwood™
STUDIOS

ALLIED FORCES

IDEOLOGY: To resist Soviet aggression against any first and second world powers. Uphold ideals defined in World Association of Nations charter.

CURRENT TITULAR LEADER: General Gunter von Esling, Supreme Commander of Allied Forces.

BASE OF OPERATIONS: Headquarters, Unified Operations, London; Northern Theatre, Oslo; Southern Theatre, Madrid.

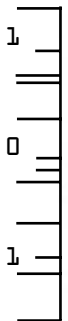
MILITARY STRENGTH: Enlisted forces about 3.4 million. Non-regular forces, including guerrilla and resistance forces, about 1.7 million. Armament classified per DEFCON document 177.4, Allied Defense Regulations.

ECONOMIC STRENGTH: Satisfactory. Assets classified because of number of governments and currencies.

POLITICAL STRENGTH: Not applicable. Currently operates as modified Military Junta.

AFFILIATIONS: United Nations

SEE ALSO: Einstein, "A History of Allied Weaponry." Fort, Charles A., "F-Invasions and Telemetry".



DOS

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

Please follow the on-screen instructions which appear.

By default, Red Alert is installed into a directory named C:\WESTWOOD\REDALERT.

Note: If you are installing the DOS version of Red Alert on a system running Windows 95, please follow the Windows 95 installation instructions. This will install entries for the DOS game under the "Red Alert" sub-menu under the "Westwood" program group.

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

(DOS version only)

Insert any Red Alert CD into the CD-ROM drive.

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

Please follow the on-screen instructions which appear.

Once SETUP is complete you will be returned to Windows where a "Westwood" program group containing icons for Red Alert and the Setup program will be added to the desktop.

By default, Red Alert is installed into a directory named C:\WESTWOOD\REDALERT.

LOADING INSTRUCTIONS

WINDOWS 95

Insert any Red Alert CD into the CD-ROM drive.

Red Alert uses the "Windows 95 Autoplay" feature to present you with installation and gameplay options as appropriate. Inserting any Red Alert CD into your CD-ROM drive should cause the autoplay dialog to appear. If you have previously installed Red Alert you will be presented with a "Play" option from this dialog. Click this to launch the game. The Introduction to the game will follow.

Alternatively, Red Alert can be launched by clicking the "Start" button on the Windows 95 taskbar, clicking "Programs", then "Westwood", then "Red Alert", and then clicking "Red Alert Windows 95 Edition".

DOS

Insert any Red Alert CD into the CD-ROM drive.

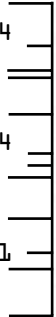
At the C:\> prompt, type "CD \WESTWOOD\REDALERT" [Enter] and then type "RA" [Enter]. If you have installed Red Alert to another directory you must type "CD [name of your directory]" [Enter] first, then type "RA" [Enter].

Note: If you have installed the DOS version of Red Alert on a system running Windows 95, you should ignore the "Windows 95 Autoplay" dialog which pops up when you insert the Red Alert CD; instead, you should run the game by clicking the "Start" button on the Windows 95 taskbar, clicking "Programs", then "Westwood", then "Red Alert", and then clicking "Red Alert DOS version".

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

(DOS version only)

Insert any Red Alert CD into the CD-ROM drive. From the Windows Program Manager, double click on the "Red Alert DOS" icon which can be found in the Westwood program group.



STARTING THE GAME

CHOOSING YOUR SIDE: ALLIES OR SOVIETS

C&C: Red Alert gives you the option to play one of two distinct fighting forces: The Allies, consisting of a handful of remaining free European countries that oppose Stalin; or the Soviet Empire, the mighty war juggernaut bent on continental domination.

If you choose the Allies, you will fight against the Soviet Empire. If you choose the Soviet Empire, you will fight against the Allies. Each side is radically different from the other, with varying strengths and weaknesses, different units, technologies, and different philosophies towards war. In addition, different stories will unfold depending on the side you have chosen.

The first time you load the game, you will be taken right into the game itself, depending on the CD inserted. If you put in the Soviet CD, the Soviet game will start. If the Allied CD, the Allied missions will begin.

When you start a new game, a dialog box will come up asking which side you wish to play. Simply click the side that you want and that game will begin. You may be asked to swap the CD in the drive, depending on which side you want to play.



ALLIES



TITLE SCREEN MENU



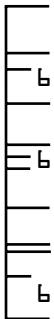
SOVIETS

TITLE SCREEN MENU

When you start the game for the first time, you'll be treated to C&C: Red Alert's exciting introduction. After which the game itself will begin. In subsequent games, you'll be taken directly to the Title Screen menu.

START NEW GAME

If you want to start a new game, choose this option. Your new game will start with a screen for you to select your difficulty level, then present you with the choice of which side to play: Allies or Soviet. When starting a new game, the introduction is not shown again.



DIFFICULTY LEVELS

There are 3 difficulty settings, which will change the balance of the game. We recommend playing the game at "Normal" difficulty, but if you feel the game is too hard or too easy, you can tailor it to your tastes. Difficulty can ONLY be set at the beginning of a new game – you cannot change it once you are in the missions.

Depending on what you set the difficulty to, your units and structures could be cheaper / more expensive to build, move faster / slower, fire quicker / slower, and the opponent's will be the opposite.

INTERNET

Select this option to go on-line via Westwood Chat and play over the Internet. (Windows 95 only, see page 28 for internet play.)

LOAD A MISSION

If you want to play a previously-saved mission, choose this option. (See page 21 for saving missions.)



LOAD MISSION SCREEN

From this screen (see diagram), click on the up-arrow or down-arrow to scroll through your saved missions. Select the saved mission you wish to reload and left-click on LOAD.

MULTIPLAYER GAME

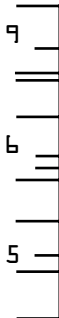
This option allows you to select a skirmish, multiplayer network (if detected) or serial (null modem or modem) game. See the Multiplayer Game section (page 28) for more details.

REPLAY INTRODUCTION

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

EXIT GAME

Select this option to exit back to the Windows 95 desktop or DOS, depending on what version you are playing.



C&C: RED ALERT'S BASIC INTERFACE

The interface for C&C: Red Alert has been designed to allow maximum control of your units and structures with little effort. If you are familiar with the Windows environment (point & click, etc.), then you can play C&C: Red Alert with ease. The mouse will move your pointer around the screen, and depending on what you click on, you can order units, build structures, attack, repair, and perform a variety of other commands. As a general rule in C&C: Red Alert, left clicking confirms orders, changes modes, or selects units and structures. Right clicking pauses and cancels actions, modes and selections.

SCROLLING AROUND

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



ORDERING YOUR TROOPS AROUND

To get your units to act, select a unit by left-clicking on them, then move the cursor to the desired point on the battle field where you want the unit to go. If the cursor is over a potential target, it will change to one of the targeting cursors (see targeting cursors on next page). Left-clicking at this point will cause the unit to attack the target. Otherwise, it will move the unit to that location, unless it is impassable (e.g. a cliff or trees), in which case it will get as close as it can to the target.

You can select your aircraft while they are in the air by band-box selecting (see group activities) them while they are in flight. You can then give them new orders, check their health, etc.

To cancel out of move / attack mode (or any mode), right-click and the unit will be deselected. Although no longer selected, the unit will retain its orders, so it will continue to follow its last command. To stop a unit from moving, select it again and redirect it to a new location or press the 'S' key to make it stop.

MAIN
GAME
SCREEN



THE BATTLE FIELD

PLAYING THE GAME



**SELECTION
CURSOR**



**MOVEMENT
CURSOR**



**NO MOVE
CURSOR**

TARGETING CURSORS

There are two targeting cursors in C&C: Red Alert. The difference between the two is not large, but depending on which cursor you get, you can tell whether the selected unit is within range of the target, or if it will have to move to attack the object you've targeted. This information becomes important later in the game with some of the longer-range units (or when you're trying to avoid their effects). Note that this information will only be available when one unit is selected at a time.



**TARGET,
IN RANGE CURSOR**



**TARGET, NOT
IN RANGE CURSOR**

GROUP ACTIVITIES

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

**LEFT CLICK
AND HOLD
BUTTON
DOWN**

**THEN DRAG
THE CURSOR
TO INCLUDE
DESIRED
UNITS**



SELECTING A GROUP

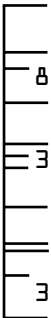
THE SHROUD

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

THE SIDEBAR

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

In the Windows 95 version of C&C: Red Alert, the Sidebar is always open and cannot be closed. In the DOS version, it can be toggled open or closed. From the Main Game screen, the Sidebar may be opened by left-clicking the Sidebar button in the upper right corner. Click on it a second time to close it. If you have a Construction Yard, the Sidebar will open automatically. The Credit Indicator is located above the Sidebar button in Win 95 and to the left in DOS. This tells you how much money you have to maintain your base and its forces. See the section on Ore and Collecting for more information on credits and how to earn them. (See page 17)



BUILDING YOUR BASE

Critical to the success of many missions is the construction of your own field Base, and the constant maintenance and defense of this Base during combat. The Base is necessary for the gathering of resources (through the Ore Refinery with its accompanying Ore Truck), construction of units, and defense thereof.

To begin building your Base, you must have a Construction Yard. Unless the Construction Yard is set up when the mission begins, you'll have to deploy the Mobile Construction Vehicle (MCV). Move the MCV to where you want the Construction Yard placed. Move

the cursor over the MCV and you'll get the Deploy cursor. You'll need clearance on all sides of the MCV in order to deploy it. If you try to deploy the MCV where there isn't enough room, you will receive the No Deploy cursor, and the MCV won't deploy. If you do have enough room, left-click to deploy the MCV, and it'll turn into a Construction Yard.



MCV



DEPLOY CURSOR



NO DEPLOY CURSOR



CONSTRUCTION YARD

In DOS, once the Construction Yard is set up, the Sidebar will open. In Win 95, the Sidebar will fill with icons and become active. In the large upper window on the Sidebar, you will see the symbol of your side (Allied or Soviet). Later, this area becomes a radar display once you've built a Radar Dome – and have enough power to run it.

BUILDING THINGS

Below and slightly overlapping the radar display is a horizontal row of three icons. These are for repairing buildings, selling them, or toggling the radar map display. Each one has its own function (see page 19). Below these three buttons are two columns of icons. The left column displays which structures your Construction Yard can build; the right column displays the units you can create. The arrow buttons at the bottom of these icons allow you to scroll through the selections when there are more than four available.

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

READY



**YOUR SIDE/
RADAR
DISPLAY**

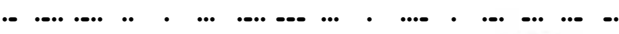
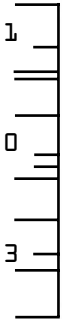
**BUILDING
ICONS**

POWER BAR

UNIT ICONS

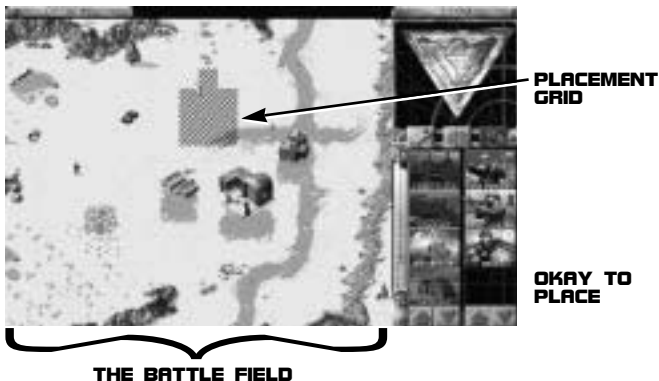
**SCROLL
BUTTONS**

When construction of buildings is completed the word **READY** appears across the top of the selected icon in the Sidebar. Left-click on this icon, and the mouse cursor will turn into a placement grid on the battlefield. The grid gives you an idea of how large the building



PLAYING THE GAME

will be on the battle field. Move the grid to where you want the building placed. Once you've found a suitable location, left-click and the building will be placed where you indicated. The grid should be entirely white; any red in the grid indicates that the placement area is blocked, and you will not be able to deploy the building.



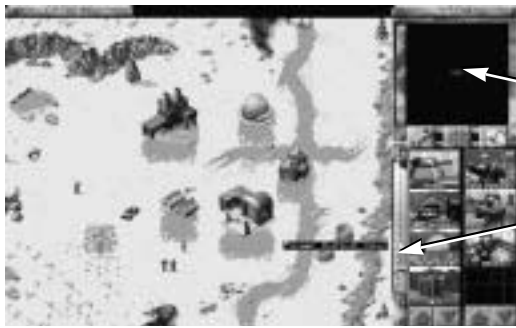
While there is a grid on the battle field, you will not be able to build anything else. You'll have to either place the ready building, or cancel placement. To cancel, right-click while the placement grid is still up. The grid will disappear, and READY will appear on the icon again. Right-clicking again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

When training or construction of a unit is complete, the new unit emerges from its originating building (Barracks, Kennel, or War Factory) and is ready to use. You are not required to place them. However, it is a good idea to keep some space in front of these buildings, so units don't bunch up and block any other units from coming out.



PLAYING THE GAME

PLAYING THE GAME



LOW POWER DEACTIVATES RADAR

LOW POWER

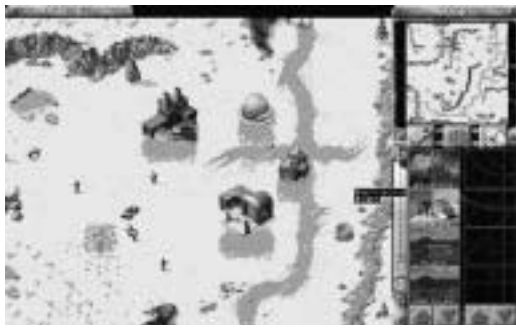
LOW POWER

The amount of power produced by Power Plants depends on their state of repair. Make sure to keep all of your Power Plants fully repaired, or you may find yourself losing power at an inopportune moment.

CREATING ADDITIONAL UNITS

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

As the game progresses and you build up your base, you'll have a chance to construct a War Factory. With this, you can acquire new and more powerful units like Rangers, Mine-Layers, and Tanks. Keep in mind that all the units and buildings mentioned above won't be available for both sides, and some units require you to build other structures (like a Tech Center or Radar Dome) before they become available.

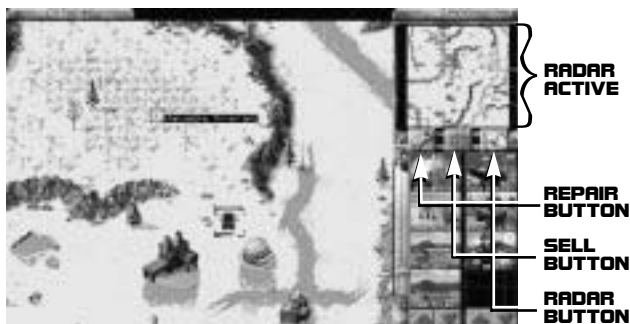


BUILD BARRACKS

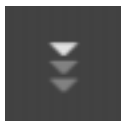
- 8
- 3
- 2

1
6

... . - - .. - .. - ..



THE "ENTER CURSOR"



TARGETING ORE

You can force the Ore Truck to return to the Refinery early by left-clicking on the Ore Truck, then placing your cursor over the Refinery. The cursor will change to an Enter Cursor (3 green arrows), telling the Ore Truck to return to the Refinery with its current load. If you want it to do this, left-click on the Refinery. If you want it to continue what it is doing, deselect it by right-clicking.

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

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

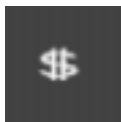


WRENCH CURSOR

REPAIR BUTTON & REPAIRING

To repair a damaged building and keep it operating at full efficiency, left-click on the Repair button in the Sidebar. The mouse cursor on the battle field will turn into a silver Wrench. Left-click the Wrench on the building you want repaired. When repairing the cost of repair will be deducted from your credits. Several buildings can be repaired simultaneously. Right-click when you want to cancel out of repair mode. To stop repairs on an structure, left click on the structure.

Engineers can also repair buildings. If you select one of your Engineers and target one of your own buildings, a golden Wrench icon will appear over the building. If you left-click, the Engineer will enter the building, and instantly repair it back to full-health. You will lose the Engineer, but this is sometimes better than losing your Construction Yard to an enemy attack!



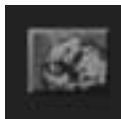
**SELL
CURSOR**

SELL BUTTON & SELLING

To sell a building, left-click on the sell or \$ button in the Sidebar. The mouse cursor will turn into a gold \$ sign. Left-click on the building you want to sell. It will deconstruct, and you'll be credited half of the structures original cost. In the case of structures that come with vehicles, you will be refunded half the amount of the structure minus the cost of the vehicle.

BE CAREFUL! As long as the cursor is in \$ mode, any building you left-click on will be deconstructed and sold! To cancel out of \$ mode, right-click.

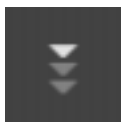
To sell units, move the unit into the Service Depot. While a vehicle is on the Service Depot, carefully clicking on the unit with the green \$ cursor will scrap the vehicle. Infantry and naval units cannot be sold.



**RADAR
BUTTON**

RADAR BUTTON & RADAR

If you have not built a radar facility you will see your side's insignia (Allied or Soviet) where active radar appears (see diagram on previous page). With radar active you will see a small map of all the revealed areas of the battle field. In multiplayer mode, if you click on the radar button you will get additional information on your enemy. Clicking repeatedly on the radar button will display radar or your insignia once more.

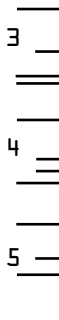


**ENTER
CURSOR**

CAPTURING ENEMY BUILDINGS

As the game advances, a special infantry unit, the Engineer, will become available. Engineers are unarmed but they allow you to capture enemy buildings. To do this, left-click on the Engineer and place the cursor over an enemy building. If the building is a valid building that you can take, you will see one of two enter cursors. If a red enter icon is displayed, the Engineer will damage the building, but not capture it. If the building is damaged into the red on its status bar, you will get a green enter cursor instead – this means the Engineer can capture the structure. Left-click if you want the Engineer to damage or try to capture the building. If you are successful, the building will be damaged, or the color of the building you targeted will change to the color of your side and fall under your control.

If you captured the building, it is now part of your base. You can build base structures around it, sell it, or just leave it there, denying your enemy of its use. Depending on the structure you captured, you may be able to build some units or structures that are normally unavailable to you! Your enemy may attempt to retake the building, so if you don't plan on attacking from within, sell it or be prepared to defend it!



LOAD MISSION

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

**LOAD MISSION MENU**

Left-click on the up or down arrow to scroll through your saved games. Then left-click on LOAD, to load the selected game.

If you wish to leave this screen without loading a game, left-click on CANCEL.

SAVE MISSION

Select Save Mission from the Options menu to Save the mission you're currently playing. In the Save Mission menu, choose the Saved Mission slot you wish to use. If you Save a game over a slot already used, you'll overwrite the selected game. If you want to Save into a new slot, choose [Empty Slot] and name your mission. The number of saved games available depends on your hard drive space. If you're out of room, [Empty Slot] won't appear. You'll have to Save over a previously saved game or delete some games. Red Alert will automatically add Allied or Soviet to the beginning of your save game, to help you identify them later.

**SAVE MISSIONS MENU**

Left-click on the up or down arrow to scroll through your saved games. Then left-click on SAVE to save the selected game. If you wish to leave this screen without saving a game, left-click on CANCEL.

DELETE MISSION

Select Delete Mission from the Options menu when you want to get rid of some saved games. This is especially useful if you need to free up space on your hard drive.

In the Delete Mission menu, choose the mission you want to get rid of by left-clicking on it. Then left-click on DELETE to get rid of that mission.

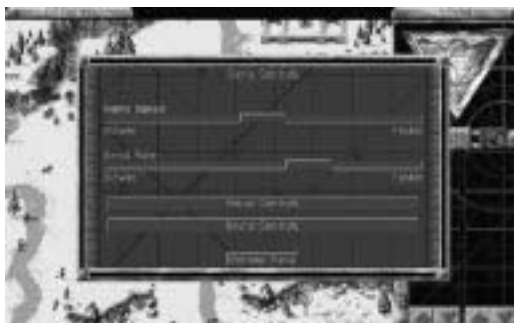
A confirmation window will pop up just to make sure this is what you want. If you're intent on ridding yourself of that mission, left-click on OK. Otherwise, left-click on CANCEL.

ABORT MISSION

Select Abort Mission if you decide you don't like how things are going and want to escape to the Title Screen. A confirmation window will come up, just to make sure. You can also restart the mission from this screen.

GAME CONTROLS

From the Game Controls menu, you can customize your sound and video options to your liking. You can also change the game's speed and scroll rate.

**GAME CONTROLS****GAME SPEED**

This slider bar allows you to change the speed at which the game functions. Note that missions with a timer will be affected by your setting. The clock will run faster/slower depending on your setting.

SCROLL SPEED

Use this slider bar to set the Scroll Rate of the game screen to your liking. The higher the setting, the faster the scroll rate in the game.

SOUND CONTROLS

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



SOUND CONTROLS

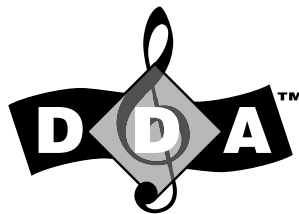
SOUND CONTROLS

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

MUSIC

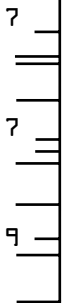
To hear a new song, left-click on any track (as shown above) and then left-click on the PLAY button. To stop a song from playing, left-click on the STOP button. When you begin the game only a few tracks will be available to play. As you play further into the game, more music tracks will become available.

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



direct digital audio

Red Alert supports Westwood's DDA (Direct Digital Audio). DDA provides 100% digital audio, giving you premium quality music and sound. With DDA, PC audio is no longer restricted to FM or General MIDI limitations.



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

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

BOOKMARKS (CTRL + F9 - F12, F9 - F12)

You can save 4 positions of the screen and return to them at any time. To save a position, hold down the CTRL key, and hit one of the function keys F9-F12. You can then just hit the F9-F12 keys to jump to that location on the battle field.

FORMATIONS ('F' KEY)

Once you have created a team, you can make that team follow Formation orders. Simply hit the # key that corresponds to the team you have created, then hit the 'F' key. A small F will appear next to the team number.

Units in Formation will try to maintain their order as you had them when you made the Formation, and will move at the speed of the slowest unit. This is good for keeping rocket launching units behind tanks, or other lighter units behind the heavier-armored ones.

To undo a Formation, simply select the group that is in Formation, and hit the 'F' key again.

GUARD MODE ('G' KEY)

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

If you want your units to pick fights with anyone that comes within range, select the units and hit the 'G' key on the keyboard. This will put all the selected units into Guard Mode. With this on, your units will be much more aggressive, moving towards any threats that come near them.

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

Giving Guard orders to aircraft or helicopters will cause them to stop their attack and return to their airfield or helipad.

FORCE FIRE (CTRL + 'L' CLICK)

Sometimes, you may want to have certain units fire on a building or area even if it isn't an enemy target. To get them to do this, you can use the Force Fire command. Simply select the units that you want to do this, hold down the CTRL key, and click on the location that you want the units to attack. The icon will be a targeting cursor as long as you hold down the CTRL key.

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

CENTER VIEW (HOME KEY)

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

CONSTRUCTION YARD VIEW ('H' KEY)

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

EVERYTHING SELECT ('E' KEY)

Hitting 'E' will select every unit that you can see on the battle field. This is useful for putting your entire base into guard mode, or making a mad charge on the opponent's base with everything that you can see.

NEXT UNIT ('N' KEY)

This key will select another unit in your army. You can cycle through all your available units with this key.

MULTIPLAYER ONLY KEYS**ALLY ('A' KEY)**

During multiplayer games, it is sometimes advantageous to ally with other players. To Ally with a player select one of that player's units, and hit the 'A' key. A message will tell everyone that you have Allied with the other player. Allies can share Service Depots, Helipads, etc., and will not attack each other automatically. You will also see all of your Ally's units on the radar map, and his units will reveal the areas of the battle field for you that you did not have uncovered.

Making alliances are only ONE-WAY. If the other player does not Ally with you, their units will still attack yours, but yours will not attack back. It is a good idea to make sure the other player wants to Ally with you before you commit to the alliance.

To break an alliance, select one of your Ally's units, and hit the 'A' key again. Unlike making an alliance, breaking an alliance breaks it for both players. Both sides' units will become hostile to each other immediately.

MESSAGE SYSTEM (F1 - F8)

To send messages to the other players in a multiplay game, hitting F1 - F7 will prompt you to enter a Message to a specific player. F8 will send your Message to everyone currently playing.

You can determine who each key represents by looking at the score screen in the map display. The players are listed in order (top to bottom), excluding yourself.

Note that when you are entering a Message, none of the keyboard commands will function. If you wish to abort the Message, hit the ESC key.

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MULTIPLAYER GAME

Red Alert has several different types of multiplayer support, each of which is described in this section. Please note that all screenshots in this section are taken from the Windows 95 version of the game. The DOS version of the game has the same screen layout and options except where noted.

MULTIPLAYER GAME OPTIONS

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

- Unit Count - General force level of starting units.
- Tech Level - Ceiling on available structures and units.
- Credits - Credits each player begins with.
- AI Players - This sets the number of non-human players.
- Bases - Enables/disables production and building bases.
- Ore Spreads - Enables/disables Ore spreading.
- Crates - Enables/disables weapon pick-ups and bonuses.
- Capture the Flag - Enables/disables the capture the flag mode. (Not available if "Bases" are disabled)
- Shroud Regrows - Enables/disables shroud regrowth.

INTERNET GAME (Windows 95 feature only)

Red Alert Windows 95 Edition supports multiplay over the Internet. You are able to play Head-to-Head over the Internet right out of the box.

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

1. 28.8 (minimum) modem, ISDN or direct connection to the Internet.
2. Winsock 1.1 compliant TCP/IP stack (included in Windows 95).
3. A valid account with an Internet service provider (ISP) and a valid Internet e-mail address.

Red Alert Windows 95 Edition will attempt to connect to your Internet provider if your system is configured correctly. If you are in any doubt, you can initiate your Internet connection prior to loading Red Alert Windows 95 Edition.

WESTWOOD CHAT (Windows 95 feature only)

From the Title menu, select Internet. If you have previously registered your copy of Red Alert Windows 95 Edition with Westwood Studios and signed up for a Westwood Chat account, the Westwood Chat window will open and you'll be prompted for your user name and password. If you haven't already registered, you'll be taken step by step through the registration process. Once you've registered and chosen your user name you'll receive your Westwood Chat password via e-mail within a few minutes.

Once at the Westwood Chat window, you can join various chat "Channels" or "Rooms" to talk about Red Alert Windows 95 Edition and other topics with other people around the world. You can also host or join a game of Red Alert in Head-to-Head mode over the Internet.



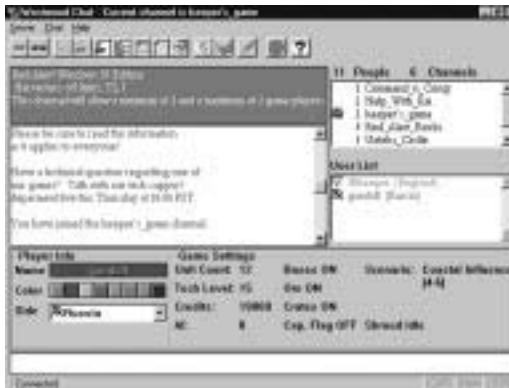
MAIN CHAT WINDOW

MAIN CHAT WINDOW

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

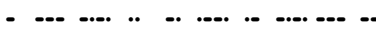
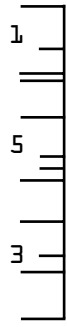
JOINING INTERNET HEAD-TO-HEAD GAME

Open games are denoted by a Red Alert icon in the Channel List window. Other channels may be chat channels or other types of games. To join an open Red Alert Windows 95 Edition game, simply double click on its name in the window.



JOIN INTERNET HEAD-TO-HEAD GAME WINDOW

Once you have joined an open game you'll see the familiar channels list, message area, typing area and user list, along with a game options area. As a joiner you are not able to change the options; instead you can type messages to the host requesting that options be changed. If at any time you are not happy with the options you can simply leave the channel. Once you



LAN GAME PRELIMINARIES

Red Alert supports an unlimited number of games over one network socket. Westwood Studios uses a registered socket that other software cannot officially use and under normal circumstances you should never need to change this; however, if you are experiencing difficulty playing Red Alert over a local network, it may be because other software is using our socket. To resolve this under Windows 95, you can change the socket that Red Alert will use to connect by running the 'Red Alert Windows 95 Edition Setup' program which can be found under the 'Red Alert' entry in the Windows 'Start' menu. Enter a number from 0 to 16383 in the box labeled 'Socket Number'. To return to using the Westwood Studios default socket, delete the number in the 'Socket Number' box. Under DOS you can change the socket from the command line (type RA -SOCKETXXXXX, where XXXXX is a number from 0 to 16383). This number represents a socket in the public socket area which any software application may use. You must use the same socket number on all the machines you will be trying to connect with.



CHOOSE MULTIPLAYER GAME FROM THE TITLE MENU

To begin a multiplayer LAN game, select Multiplayer Game from the Title menu. You should see the "Select Multiplayer Game" dialog with Modem/Serial, Skirmish and Network options. If you don't see the "Network" option, it means that Red Alert has not detected the presence of IPX drivers and you should verify that these have been installed and configured correctly for your system.

If all is well, select Network. This takes you to the "Join Network Game" dialog. Here you can enter your name, choose your country and select a color for your units and buildings. There are two windows in the dialog, the "Games" window and the "Players" window. The "Games" window shows all active game sessions on the current socket. Games which are closed (in progress) are in brackets, like this: [Player's Game].

You have three options from this point; you can choose to Join a game, Host a new game for others to join. You cannot join a closed game.

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HOST NEW NETWORK GAME



NEW NETWORK GAME DIALOG

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

The "Scenarios" window shows the available scenarios. As the game Host, this is up to you to select, as are the Credits, Bases, Crates, Ore and AI Players options.

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

JOIN NETWORK GAME



JOIN GAME DIALOG

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

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

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

THE LOBBY

The first name in the list of available games to join is "Lobby". This represents a "waiting area" for all players looking for a game to join. If you're joined to a game, you can go back to the Lobby by either selecting "Cancel", or by double-clicking the Lobby name. Joining the Lobby is equivalent to leaving the game you're joined to.

While in the Lobby, you can send messages to all other players in the Lobby. Also, you can see messages from any player in the Lobby. This will help you to find allies or opponents to play with, and facilitates formation of new games.

SENDING MESSAGES

From the "Join Network Game" or "Network Game Setup" dialog, typing your message on the keyboard and pressing [Enter] will send it to all other players.

Within the game, keys F1-F7 send a message to one of the other players. (Hint: hit one of the function keys to find out who that key is assigned to). You will see a message "To Player [Side]" at the top left side of the screen. The F8 key sends a message to all other players.

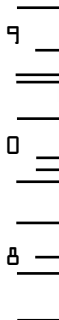
SERIAL GAME

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

SERIAL GAME PRELIMINARIES



SELECT SERIAL GAME DIALOG



Before you can play a Serial game, you will need to configure Red Alert with the appropriate settings. To do this, select Multiplayer Game from the Title menu. Then, select "Modem/Serial." Select SETTINGS from the "Select Serial Game" dialog.

SERIAL GAME SETTINGS



SETTINGS DIALOG

This takes you to the "Settings" dialog where you can set up your default serial communications settings. Select the COM PORT (and under DOS your IRQ) which correspond to your modem or serial port along with the baud rate that you intend to use. It is important that the selected baud rate is at least the speed of your modem. Once you are happy with the settings, click on SAVE and you will be taken back to the "Select Serial Game" dialog.

For DOS users, here are the default COM PORT/IRQ combinations:

PORT	IRQ (default)	IRQ (alternate)
COM1	3F8	4
COM2	2F8	3
COM3	3E8	4, 2/9, 5
COM4	2E8	3, 2/9, 5

Also in this dialog you can enter a custom Modem Initialization string (separate multiple lines with a "|" [vertical bar or "pipe" character]) as well as a Disable Call Waiting string. If you do not know what these terms mean, you should leave them in their default settings. If you want to learn more about these strings, please consult your modem manual and your local telephone service provider.

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

Next, you need to select modem or null modem game.

MULTIPLAYER GAME

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

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

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

NULL MODEM GAME

To begin a two-player Null Modem game, select Multiplayer Game from the Title menu. Then select the Modem/Serial option. When both players are ready, click on the Null Modem button, and a connection will be established.

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

HOST SERIAL GAME



HOST SERIAL GAME DIALOG

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

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

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

JOIN SERIAL GAME



JOIN SERIAL GAME DIALOG

You must enter your name and choose a side and color. If your name is the same as another player you must enter a different name. If your color is the same as another player the computer picks an available color for you.

You will be able to see the game options that the host selects. The game commences when the host player clicks OK.

SENDING MESSAGES

From the "Host Serial Game" or "Join Serial Game" dialog, typing your message on the keyboard and pressing [Enter] will send it to the other player.

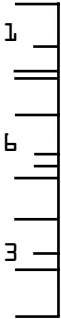
Within the game, pressing the F1 key sends a message to your opponent. You will see a message "To Player [Side]" at the top left side of the screen.

SKIRMISH MODE

Red Alert supports a new multiplayer option called Skirmish Mode. Skirmish mode is one player against up to seven computer controlled opponents. The computer opponents will build up their bases and will create teams of units for attack and defense. The computer opponents can be made allies and the computer players will fight amongst themselves.

TERRAIN EDITOR

Command & Conquer: Red Alert allows you to create your own multiplayer battle fields using the Terrain Editor. Due to production limitations, information and instructions on how to use the editor are located in the readme.txt file on both Command & Conquer: Red Alert CD-ROMs.



ARMOR: Heavy

PURPOSE: Allows construction of all other base structures

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



POWER PLANT

ARMOR: Light

PURPOSE: Provides power for base structures

The standard Power Plant. Power output is directly related to the Power Plant's condition, so protect them during battles.



ADVANCED POWER PLANT

ARMOR: Light

PURPOSE: Provides power for base structures

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



ARMOR: Light

PURPOSE: Smelts, stores, holds, and converts ore into spendable credits

The Refinery smelts ore into its component elements. Building the Refinery immediately deploys an Ore Truck. The Refinery can store up to 2,000 credits of smelted ore.



ORE SILO

ARMOR: Light

PURPOSE: Holds smelted ore

This Silo can hold up to 1,500 credits of smelted ore. Guard it carefully. If destroyed or stolen, the amount stored is deducted from your account.



TENT BARRACKS

ARMOR: Light

PURPOSE: Trains Infantry units

The Tent Barracks is where all Allied infantry are trained. Some advanced / special infantry units may not be available until other structures are built.



ARMOR: Light

PURPOSE: Constructs vehicles

This structure is responsible for the building of all ground-based Allied vehicles. Building multiple War Factories decreases the amount of time required to create a vehicle.



NAVAL YARD

ARMOR: Light

PURPOSE: Constructs & repairs naval vessels

The Naval Yard builds and launches all Allied naval vessels. Damaged sea craft docked at the Naval Yard can be repaired. Building multiple Naval Yards decreases the amount of time required to create a naval vessel.



HELIPAD

ARMOR: Light

PURPOSE: Constructs & reloads helicopters

The Helipad allows construction of all helicopters and will reload any that are in need. Each new Helipad comes with an Apache.



ARMOR: Medium

PURPOSE: Anti-infantry defense

Armed with a rapid fire vulcan cannon, the Pillbox is ideal for defending your base from enemy infantry attacks.



CAMOUFLAGED PILLBOX

ARMOR: Heavy

PURPOSE: Anti-infantry defense

Identically equipped as the Pillbox, this defensive structure has the advantages of better armor and near-perfect camouflage. It blends with the surrounding terrain, making it virtually invisible.



TURRET

ARMOR: Heavy

PURPOSE: Anti-tank defense

A Turret-mounted 105mm cannon. Heavily armored with good range, this Turret is effective against armored threats.



ARMOR: Heavy

PURPOSE: Anti-aircraft defense

Although its range is not great, any enemy aircraft flying over these are guaranteed to be heavily damaged, if not destroyed. They are accurate and deadly.



SERVICE DEPOT

ARMOR: Light

PURPOSE: Repairs & reloads vehicles

The Service Depot repairs any damaged vehicle that you move onto it. Mine Layer units can be re-loaded by driving them onto the pad. (Repairing a vehicle is much faster than building one, and costs a fraction of the original price. This is a worthy investment.)



RADAR DOME

ARMOR: Light

PURPOSE: Provides radar

The Radar Dome gives you an overhead view of the battlefield when fully powered.



ARMOR: Light

PURPOSE: GPS Satellite launch & construction of high-tech structures



In addition to allowing the construction of high-tech units like the Cruiser and Gap Generator, building a Tech Center also starts construction of the GPS Satellite. When finished, the satellite will automatically launch.

GAP GENERATOR*

ARMOR: Light

PURPOSE: Creates shroud



The Gap Generator allows the Allies to hide associated base from enemy sight. Any enemies scouting the area will only reveal around themselves. The Shroud will immediately close up once the invading unit is destroyed or leaves the area.

CHRONOSPHERE

ARMOR: Light

PURPOSE: Allows chronoshift



The evolution of the Philadelphia Experiment, the Chronosphere allows the Allied player to move a unit from one location to another without having to cross the space in between. However, the unit will only exist in its new location for a brief time before returning to its point of origin. This technology is still a bit unstable. Using it on certain units or using it

ARMOR: None

PURPOSE: Deceives the enemy

The Allies have four Fake Structures at their disposal: Construction Yard, War Factory, Radar Dome, and Naval Yard. These have a fraction of the hit-points of a normal structure, but can be used to create the illusion that critical structures are in a different location.



SANDBAG BARRIER

ARMOR: Light

PURPOSE: Passive defense

The Sandbag Barrier is good for stopping non tracked vehicles and infantry. All tracked vehicles can run right over this barrier.



CONCRETE BARRIER

ARMOR: Heavy

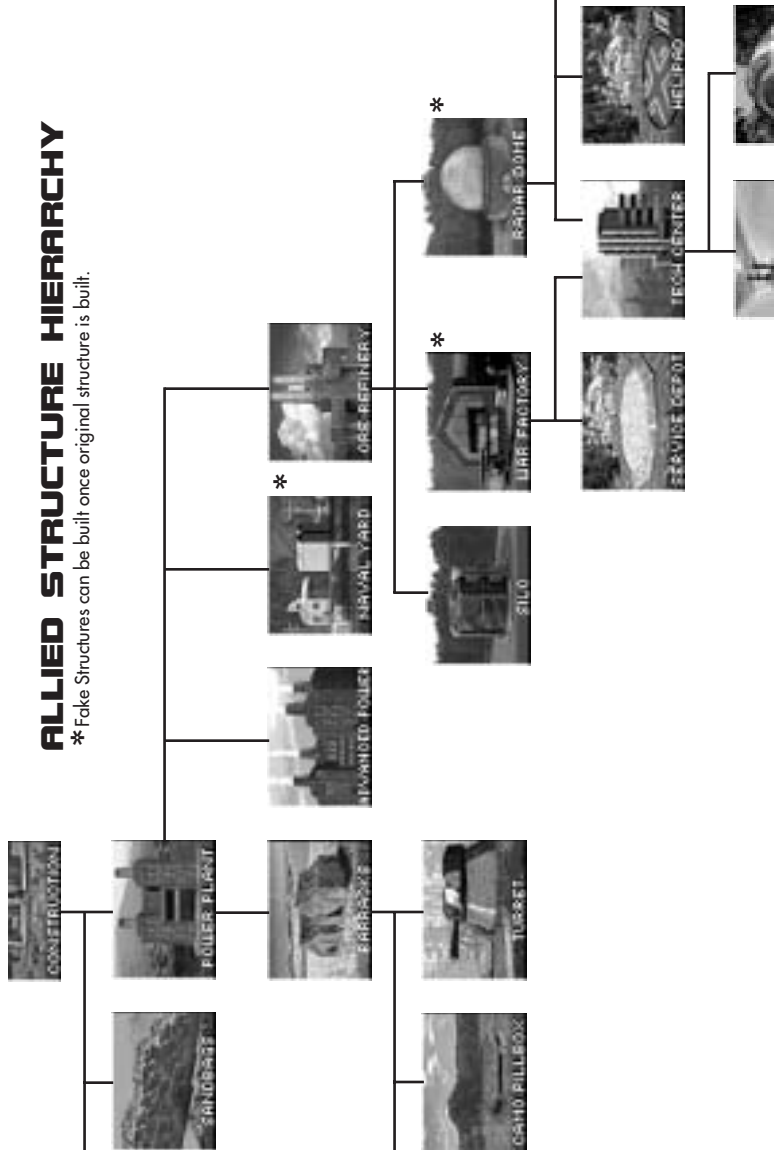
PURPOSE: Passive defense

More effective than the Sandbag Barrier, Concrete Walls are not crushable and block tank ordnance.



ALLIED STRUCTURE HIERARCHY

* Foke Structures can be built once original structure is built.



RANGE: Short

ARMOR: None

WEAPON: M-16 Rifle

Armed with an M-16, this Infantry unit is at its best against other Infantry and Tanks (when in groups).



MEDIC

RANGE: N/A

ARMOR: None

WEAPON: Bandages

Any friendly infantry near the Medic will automatically be healed to full health. Although a Medic cannot heal himself, Medics working in teams make excellent additions to any infantry force.



ROCKET SOLDIER

RANGE: Medium

ARMOR: None

WEAPON: Dragon TOW rocket

Capable of rapidly damaging armored units, these infantry make up for their lack of speed with a powerful punch. In addition to dealing with ground targets, their missiles are also effective against airborne attackers.



RANGE: N/A

ARMOR: None

WEAPON: Information

Master of disguise, the Spy can slip by enemy forces undetected. A versatile unit, the Spy can gather many kinds of information on an enemy player – what they're building, how much money they have, how many units they have, etc. Beware – Attack Dogs are not fooled by the Spy's appearance.



ENGINEER

RANGE: N/A

ARMOR: None

WEAPON: None

An Engineer can fully repair any of your damaged buildings instantly. When sent to enemy buildings, an Engineer can damage or capture it.



THIEF*

RANGE: N/A

ARMOR: None

WEAPON: Fast fingers

Any Thief that enters an enemy Ore Silo or Refinery will steal half the credits in that structure.



RANGE: Medium

ARMOR: None

WEAPON: Dual Colt .45s & C-4 explosives



Armed with two .45s, Tanya can mow through infantry like they weren't there. Her C-4 Explosives can destroy buildings... if you can get her to them. Unlike other units, Tanya can never be put in guard mode – you must manually target all enemies that you wish attacked.

AT MINE LAYER

RANGE: N/A

ARMOR: Medium

WEAPON: AT Mines



The Anti-Tank Mine Layer is one of the most effective units on the Allied side. Able to destroy most units with just one mine, a savvy commander can neutralize an enemy force before they get near a base. The Mine Layer carries 5 mines, and can be reloaded at the Service Depot.

ORE TRUCK

RANGE: N/A

ARMOR: Heavy

WEAPON: None



The Ore Truck collects raw, unprocessed ore. Although slow, it is heavily armored, able to withstand a hammering and still escape intact.

RANGE: Short

ARMOR: Light

WEAPON: M-60 Machine gun

Fast and lightly armored, this unit is ideal for scouting an area quickly. Used as a support unit for an infantry squad, the Ranger can soften up the enemy before a direct confrontation occurs.



LIGHT TANK

RANGE: Medium

ARMOR: Medium

WEAPON: 75mm Cannon

The standard Allied Tank. Fast, with decent armor, the Light Tank works well in mixed groups, and also in large divisions. What it lacks in firepower, it makes up for in speed and rapid fire.



APC

RANGE: Short

ARMOR: Heavy

WEAPON: M-60 Machine gun

With the Armored Personnel Carrier, the Allies can transport up to 5 infantry units quickly across land. A tracked vehicle, the APC is the lightest unit with the ability to crush Sandbag and Barbed Wire Barriers. The Turret-Mounted M-60 helps keep infantry at bay while it goes about its mission.



RANGE: Long
ARMOR: Light
WEAPON: 155mm Cannon



Very effective, if somewhat inaccurate, Artillery can devastate infantry and structures from afar. Its slow speed and light armor require that it be protected.

MEDIUM TANK

RANGE: Medium
ARMOR: Heavy
WEAPON: 105mm Cannon



The higher-grade Allied Tank, this unit is just as well armored, faster, and less costly than the Soviet Heavy Tank, though armed with only a single barrel. Used in groups with Light Tanks, the Medium Tank can draw fire while the Lighter Tanks destroy the threat.

MOBILE GAP GENERATOR*

RANGE: Medium
ARMOR: Light
WEAPON: Shroud generator



The mobile version of the Gap Generator functions in much the same way the stationary one does. Although it projects a smaller gap field, you can hide several units under its cover, blocking the enemy from seeing what you're sending against them.

RANGE: N/A

ARMOR: Heavy

WEAPON: None

The Mobile Construction Vehicle allows creation or expansion of a base. Although expensive, the MCV is useful to have around if the original Construction Yard (a favorite target of the enemy) is destroyed or captured. As with any other construction facility, the more of them you have, the faster construction will proceed.



TRANSPORT

RANGE: N/A

ARMOR: Medium

WEAPON: None

The Landing Ship Transport allows transportation of up to 5 ground-based units across the water. Transports can only be loaded / unloaded on shore terrain, and they are at their most vulnerable while unloading.



GUNBOAT

RANGE: Short

ARMOR: Light

WEAPON: 2-inch deck gun & depth-charge launcher

The fastest and lightest of the Allied naval vessels, the Gunboat is good at scouting naval routes, and detecting Submarines before they can cause any mischief. Its depth charge launcher will automatically fire at any Submarine that is detected nearby.



RANGE: Medium

ARMOR: Medium

WEAPON: Stinger missiles & depth-charge launchers

The mid-level naval vessel, the Destroyer is effective against land, air, and sea-based threats. Its fast-firing stinger missiles can hit air targets easily, and can also decimate nearby ground targets. If it detects a Submarine, its dual depth-charge launcher ensures that the Sub will be rapidly taken out of commission.



CRUISER

RANGE: Extreme

ARMOR: Heavy

WEAPON: 8-inch artillery cannons

Slow moving death. What the Cruiser lacks in speed, it makes up for in firepower and range. Able to lob destruction onto targets incredible distances away, this ship can decimate an enemy base in minutes. A favorite target of Submarines, these ships have no sea-based defenses, relying on the faster moving Destroyer and Gunboat to protect them.



APACHE LONGBOW

RANGE: Short

ARMOR: Heavy

WEAPON: Hellfire missiles

The Allies attack helicopter is loaded with hellfire missiles, allowing it to destroy armored targets with ease. Used in conjunction with naval or ground attacks, the Longbow is an ideal support aircraft, able to rapidly inflict additional damage to a target – usually with little or no return fire.



RANGE: N/A

ARMOR: N/A

WEAPON: Satellite imagery

When launched from the tech center, the Global Positioning System (GPS) Satellite will provide free, unpowered radar to the player that launched it. In addition, because the Satellite can see much more of the battlefield, the entire map will be revealed when it reaches orbit.



SONAR PULSE

RANGE: N/A

ARMOR: N/A

WEAPON: Sonar image

A special ability of the Allies, a Sonar Pulse will temporarily reveal all enemy Submarines on the map for a few seconds. This can be incredibly useful in planning your naval campaigns and devising countermeasures. The Sonar Pulse is acquired when a Spy enters an enemy Sub Pen.





UNIT PRODUCTION CHART

ARMOR: Heavy

PURPOSE: Allows construction of all other base structures

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



POWER PLANT

ARMOR: Light

PURPOSE: Provides power for base structures

The standard Power Plant. Power output is directly related to the Power Plant's condition, so protect them during battles.



ADVANCED POWER PLANT

ARMOR: Light

PURPOSE: Provides power for base structures

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



ARMOR: Light

PURPOSE: Smelts ore into credits

The Refinery smelts ore into its component elements. Building the refinery immediately deploys an Ore Truck. The Refinery can store up to 2,000 credits of smelted ore.



ORE SILO

ARMOR: Light

PURPOSE: Holds smelted ore

This Silo can hold up to 1,500 credits of smelted ore. Guard it carefully. If destroyed or stolen, the amount stored is deducted from your account.



BARRACKS

ARMOR: Light

PURPOSE: Trains Infantry units

The Barracks is where all Soviet infantry are trained. Some infantry units may not be available until other structures are built.



ARMOR: Light

PURPOSE: Trains attack dogs

The Kennel trains Attack Dogs.



WAR FACTORY

ARMOR: Light

PURPOSE: Constructs vehicles

This structure is responsible for the building of all Soviet ground based vehicles. Building multiple War Factories decreases the amount of time required to build a vehicle.



SUB PEN

ARMOR: Light

PURPOSE: Constructs & repairs naval vessels

The Sub pen builds and launches Submarines and Transports. Damaged Submarines and Transports docked in the Sub Pen are repaired.



ARMOR: Heavy

PURPOSE: Builds & reloads airplanes

The Airfield allows construction of MIG and Yak planes, and allows access to Paratroopers, Parachute bombs, and Spy Planes. Only one plane is allowed per Airfield that has been constructed. If an in-use Airfield is destroyed while its associated plane is still in the air, the plane will crash.



HELIPAD

ARMOR: Light

PURPOSE: Constructs & reloads Helicopters

The Helipad allows construction of helicopters, and will reload any that are in need. Each new Helipad comes with a Hind.



SERVICE DEPOT

ARMOR: Light

PURPOSE: Repairs & reloads vehicles

The Service Depot repairs any damaged vehicle moved onto it. Mine Layer units can be re-loaded by parking on the pad. (Repairing a vehicle is much faster than building one, and costs a fraction of the original price.)



ARMOR: Light

PURPOSE: Provides radar

The Radar Dome gives you an overhead view of the battlefield when fully powered, and repaired of serious damage.



TECHNOLOGY CENTER

ARMOR: Light

PURPOSE: Construction of high-tech structures

The Soviet Tech Center allows the construction of high-tech units like the Mammoth Tank and Tesla Coil.



FLAME TOWER

ARMOR: Heavy

PURPOSE: Fire-based defense

The Flame Tower targets and destroys approaching enemy ground units by shooting balls of fire. It is best used against large groups of infantry; it is effective against armored units as well. Since there are volatile fuels used in the Flame Tower, it damages nearby units and structures if destroyed.



ARMOR: Light

PURPOSE: Lightning-based defense

The Tesla Coil automatically directs bolts of lightning at enemy ground units, reducing men to ash and tanks to molten steel in seconds.



SAM SITE

ARMOR: Heavy

PURPOSE: Anti-aircraft defense

SAM Site automatically launches long-ranging missiles at enemy aircraft. Slower moving or hovering aircraft will fare the worst against this defensive structure.



IRON CURTAIN

ARMOR: Light

PURPOSE: Temporary invulnerability defense

The Iron Curtain renders a vehicle or building invulnerable for a short period of time.



ARMOR: Heavy

PURPOSE: Launches atomic missile

Once built, the Silo readies an Atomic Bomb that can be launched onto the battlefield, causing massive destruction to structures and infantry. The more heavily armored units will fare better, but not by much.



BARBED-WIRE BARRIER

ARMOR: Light

PURPOSE: Passive defense

Barbed-Wire Barrier stops non-tracked vehicles and infantry. Tracked vehicles can destroy the barrier by shooting it and/or running over it.



CONCRETE BARRIER

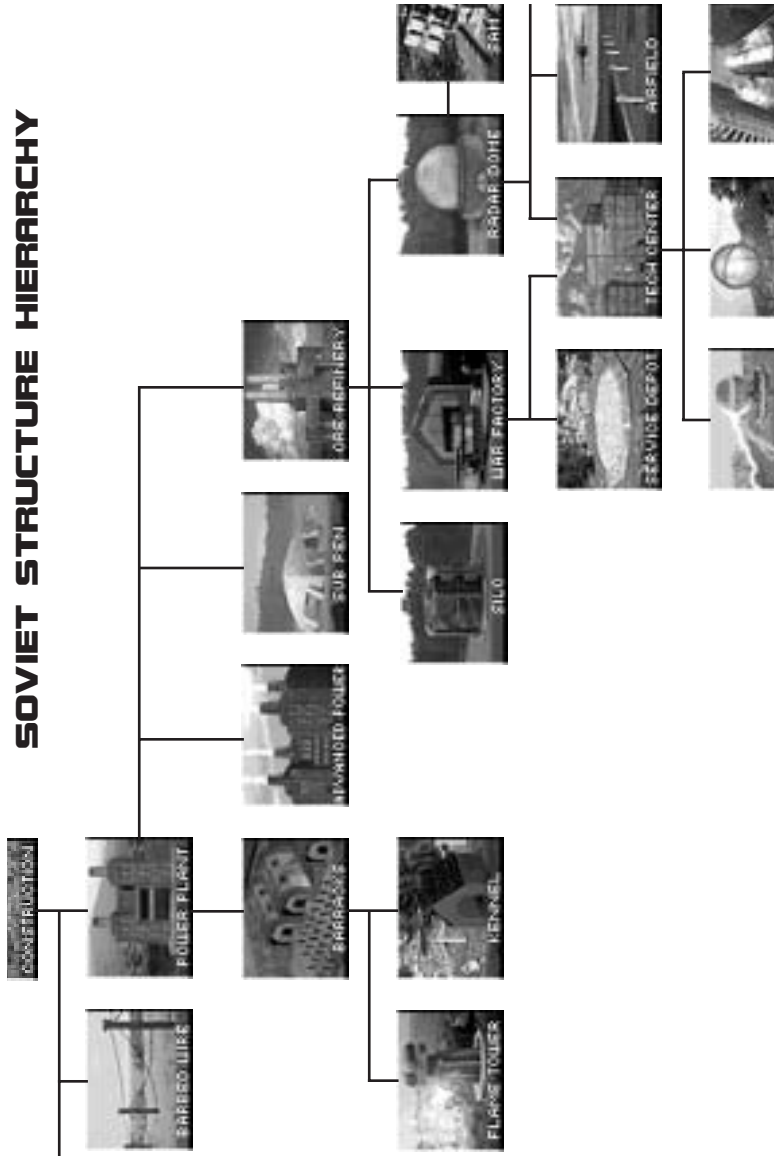
ARMOR: Heavy

PURPOSE: Passive defense

More effective than the Barbed-Wire Barrier, Concrete Walls are not crushable and block tank ordnance.



SOVIET STRUCTURE HIERARCHY



RANGE: N/A

ARMOR: None

WEAPON: Sharp teeth

Attack Dogs are the only unit that can detect Spies that are trying to infiltrate the base. Although unarmored and easy to kill, Dogs make the perfect in-base guard unit against sneak attacks by Engineers, Spies, and Thieves. They also make fine pets.



RIFLE INFANTRY

RANGE: Short

ARMOR: None

WEAPON: AK-47 Rifle

Rifle Infantry are the backbone of the Soviet infantry. Armed with an AK-47, this Infantry unit is versatile against other infantry.



GRENADEIER

RANGE: Short

ARMOR: None

WEAPON: Grenade

The Grenadier has a longer range and more destructive power than regular infantry. In groups, Grenadiers are effective against heavily armored units and structures.



RANGE: Short
ARMOR: None
WEAPON: Flame-thrower

These soldiers are slower and more susceptible to damage than other infantry (due to the large tanks of flammable chemicals they carry). The Flame Soldier can decimate structures and infantry in seconds with his flamethrower.



ENGINEER

RANGE: N/A
ARMOR: None
WEAPON: None

An Engineer can fully repair any of your damaged buildings instantly. When sent to enemy buildings, an Engineer may damage or capture it.



ORE TRUCK

RANGE: N/A
ARMOR: Heavy
WEAPON: None

Used in the collection of raw ore, the Ore Truck is an indispensable piece of equipment. Although slow, it is heavily armored, able to withstand a hammering.



RANGE: Medium

ARMOR: Heavy

WEAPON: Twin 105mm cannons



The basic tank of the Soviet Empire, this beast is equipped with twin 105mm cannons, giving it twice the punch of the nearest Allied equivalent, the Medium Tank. It sacrifices speed for this bonus, but the net result still makes it a formidable opponent on the battlefield.

AP MINE LAYER

RANGE: N/A

ARMOR: Medium

WEAPON: AP Mines



The AP mine layer deploys Anti-Personnel Mines to thwart the Allied heavy infantry ranks. This Mine can destroy entire groups of infantry with one explosion. The Mine Layer carries 5 mines, and can be reloaded at the Service Depot.

V2 ROCKET LAUNCHER

RANGE: Long

ARMOR: Light

WEAPON: V2 Rocket



The V2 Launcher can destroy most buildings with just two rockets. Factor in its incredible range, and it is easy to see why the Allies fear this weapons platform. Its drawbacks are its light armor, long reload time, and inability to hit fast-moving targets.

RANGE: Long
ARMOR: Light
WEAPON: White-noise generator

The Mobile Radar Jammer (MRJ) disrupts enemy radar functions, shutting down transmissions and display. The range of this unit allows it to hide a good distance away from the enemy base while other forces use the radar blackout to attack.



MAMMOTH TANK

RANGE: Medium
ARMOR: Heavy
WEAPON: Twin 120mm Cannons & missile packs.

Tanks don't come any bigger. The largest land-based weapons platform, the Mammoth Tank can take and dish out a lot of punishment. Its twin cannons are unmatched in power on land, and its missiles make it effective against infantry and air units as well.



MCV*

RANGE: N/A
ARMOR: Heavy
WEAPON: None

The Mobile Construction Vehicle allows creation or expansion of a base. Although expensive, the MCV is useful to have around if the original Construction Yard (a favorite target of the enemy) is destroyed or captured. As with any other construction facility, the more of them you have the faster construction will proceed



RANGE: N/A

ARMOR: Medium

WEAPON: None

The Landing Ship Transport allows transportation of up to 5 units across the water. Transports can only be loaded / unloaded on shore terrain, and they are at their most vulnerable while unloading.



SUBMARINE

RANGE: Long

ARMOR: Medium

WEAPON: Torpedo

Silent and stealthy, Submarines can attack ships from afar. Subs must surface to fire, giving away their position, and opening themselves up to any nearby units that can hit them.



YAK

RANGE: Short

ARMOR: Light

WEAPON: Twin machine-guns

Sometimes called the "Infantry Eraser," the Yak fires in strafing runs, swooping down on groups of marching infantry, potentially destroying them all in a single run. The Yak is not that fast, making it an easy target for Allied Rocket Soldiers – those that actually survive the first strafing run.



RANGE: N/A

ARMOR: Light

WEAPON: Dropped bombs & paratroopers



The Badger Bomber is the transport plane used for dropping Paratroopers and Parachute Bombs onto a designated target. It is somewhat slow, and its lack of armor can make it a snack for any enemy AA-guns that may be guarding the target.

PARATROOPERS

RANGE: Short

ARMOR: None

WEAPON: AK-47 Rifle



Dropped from the Badger, this squad of 5 infantry soldiers are in every way similar to regular ground based infantry. Paratroopers can be dropped anywhere on the map, even in areas not yet explored.

PARACHUTE BOMBS

RANGE: N/A

ARMOR: N/A

WEAPON: High-explosive yield



Dropped from Badger Bombers, these explosives fall in a line over their target, removing the object targeted and anything in the area around it. Troops can see these falling and will attempt to leave the targeted area.

RANGE: N/A

ARMOR: Light

WEAPON: Camera

When targeted, the Spy Plane will swoop in from off board and take a snapshot of the targeted area, removing the shroud.



MIG

RANGE: Medium

ARMOR: Light

WEAPON: Heat-seeking missiles

This fast-attack craft carries a limited number of powerful and accurate missiles. Used in hit-and-run tactics, the MIG can remove armored craft before they can become a threat.



HIND

RANGE: Short

ARMOR: Heavy

WEAPON: Vulcan chain-gun

Large and armored, the Hind uses its high-velocity Vulcan chain-gun to tear apart enemy units and structure. Equipped with a large ammo supply, the Hind will follow its target for quite some time, all the while wearing away at its defenses.



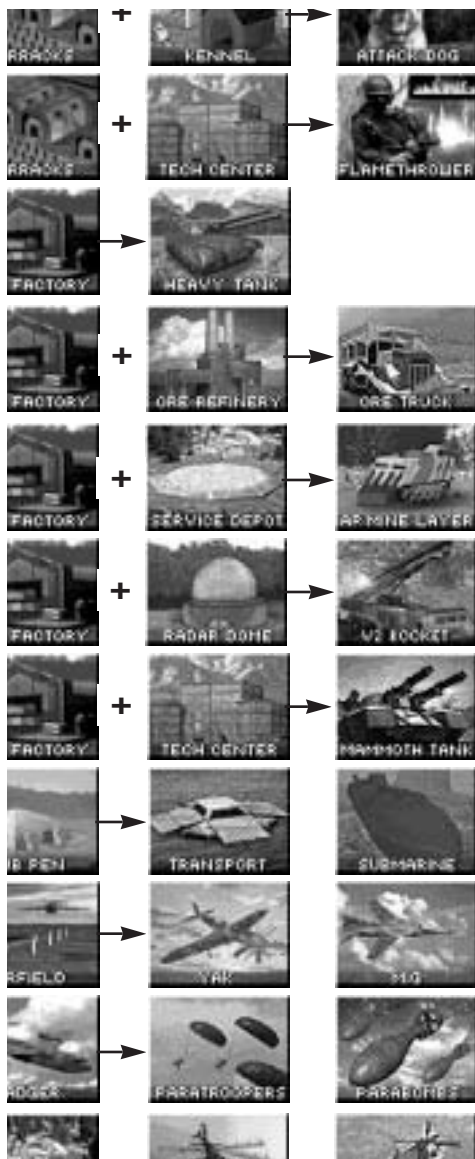
RANGE: N/A

ARMOR: Medium

WEAPON: None

Able to transport 5 infantry-type units through the air, the Transport Helicopter is ideal for landing engineers and other assault squads in an enemy base.





Don't read these tutorials if you want to try the missions on your own.

MISSION ONE:

The first thing you may want to do when the mission starts is slow the game down. Doing this will give you a chance to get used to the way the game functions. To slow the game down, left click on the tab at the top of the screen that is labeled "OPTIONS". (You can also hit the ESC key.)

When you do this, the game will pause and a menu will pop up in the middle of the screen. Here you will see several options, including a box labeled "GAME CONTROLS." Left click on this box.



Doing this will bring up another box that has two sliders on it. One is labeled "GAME SPEED" the other is labeled "SCROLL SPEED". Left click and hold on the bar in the middle of the Game Speed slider. Moving the bar to the right will increase the game speed, moving the bar to the left will slow the game down. Move the bar all the way to the left.

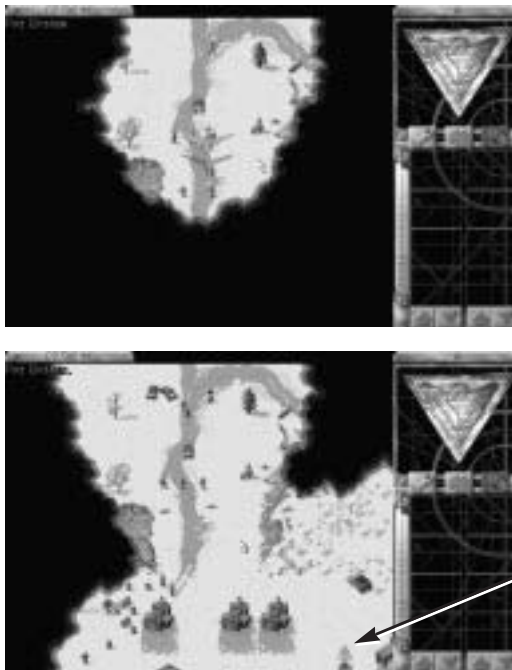


roll speed is pretty good, so only change it if you don't like the way it feels. When you click on the game controls screen, left click on the box labeled "OPTIONS MENU". When that screen disappears, left click on the box labeled "RESUME MISSION". You can also exit this screen by hitting the ESC key twice.

On the right hand side of the game screen you will see the sidebar. This is where you build units and structures, and manage your base. Since you don't have access to this in this mission, let's just ignore it until you get to mission two.

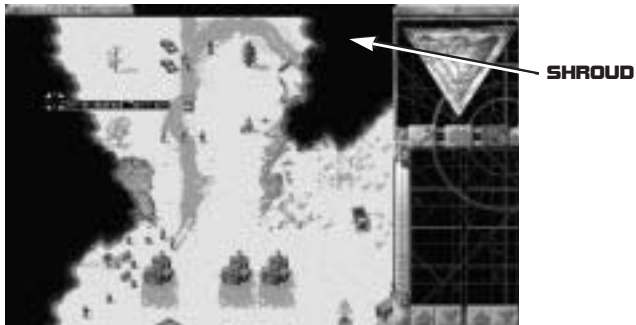
SETTING YOUR BEARINGS

When the mission begins, you will see several things happening. From the north, a plane is flying towards the south, paratrooping Tanya, your elite commando, into the field.



Just a little below that, a line of Allied soldiers and a Ranger is holding off the guards from the Soviet base to the south. After the guards are dispatched, you will see

rest is covered in darkness, or "Shroud". This dark area represents the unexplored terrain of the battlefield.



As you move your units around, they reveal the terrain and the shroud disappears. Every unit reveals terrain as it moves, but not every unit can "see" the same distance. For instance, Infantry cannot see as far as Rangers, so use the Rangers to scout out without as much fear of retaliation. Try this now by left-clicking on one of your Rangers, then moving the cursor to the left of the starting point. Left-click again, and the unit will try to move there.



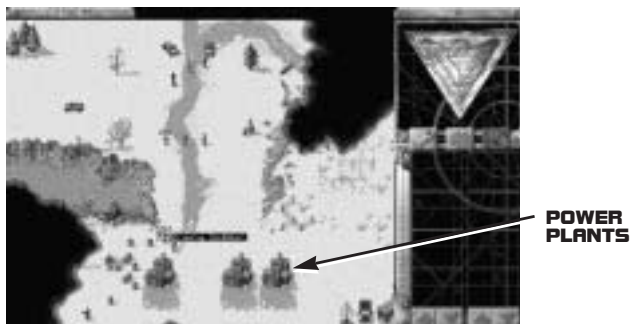
If you clicked on a tree or cliff, the unit will try to get as close as it can, without swinging into areas that it can't go. Move it around a bit to get used to controlling units. Be sure you don't get too close to the Tesla Coil when exploring. Luckily, you can hear them power up before they fire, so move your units away if you hear the power-up sound, or you'll meet the same fate the civilian did.

ected. This will unselect the unit you were controlling and select the new one. You want to unselect any units without selecting other ones, click the right mouse button. This will unselect all units, which can be nice, so you don't accidentally select a bunch of units to go somewhere once you've got them where you want them. Enough on moving, though -- it's time to find Einstein.

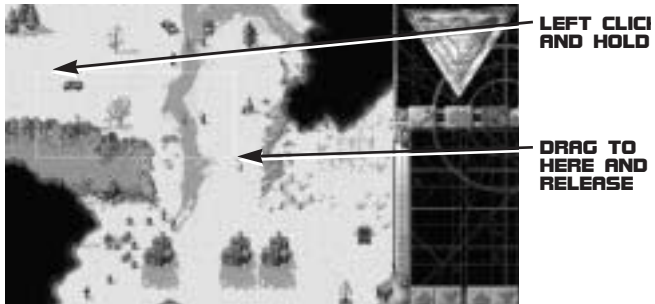
Evros told you in the briefing that power was the Soviet's Achilles heel, so that should be your first order of business -- taking the power down, so those Tesla coils won't be able to fry your forces. The Soviet structures closest to you are Power Plants. There aren't a lot of guards around that part of the base, so you could run some guys down there and attack them, but that could result in losses that we don't want to risk getting in the way of the Tesla Coil.

However, the Power Plant furthest to the left has some fuel barrels by it. Fuel barrels by nature are unstable, and will explode, chain-reacting with other nearby barrels when shot. The resulting blasts usually destroy any structures and units around them. There is a Soviet grenadier standing near the barrels. If you can take care of him, you can just shoot the barrels and destroy the Power Plant from a safe range.

Right-click on one of your infantry units, then left-click on the grenadier; infantry will move into range and attack the grenadier. Notice that the cursor looks different when it is over an enemy unit or structure -- this is the attack cursor, and will show you what you can and can not attack.



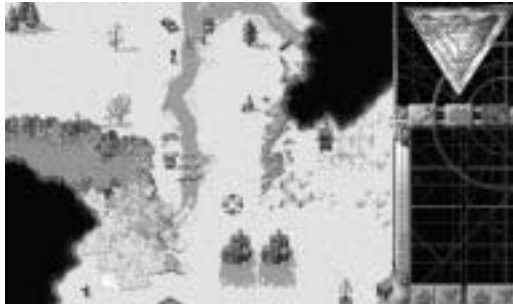
Instances are that your mini-gunner didn't kill the grenadier, but got killed himself. If this is the case, it's time to team-up on the grenadier and remove him. To do this, move your pointer above your Ranger, and hold down the left mouse button.



When you release the left mouse button, anything in the white box will be selected. This way, you can order multiple units to perform a specific task at once, such as attacking something. So band-box select your Ranger and infantry, and then left-click on the grenadier. All of the selected units will move into range and attack the grenadier.



The grenadier doesn't have a chance against that many units, and will fold easily. Notice that when he's killed, the barrel next to him explodes! This is another important thing to learn about barrels – they can be affected by explosions next to them. Also notice that the resulting explosion took down the power plant and killed some Soviet soldiers as well... but was it enough power? Someone seems to think so.



Watch another civilian run towards the base. Notice that they didn't get fried by the Tesla coil. That must mean the power is down. It's time to move in!

ATTACKING EINSTEIN

We know that Einstein is in the base somewhere, but where? Let's use Tanya to find him, and at the same time, make sure those Tesla coils stay powered down.

Select some of your Rangers and infantry, and have them attack the closest power plant. This will alert the base, and some Soviet soldiers will move to attack them.



While they're doing this, select Tanya, and use her to pick off the Soviet soldiers that are attacking your troops. Be careful, though! Unlike other units, Tanya won't automatically fire at things that are close to her – you have to manually tell Tanya to shoot at targets. She's important to keep alive, so make sure she only picks off targets that she can win. Also, notice that your troops will continue to shoot at the power plant – even if they are attacked by something else. If you want to re-target

There are two of them in front of one building that didn't move. Perhaps they're guarding something? We'll check in a second, but let's make doubly sure those Coils don't come back on-line.

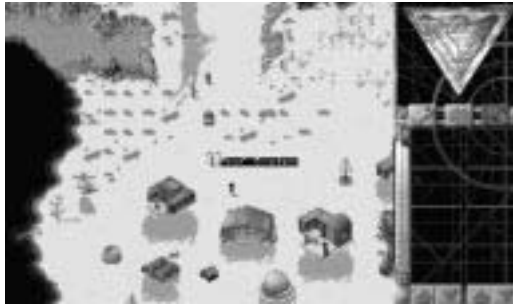


While your forces are attacking one of the remaining Power Plants, select Tanya and move the cursor over the unharmed Power Plant. Notice that it changes to a 4 icon. This is one of Tanya's special abilities – she can demolish buildings with explosives.



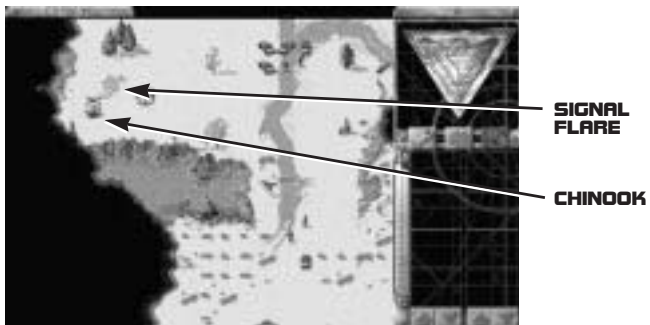
Just click on the building and watch as Tanya runs over to it and plants the explosive. The building will flicker for a second and then explode. Much faster than regular infantry, isn't it?

Now let's see what those two soldiers are guarding. Use Tanya to dispatch them the moment they're both dead, you'll see someone run out of the building. We'll see. This was your objective, but how do we get him out of the area?

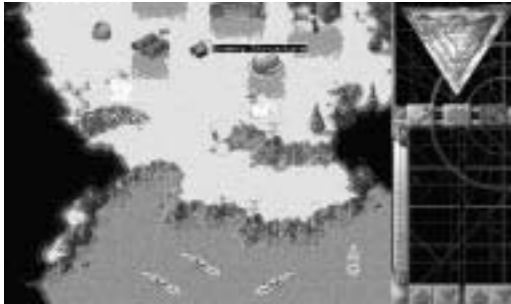


VACUATE!

You should hear a message informing you that a signal flare was detected to the north. North equals up, so scroll the screen up and you should see a green smoke flare. You'll also notice a helicopter flying overhead heading for that area. This is where you're going to get Einstein out of here.



Collect both Tanya and Einstein, and get them over to the signal flare. You must also want to move your units away from the Soviet base, for no sooner do you get Einstein out of there when four Allied cruisers come into the area and begin to shell the base. They won't intentionally hit your units, but their guns are a bit inaccurate, and very deadly, so make sure you're out of the way!



The helicopter should have landed by now. Select Einstein and move the cursor over the helicopter. The cursor will change to an enter cursor. Left-click on Einstein. Einstein will run to the helicopter and get in.



The helicopter will lift off and head to the east. You can follow it across the screen as it goes. When it exits the map, your mission is complete! Enjoy your victory movie!

KEEPING SCORE

Whether you're playing Allies or Soviets, at the end of each successful mission a score screen will appear. This will rate your performance based on several factors: Your points, leadership, and efficiency are all taken into consideration in determining your final score.

CALCULATING CASUALTIES

The number of points that you scored on the mission is reached by adding the

is is a representation of how well you managed your troops. If you never lose units, you will have 100% leadership. Every unit that you lose decreases your leadership. This percentage is multiplied by your base points, so if you had 1000 points and a 50% leadership, that would give you 500 points for leadership.

ECONOMY

Economy is a rating of how much money you took in / collected versus how much you spent. If you can manage your money well, your efficiency will be high. You can even go above 100% under certain circumstances. Whatever the rating, it is multiplied by your base points as well, so if you had 1000 points, and a 75% economy, you would get 750 points for economy.

TOTAL SCORE

The score total is the sum of adding your points in economy and leadership together. This is recorded on the high score table. The high score table will keep track of the seven highest scores on any given mission. This is useful if you are competing with your friends for high scores. When you finish entering your name on the high score screen will clear.

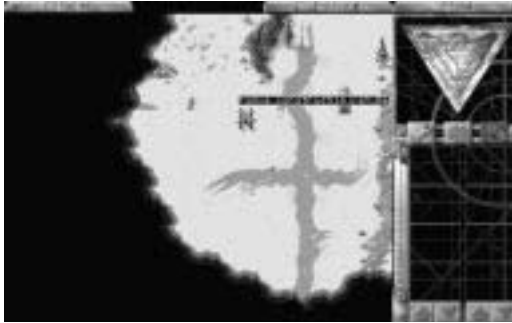
CONTINUING THE WAR

After you are done on the high score screen, you will get a map selection screen where you will choose your next mission. Sometimes, you only have one choice for the mission, but other times multiple boxes will appear. This means that there are more than one mission available for you to play in that area. To select the mission that you want to play, left click in any of the boxes the arrows point to. Whichever one that you clicked in will then be the mission that you will play.

MISSION TWO:

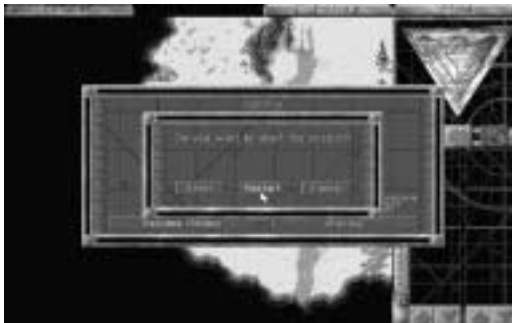
When you get to play around with training units, collecting ore, and building your base. Von Esling has made it clear that the supply convoy is due through the area soon, and as you can see, there's a timer ticking down above the game screen. When that timer expires, the convoy will arrive. Don't worry, though – we've given you plenty of time to clear the pass.

th, but not for long. You'll see a large truck that looks like a cement mixer drive to the map – that's your Mobile Construction Vehicle (MCV), and that's how you build your base. This time, just sit and watch it. It will drive down a bit on the map and deploy on its own, turning into your construction yard.



You'll notice that items appear in the sidebar boxes that were empty in the previous mission – those are build icons. But, more on those in a second. In future missions, you won't deploy automatically, so it's good to know how to do it now.

Go to the Options menu by hitting the ESC key, or clicking on the options tab in the upper-left of the screen, and select "Abort Mission". Another menu will come up, asking you if you want to Abort, Restart, or Cancel.

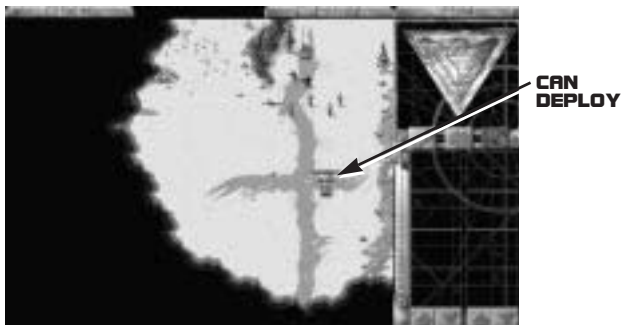


Choose Restart, and the mission will begin again. This time, let's take control of the MCV before it deploys. When it comes onto the screen, select it by left-clicking, then left click down the road a little bit – by the crossroads. A Soviet soldier

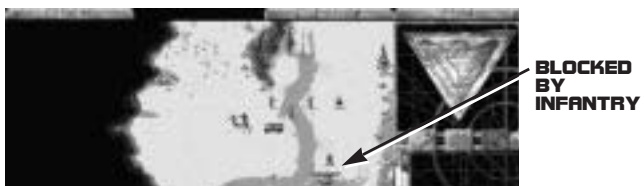


BUILDING YOUR BASE

Now that we've got the MCV, how do we deploy it? You do this by left clicking twice. The first click brings up a "Deploy" cursor and the second click deploys the MCV into the construction yard.

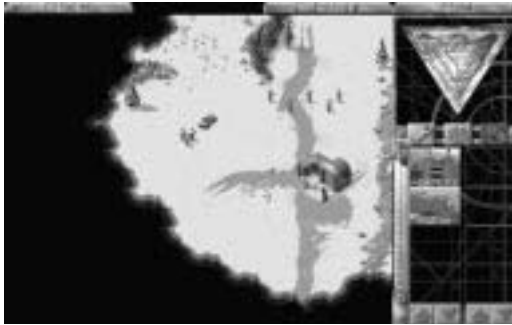


The MCV creates a fairly large building when it deploys, so it needs to have a clear area around it in order to deploy. If you attempt to deploy the MCV and it doesn't deploy, check around the MCV for things that might get in the way. It could be an infantry unit, a cliff, a tree, rocks, or many other things.



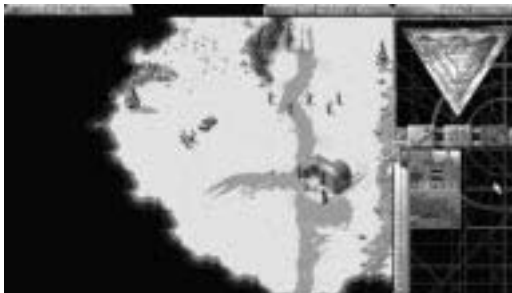
ove it a bit, then check to see if it can deploy again or not. You can move it t
west of the crossroads where there's plenty of room if you're having troub
ding space.

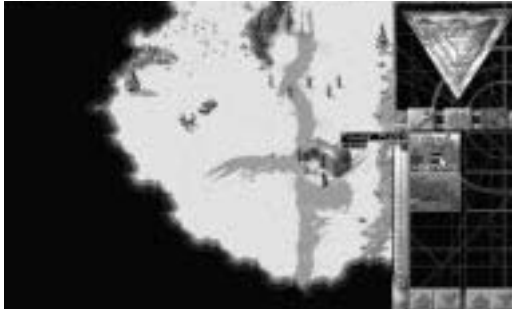
hen you do deploy it, you will see the build icons appear in the Sidebar again
rrently, you can only build two things: Sandbag Walls or a Power Plant. Mov
ur cursor over the icons, and notice that text appears, telling you the name an
cost of the item to build.



hen you build items, this cost comes from your credits, which are kept track
the top of the Sidebar (Win 95) or just to the left of the Sidebar tab (DOS). Th
how much money you have to work with at the start of the mission. You can g
re, but this is all you have until you're able to become self-sufficient.

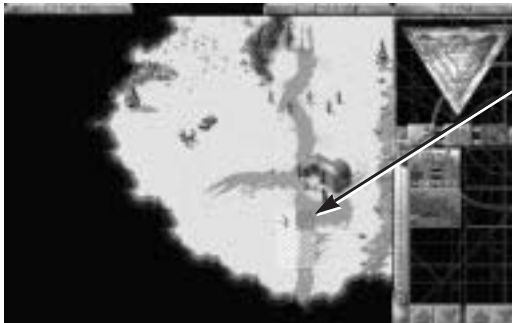
e first step to becoming self-sufficient is power, so let's build a Power Plant. Le
ck on the Power Plant icon. Notice that the two icons dim, and the power or
gins to build.



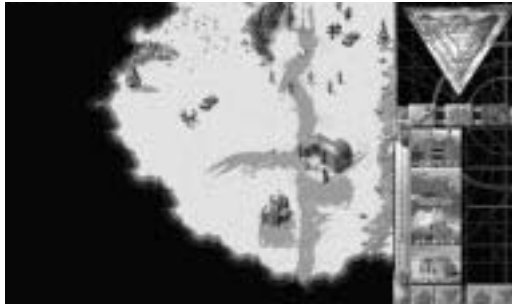


u'll notice that money is being subtracted from your account while this is going on. When construction on the Power Plant is done, a "Ready" message will appear over the icon. Now, place the building. Do this by left-clicking on the Power Plant icon, then move the cursor onto the map. You will see a section of white or red squares under your cursor. This is the placement grid.

Throughout the game, the grid must be all white in order to place a building. To get the all-white grid, you must meet two conditions. First, you can't place the grid on top of existing units or terrain obstacles (cliffs, trees, mountains, infantry, etc.)



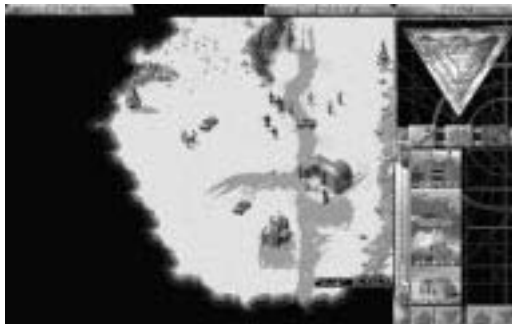
Second, you have to place the new building no more than one square away from an existing building that belongs to you. You can not build off of walls or other structures. When you've found a suitable location, left-click, and the structure will build up and go on-line.



MEASURING POWER EFFICIENCY

Power is essential for your base to operate efficiently.

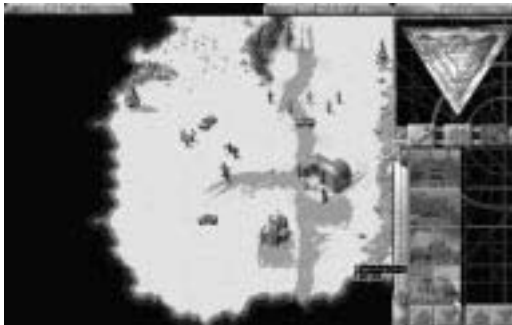
Look at the Sidebar section of your screen. The thin vertical area to the left of your instruction icons is your power bar. The gold dividing bar shows you how much power your base is currently using, and the vertical bar shows your current available power. Every building that you build will raise the power requirements of your base. Only Power Plants can produce more power to keep things running correctly.



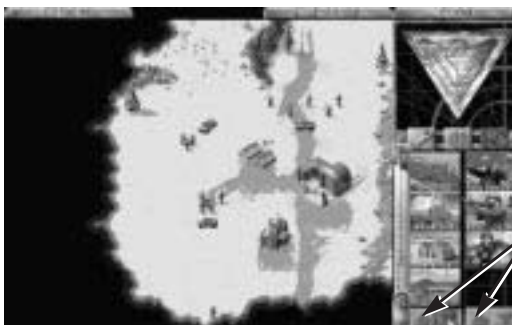
As long as the bar is in the green, your base has enough power to operate even when running at maximum efficiency. If the bar drops into the orange or red, your base is under-powered. As described earlier in the manual, when the base is under-powered, construction will take much longer than usual, and many of the high-tech structures will shut down. Your buildings will take damage from lack of full power.

With your Power Plant in place, you will now notice more building icons are available – a Barracks icon and a Refinery icon have appeared in the Sidebase. The other column is still empty though. That's where your unit icons will appear. You'll get some of those now.

Build the Barracks the same way you built the Power Plant. Once the Barracks is placed, you will receive more construction options: Rifle Infantry, Rocket Infantry, and Medic. You'll also get the option to build Pillboxes. You probably don't see Pillboxes on the list, though. That's because you can only see four icons at a time.

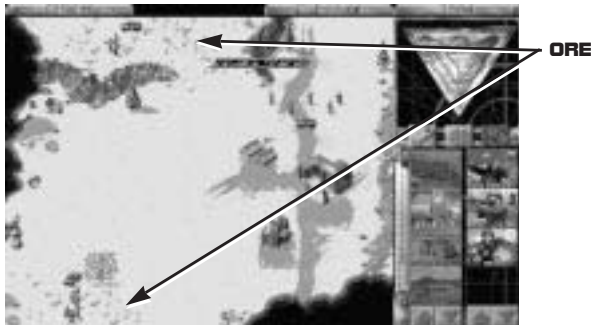


To see any more that you have, left-click on the arrows below the column you want to scroll. The down arrow will move the list down one item at a time, and the up arrow will move it back. If you click it now, you'll see that the Pillbox is there.

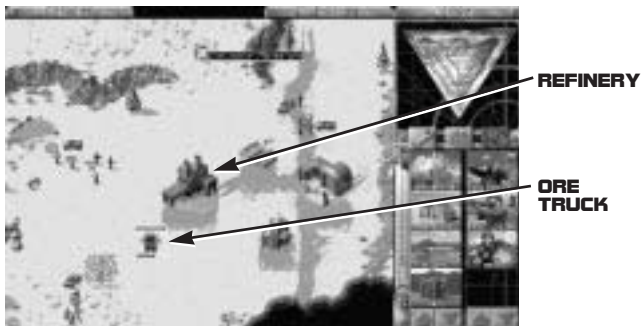


We're not going crazy spending money on infantry or Pillboxes just yet – we want to make sure that we've got enough money to build a Refinery. Then we can a

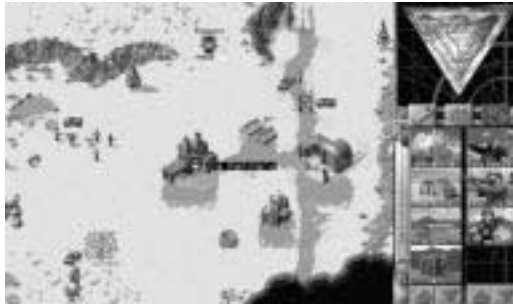
al that you'll see lying on the ground in some areas. You use a Refinery and the Ore Truck to collect the ore and turn it into credits that you can spend. Move some of your infantry to the left of where you started, and you'll see some ore. There is also some to the south and a bit to the west of your base. You may encounter some enemy infantry or grenadiers, so scout the area and take them out as you come to them.



When construction of the Refinery is complete, place it and you'll see an Ore Truck appear. This is your link between ore and the Refinery – be sure to keep it safe. If you've already uncovered some ore, the truck will move to it automatically and begin to collect it.



You don't need to do anything at this point. If you happen to click on it, you can click it to collect somewhere else by targeting some other ore and left-clicking on it. You can also make it return to the Refinery with the ore that it has at the moment by selecting it, and then left-clicking over the Refinery (you'll see an enter cursor).



lect the Ore Truck and notice that it's got several small boxes below it when selected. This shows you how much ore it has collected. If you leave it selected, you can see the boxes (or pips) fill in as it collects. When all the pips are full, you'll return to the Refinery and dump off its load. A full load of ore is worth 700 credits to your account. Later, you may find gemstones. A full load of those is worth 1000 credits.

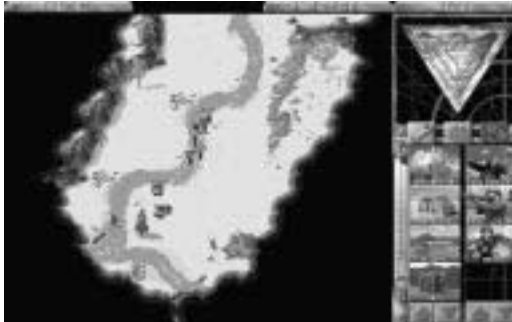
STORING THE ORE

A Refinery can hold up to 2000 credits worth of ore. Once you collect beyond that amount, you will have to build Silos to hold the excess. Silos can hold 1500 credits of ore. You can build one just like any other structure. If you don't have a Silo, and run out of storage space, any credits that you didn't have space for are LOST, so make sure you always have some space available. Build and place one just to be sure. A message will inform you when you're running out of storage space.



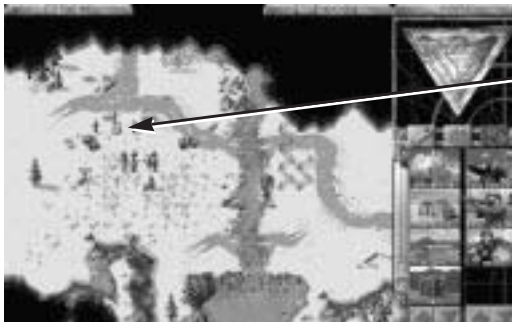
With that all done, you've probably got several groups of reinforcements that have arrived

The road leads through the pass, so let's follow it. Move your soldiers to the south following the road. Chances are that you're going to run into some Soviet forces on the way. You should be able to beat all of them without heavy losses, but if you find yourself losing, train some soldiers by clicking on the icon of them. When they're complete they'll come out of the Barracks and be ready for action.



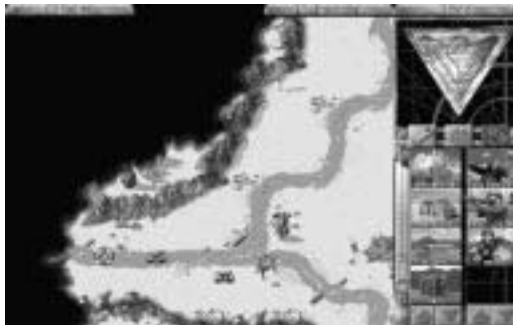
You can also experiment with the other types of soldiers. Rocket Infantry are not good at hurting other infantry, but can do more damage to vehicles and structures than regular infantry, plus they can fire at air targets, which will become important later in the game. Build some and keep them around your base for now, you'll use them in a minute.

The Medic is expensive, but can keep infantry going much longer than normal. When you build one, he will automatically heal any wounded infantry around him.



r, which when left-clicked will make the Medic move to the wounded soldier and heal them back to full health. Medics don't have any other weapon, so make sure you keep them a bit behind the brunt of your forces when attacking. If left alone, you can bring wounded soldiers near him, in which case the Medic will heal anything near him.

Now we've built some more infantry, plowed down the road to the south, and should be at the bottom of the map. Continue to follow the road to the west (left) and across the bottom of the map.

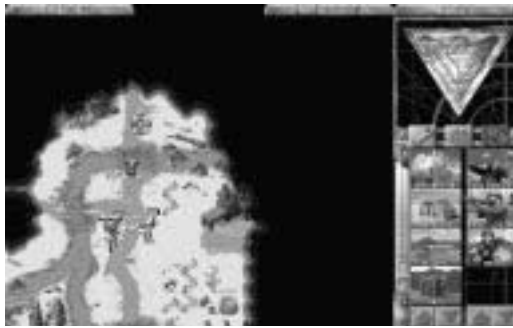


When you get to the ore patch across the river, you may run into the enemy's Ore Trunk. You don't have to attack it now, but if you do, you can get it out of the way and deny the enemy their income. Be warned, though – attacking an Ore Trunk will make the base go on alert!



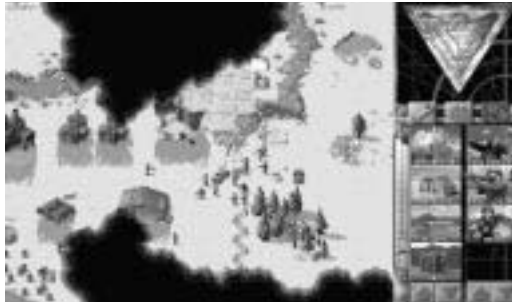
ur reinforcements, or build some more infantry (10 or so Rifle Soldiers) and lead them along the road. Watch out for enemy soldiers that may come at you from other directions. Build a Pillbox to the west of your base just to be safe.

When you're ready, proceed from the bottom-left corner of the map up the road. This will take you past the enemy's base and towards the upper left-corner of the map. Remove all of the infantry and dogs that you encounter until you reach the top of the map. Congratulations! The road is clear! The convoy should be safe when it arrives, so you've got some time now to weed out the rest of the Soviet forces on the map.



LEAN-UP

Take some more soldiers and begin to explore to the south-west of your base. You'll run into some more soldiers, then come upon their base itself. Remember to use your Rocket Soldiers to attack the buildings, while your Rifle Soldiers protect you from grenadiers and dogs. There are some barrels in the base as well – use them to your advantage, and you shouldn't have any problem cleaning up the rest of the Soviet forces.



When all of the Soviet forces are destroyed, or time runs out on the mission timer, a convoy will arrive and drive through the pass. When they leave the map, the mission is complete.

If you've not destroyed all the Soviet forces in time, don't worry too much about the trucks. They can take several hits, and there are three of them. If you can get over the pass in time (Rangers are your best bet), you can probably keep at least one truck alive until it leaves the map. Congratulations! You've completed mission two.

MISSION THREE AND BEYOND

The rest of the game is up to you. If you have further troubles in the mission, check the Internet. There are news groups, web pages, and many other resources devoted to the C&C line. If you're running the Windows 95 Edition of Red Alert, you can also log onto the Westwood Chat server through Westwood Chat (include your Red Alert CD). There are Command & Conquer and Red Alert chat rooms that are filled with people who have played Command & Conquer and Red Alert. They can give hints as to the way they solved the missions. Just ask them, everyone likes to tell war stories. Good luck!

file: under DOS go to the installed directory (normally C:\WESTWOOD\REDALER and type README[ENTER]), under Windows 95 use the "Programs/Westwood/Red Alert/Red Alert Readme" shortcut on the "Start" menu to view the readme file. Alternatively the readme file exists as a plain text file (readme.txt) and a Windows .WRI file (readme.wri) in the root of the CD.

Q. WHY DOESN'T RED ALERT INSTALL ONTO MY HARD DISK?

A. WINDOWS 95 & DOS: Make sure you have enough free hard disk space. Red Alert requires 40MB (41,943,040 bytes) to install. If you're using disk compression system (such as DriveSpace) you must double the amount of space needed during installation (i.e. 83,886,080 bytes) because not every file will compress at 2:1. In general, we recommend against using disk compression systems with Red Alert.

Q. WHY DOESN'T RED ALERT LOAD?

A. WINDOWS 95: Make sure you have enough free memory (see below). If you are very low on RAM (for example, on an 8MB system), Windows 95 will try to create a temporary swap file on your hard drive. If Windows can't create the swap file Red Alert will either run very slowly or not at all. You should have at least 15M (15,728,640 bytes) of free space on your hard drive prior to running Red Alert.

DOS: Make sure you have enough free memory and disk space. To be safe you should have at least 15MB (15,728,640 bytes) of free space on your hard disk prior to running Red Alert.

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

A. WINDOWS 95: No special settings are needed.

DOS: Red Alert is designed to be very tolerant of memory configuration. From the C:\> prompt, make sure you have enough memory by typing MEM /C [Enter]. You need at least 6MB (6,291,456 bytes) of free XMS or EMS memory to run Red Alert.

Q. WHY DO I GET A BLACK SCREEN WHEN I CLICK ON THE RED ALERT GAME ICON?

A. WINDOWS 95: Make sure you have enough free memory (see below).

ems to work well on all video cards. Graphics may appear a little squashed in the mode. If all else fails, contact your video card manufacturer to check whether there are new drivers available for your video card.

. WHY DOESN'T THE SOUND WORK?

. WINDOWS 95: Make sure your speakers are powered on and connected to your PC. Make sure that your speaker volume controls are adjusted correctly. If your sound card is not supported in its native mode by Microsoft Direct Sound then sound quality may suffer. If all else fails, try contacting your sound card manufacturer to see if there are new drivers available for your sound card.

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

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

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

. THE GAME RUNS SLOWLY ON MY SYSTEM. WHAT CAN I DO?

. WINDOWS 95: Use the Red Alert for Windows 95 Setup utility (via the "Programs/Westwood/Red Alert/Red Alert Windows 95 Edition Setup" shortcut on the "Start" menu) and check the box marked "Allow hardware filled blits." This may improve performance on some systems. However, care must be used when turning this option as it may cause video problems during the game on certain systems. In this situation you must run the game without this option checked.

In certain rare cases you may be able to improve performance by running the Red Alert for Windows 95 Setup utility (via the "Programs/Westwood/Red Alert/Red Alert Windows 95 Edition Setup" shortcut on the "Start" menu) and un-checking the "Back buffer in video memory" box. Normally this box should be checked as severe performance degradation can occur with an incorrect setting. Check your

Q. WHY DO THE MOVIES STUTTER?

A. WINDOWS 95 & DOS: Red Alert requires at least a double-speed 300KB per second CD-ROM drive.

WINDOWS 95: You may get smoother movie playback by turning off CD-ROM caching. To do this, use the "Settings/Control Panel" shortcut on the "Start" menu, double-click the "System" icon, click on the "Performance" tab, click the "File System" button, click the "CD-ROM" tab and set Optimize Access Pattern for No Read Ahead. Make a note of the original settings as other applications may be affected by modifying the settings.

DOS: When playing Red Alert DOS version from Windows 95, make sure CD-ROM caching is turned on. To do this, use the "Settings/Control Panel" shortcut on the "Start" menu, double-click the "System" icon, click on the "Performance" tab, click the "File System" button and click the "CD-ROM" tab. Make sure "Optimize Access Pattern for" and "Supplemental cache size" are enabled correctly for your CD-ROM drive.

Q. WHY DOESN'T THE MOUSE WORK WITHIN RED ALERT?

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

Q. WILL RED ALERT FOR DOS RUN FROM WINDOWS 3.X?

A. DOS: Yes. The DOS version of Red Alert uses a special mode (which we call TrueDOS) to launch the game in a Windows 3.X environment. TrueDOS requires that all other Windows 3.X applications be closed down in order to give the full power of your computer to Red Alert. You will not be able to access other Windows applications (e.g. by ALT-tabbing) while Red Alert is running.

Q. WILL RED ALERT FOR DOS RUN FROM WINDOWS 95?

A. DOS: Yes. Please refer to the Getting Started section at the beginning of the manual for details about running the DOS version of Red Alert under Windows 95.

Q. RED ALERT STILL DOES NOT RUN, WHAT CAN I DO?

NETWORK & SERIAL TROUBLESHOOTING

GENERAL TROUBLESHOOTING GUIDELINES FOR NETWORK

PLAY:

u must have a network connection and an IPX compatible network protocol loaded to your network adapter card. The network game option is hidden if no IPX driver is found. Check with your network administrator to find out if your network supports IPX and to have the drivers configured for your machine.

IPX SOCKET CONFLICT: It is possible an errant network application is using a socket number that conflicts with Red Alert:

WINDOWS 95: You can try using the Red Alert Windows 95 Edition Setup Utility (use the "Programs/Westwood/Red Alert/Red Alert Windows 95 Editicut" shortcut on the "Start" menu) to change Red Alerts SOCKET number. Specify a number between 0 - 16383 to change the socket (making sure that all game participants use the same number).

COMMAND LINE: You can try using the Red Alert -SOCKET command line option to change Red Alert's socket number. Type RA -SOCKETXXXXX (where XXXXX is a number between 0 - 16383) to change the socket. Make sure that all game participants use the same number.

CONGESTED LAN: If you are attached to a LAN with lots of other users who are generating network traffic it is possible that dropped packets and slow responses can throw the game out of sync. If this happens an error dialog will tell you that Red Alert is out of sync.

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

NETWORK PROBLEMS: If two or more players are on opposite sides of a network router, delays or lost packets can occur. We don't recommend playing th

IN THE "JOIN" DIALOG: There may be a network bridge between you and another system. If so, you can tell Red Alert to run across the bridge by:

WINDOWS 95: Set the destination network address (DESTNET) value using the Red Alert Windows 95 Edition Setup utility (by use the "Programs/Westwood/Red Alert/Red Alert Windows 95 Edition Setup" shortcut on the "Start" menu). DESTNET has the form XX.XX.XX.XX (e.g. 00.00.00.44). On a Novell network, use the Novell USERLIST /A command (from an MS-DOS prompt) to obtain a list of all users' network numbers and node addresses. If USERLIST reports spaces in the network number, replace them with 0's when you type the number in. All four numbers (8 digits) must be included for DESTNET to work. All players in the game must specify a DESTNET containing the network number of the machines on the opposite side of the bridge. If not all players specify the correct setting, one or more players may be left out, and the game will not run.

DOS: Tell Red Alert to run across the bridge with the -DESTNET command-line argument. Specify -DESTNETXX.XX.XX.XX, where "XX.XX.XX.XX" is the network number of the other machine (i.e. -DESTNET00.00.00.44). On a Novell network, use the Novell USERLIST /A command to obtain a list of all users' network numbers and node addresses. If USERLIST reports spaces in the network number, replace them with 0's when you type the number in. All four numbers (8 digits) must be included for DESTNET to work. All players in the game must specify a -DESTNET argument containing the network number of the machines on the opposite side of the bridge. If not all players specify the correct argument, one or more players may be left out, and the game will not run.

GENERAL TROUBLESHOOTING GUIDELINES FOR SERIAL PLAY:

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

ries according to the type of modem. We have found that given a noise-free line one call the game plays best with modem error-correction and data-compression disabled. In rare instances you may get better results with these modem features enabled. Please read your modem manual for information about initialization strings. Red Alert supports multi-line modem init. strings by using a "|" (vertical bar or "pipe") to separate lines. Under Windows 95 we automatically turn error correction and data compression.

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

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

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

TECHNICAL SUPPORT

BEFORE YOU CALL FOR TECHNICAL SUPPORT

If you are having problems, please consult the "Troubleshooting" section of this box before calling technical support. We receive many calls every day, so in order to serve you more efficiently, please have the following information available:

1. The correct name of the game.
2. The type of computer you are running the game on.
3. The information listed when right clicking on the Windows 95 desktop icon corresponding to your computer and selecting properties. This includes information about the Windows 95 version number, amount of memory & type of CPU.
4. Exact error message reported (if any).
5. The contents of your AUTOEXEC.BAT and CONFIG.SYS files.

Your technical support number is (01753) 546465. Have a pen and paper handy when you call, and be near your computer if at all possible. No game play credits will be given through this number.

ON-LINE SUPPORT SERVICES

Westwood Studios provides upcoming news, latest versions, updates, product demo reviews, technical support, counseling, and more on the following on-line services.

INTERNET: WORLD WIDE WEB

To find Westwood's home page on the world wide web, you will need a browser. Your address is <http://www.westwood.com>.

INTERNET: FTP

If you're looking for our latest support files for any of our products, you'll be able to get them from our ftp site at <ftp.westwood.com>.

INTERNET: E-MAIL

Send e-mail to support@westwood.com with any specific queries you have.

PRODUCERED DEL CASTILLO
ORIGINAL CONCEPTBRETT W. SPERRY, JOE BOSTIC
LEAD GAME PROGRAMMERSJOE BOSTIC, BARRY GREEN,
 STEVE TALL
GAME PROGRAMMERSPHIL GORROW, BILL RANDOLPH
 MARIA del MAR McCREADY LEG
INTERNET PROGRAMMERSJEFF BROWN, DAVID ALDRIDGE
 MATT THORN
TRANSLATION PROGRAMMER.....VICTOR GRIPPI
TECHNICAL DIRECTIONSTEVE WETHERILL, ERIC WANG
DESIGNERSADAM ISGREEN, MICHAEL LIGH
 ERIK YEO
LEAD ARTISTS.....CHRIS DEMERS, MATTHEW HAN
 JOSEPH B. HEWITT IV
ARTISTSDAVID T. POTTER, DAMON RED/
 PAUL WESBERRY, BRIAN WHITE
VIDEO POST PRODUCTION.....FELIX KUPIS, KEVIN BECQUET
ORIGINAL STORYRON SMITH, ED DEL CASTILLO
SCREENPLAYRON SMITH, ADAM ISGREEN,
 JOHN SCOTT LEWINSKI
AUDIO DIRECTIONPAUL S. MUDRA
SOUNDTRACKFRANK KLEPACKI
SOUND EFFECTSDWIGHT K. OKAHARA
QA DIRECTION.....GLENN SPERRY
QUALITY ASSURANCEJAMES ADKINS, JOHN ARCHER,
 LLOYD BELL, CHRIS BLEVEN, D'ANDRE CABBELL, ERROL CAMPBELL,
 PHILLIP CASTRO, STEVE CORCORAN, KENNY DUNNE, RANDY GREEN
 ABE HERNANDEZ, CHRIS HOLLOWAY, JAMES HUGHES, BEN LUBLIN,
 LEVI LUKE, ISAIAH MYERS, RICHARD RASMUSSEN, CHRIS RUBYOR,
 CHAD SHACKELFORD, ALBERT SPRINGFIELD, MIKE SMITH, TYLER THA
BOX DESIGNMATTHEW HANSEL AND
 THOMAS PUCKETT INC.
MANUAL DESIGNVICTORIA HART

VON ESLINGARTHUR ROBERTS
STAVROSBARRY KRAMER
ALBERT EINSTEIN.....JOHN MILFORD
TANYA.....LYNNE LITTEER
INTERROGATORDOM MAGWILI
ANNOUNCERGWEN CASTALDI
ALLIED SOLDIERS
FINALERICKY RUSSELL, NICK PAULOS,
 SCOTT RYAN TALLY
COMMANDERSJOE BOSTIC, CHRIS DEMERS,
 BARRY GREEN, MATTHEW HANSEL, ADAM ISGREEN, FRANK KLEPAC
 MIKE LIGHTNER, BILL RANDOLPH, PHILIP E. SHELBURNE, ERIC WANG

SOVIET SIDE:

JOSEF STALIN.....EUGENE DYNARSKI
KUKOVCRAIG CAVANAH
GRADENKOALAN TERRY
NADIAANDREA ROBINSON
KANE.....JOE KUCAN
SOVIET SOLDIERS.....JOHN ARCHER, MIKE GRAYFORD
 FRANK KLEPACKI, FELIX KUPIS, CHRIS RUBYOR, ERIK YEO

GAME VOICES

V.A.MARTIN ALPER
ANYA.....LANAE FREEBORN
INFANTRY & UNITSMIKE GRAYFORD, ADAM ISGREEN
 FRANK KLEPACKI, TROY LEONARD, DWIGHT OKAHARA,
 CHRIS RUBYOR, ERIC WANG, ERIK YEO

PRODUCTION CREW

DIRECTED BYJOSEPH D. KUCAN
COSTUME DESIGN.....CHRISTIE MOELLER
MAKE-UP & HAIRCINDY CLINE
SOUND ENGINEERPAUL MUDRA
CASTINGMARILEE LEAR, C.S.A.
VIDEOKEVIN BECQUET
EDITINGERIC GOOCH
HEAD PRODUCTION ASSISTANT ..PAUL BASTARDO
PRODUCTION ASSISTANTSRICK APPIN, PATIENCE BECQUET,