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COMMAND & CONQUER RED ALERT THE AFTERMATH



INSTRUCTION MANUAL

TO INSTALL COMMAND & CONQUER RED ALERT THE AFTERMATH

Before getting started, be sure to note the location of your Red Alert directory.

DOS

1. Insert the CD-ROM into your CD-ROM drive.
2. Within DOS, type the letter of your CD-ROM drive followed by a colon (for example D:) and press ENTER.
3. Type setup.

WINDOWS®

1. From the Program Manager, pull down the "File" menu.
2. Select the "Run" option.
3. Select "Browse" and go to your CD-ROM drive.
4. Double-click on the "setup.exe" file.
5. Click "OK".

WINDOWS® 95 AUTOPLAY

1. Insert the CD-ROM into your CD-ROM drive.
2. Click on "Install Aftermath"
3. Click "Accept" after you have read the license agreement.
4. Click the "Next" button after you have read the welcome message and follow the prompts.

WINDOWS® 95 MANUAL INSTALL

1. Click on the "Start" button.
2. Select the "Run" option on the menu.
3. Select "Browse" and go to your CD-ROM drive.
4. Double-click on the "Setup.exe" file. This may appear as "Setup" on some systems, but will always have a CD icon before it.
5. Click "OK".

ONCE IN THE INSTALL...

1. You will be prompted to enter the location of your Red Alert directory. NOTE: The install will default to the same directory as the original Red Alert install.
2. Once this is entered, click "Yes" and the new missions will be installed.
3. If you are having problems installing in DOS, abort the procedure using the <ESC> key and check to make sure you have the correct path for your Red Alert directory.

AFTER THE INSTALL...

You can access the new missions by running Red Alert. In DOS, type RA and press ENTER. Then click on the "New Missions" button in the main menu. In Windows®, go to the "Westwood" program group and look for the Aftermath icon. In Windows® 95, click on the "Start" button, then click "Programs", then "Westwood", then "Red Alert with The Aftermath", and then either "Red Alert Windows® 95 Edition" or "Red Alert DOS Version".



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COMMAND & CONQUER
RED ALERT WAS A DIRECT HIT.
COUNTERSTRIKE RAISED THE STAKES.
NOW, GET READY FOR
THE AFTERMATH!

NEW UNITS

FIELD MECHANIC

RANGE: SHORT

ARMOR: NONE

WEAPON: SOCKET WRENCH

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



M.A.D. TANK

RANGE: EXTREME

ARMOR: HEAVY

WEAPON: HARMONIC SHOCK WAVE

The M.A.D. Tank, or Mutually Assured Destruction Tank, is a final-solution weapon. Once activated, it builds up a powerful harmonic shock wave. When fully charged, it detonates, destroying itself and damaging every unit and structure within a large radius around it. However, infantry are unaffected by its detonation. If the unit is destroyed before it detonates, the destructive effect is neutralized. To activate the M.A.D. Tank for destruction, select it, then click on it again. The warning siren will start the countdown to destruction. Once the unit is activated, the only way to stop it from going off is to destroy it.



MISSILE SUB

RANGE: LONG

ARMOR: LIGHT

WEAPON: MISSILE SALVO

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



NEW UNITS

TESLA TANK

RANGE: LONG

ARMOR: LIGHT

WEAPON: LIGHTNING DISCHARGE

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



SHOCK TROOPER

RANGE: SHORT

ARMOR: NONE

WEAPON: LIGHTNING DISCHARGE

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



CHRONOTANK

RANGE: MEDIUM

ARMOR: LIGHT

WEAPON: HEAT-SEEKING MISSILES

The ChronoTank is the latest advancement in Allied technology. When fully charged, the unit has the unique ability to Chronoshift itself, allowing it to appear anywhere on the battlefield. Its missile launchers are accurate and fast, adding punch to any assault. Unlike the regular Chronosphere ability, the ChronoTank will not automatically return to its original pre-shift location. To activate the Chronoshift ability, select the unit, and click on it again. You will receive a destination selector. If you left click anywhere with the destination cursor, the unit will Chronoshift to that location. Right clicking cancels Chronoshift. Note that the unit can only use this ability when all the pips on the unit are filled.



DEMOLITION TRUCK

RANGE: N/A

ARMOR: LIGHT

WEAPON: ATOMIC BOMB

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



THE AFTERMATH



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ERWIJERWUVERWUI3R873745RIKGNJRT78WCD9900WFE
23674537WHT78RTWYMLAJ53-8328904WTH2KU8ET3E
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