Warning: To Owners of Projection Televisions

Still pictures or images may cause permanent picture-tube damage or mark the phosphor of the CRT. Avoid repeated or extended use of video games on large-screen projection televisions.

Epilepsy Warning

Please read before using this game or allowing your children to use it.

Some people are susceptible to epileptic seizures or loss of consciousness when exposed to certain flashing lights or light patterns in everyday life.

Such people may have a seizure while watching television images or playing certain video games. This may happen even if the person has no medical history of epilepsy or has never had any epileptic seizures.

If you or anyone in your family has ever had symptoms related to epilepsy (seizures or loss of consciousness) when exposed to flashing lights, consult your doctor prior to playing.

We advise that parents should monitor the use of video games by their children. If you or your child experience any of the following symptoms: dizziness, blurred vision, eye or muscle twitches, loss of consciousness, disorientation, any involuntary movement or convulsion, while playing a video game, discontinue use IMMEDIATELY and consult your doctor.

Precautions to Take During Use

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

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<tr>
<th>Name</th>
<th>Key</th>
<th>Definition</th>
</tr>
</thead>
<tbody>
<tr>
<td>Deploy Item/Unit</td>
<td>D</td>
<td>Some units have secondary functions that enable greater or different attacks or powers. You can also click on them when the “deploy” cursor appears above the unit. GIs, Guardian GIs, Desolators, Yuri Clones and other units all have secondary powers. You can also use this key to exit garrisoned buildings.</td>
</tr>
<tr>
<td>Guard Current Area</td>
<td>G</td>
<td>Units will actively scan the terrain and attack enemies automatically.</td>
</tr>
<tr>
<td>Attack Move</td>
<td>Click unit, CTRL/SHIFT, move to area</td>
<td>Units will travel from place to place and actively attack and destroy enemies they encounter.</td>
</tr>
<tr>
<td>Scatter</td>
<td>X</td>
<td>Units will try to avoid being run over. Press when vehicle tries to run over your infantry.</td>
</tr>
<tr>
<td>Stop</td>
<td>S</td>
<td>Stops selected unit’s movement immediately.</td>
</tr>
<tr>
<td>Force Fire</td>
<td>Hold CTRL key, guide cursor over target, left-click</td>
<td>Forces a unit to fire on a friendly or neutral unit.</td>
</tr>
<tr>
<td>Force Move</td>
<td>Hold ALT key, guide cursor over target, left-click</td>
<td>Forces a unit to drive/walk over an area or to run over a unit.</td>
</tr>
<tr>
<td>Options Menu</td>
<td>ESC</td>
<td>Go to Options Menu.</td>
</tr>
<tr>
<td>Create Team</td>
<td>CTRL + 1-9</td>
<td>Creates teams of units.</td>
</tr>
<tr>
<td>Select Team</td>
<td>Click 1-9</td>
<td>Selects a team you have already created.</td>
</tr>
<tr>
<td>Centre on Team</td>
<td>Click 1-9 twice</td>
<td>Centres Tactical Map on selected team.</td>
</tr>
<tr>
<td>Ally with chosen side</td>
<td>A</td>
<td>Press to avoid attacking friends.</td>
</tr>
<tr>
<td>Name</td>
<td>Key</td>
<td>Definition</td>
</tr>
<tr>
<td>-----------------------------</td>
<td>---------</td>
<td>------------------------------------------------------------------------------------------------------------------------------------------</td>
</tr>
<tr>
<td>Type Select</td>
<td>T</td>
<td>Left-click on TYPE SELECT button in the Advanced Command Bar or press T once to select all the units of a given type on the screen. Double-click to select all units of a given type on the map.</td>
</tr>
<tr>
<td>Chat to all Listeners (in Multiplayer)</td>
<td>ENTER to bring up chat cursor, ENTER to send message, right-click to cancel message</td>
<td>Sends messages to all listeners.</td>
</tr>
<tr>
<td>Chat to all Allies (in Multiplayer)</td>
<td>BACKSPACE to bring up chat cursor, ENTER to send message, right-click to cancel message</td>
<td>Sends messages to all allies</td>
</tr>
<tr>
<td>Chat to all Players (in Multiplayer)</td>
<td>\ to bring up chat cursor, ENTER to send message, right-click to cancel message</td>
<td>Sends messages to all players</td>
</tr>
<tr>
<td>Place Beacon</td>
<td>B, ENTER to write message, ENTER to send message, DELETE to delete beacon</td>
<td>Writes messages to allies and sets them on the battlefield.</td>
</tr>
<tr>
<td>Enter Way Point mode</td>
<td>Click on unit, press and hold Z, set down Way Points, release key to initiate movement command</td>
<td>Sets Way Points.</td>
</tr>
<tr>
<td>Set Rally Point</td>
<td>Click on structure and select rally point by left-clicking on the battlefield</td>
<td>Rallies your units to a spot on the battlefield after they are produced.</td>
</tr>
<tr>
<td>Go to Event on Radar</td>
<td>SPACE BAR</td>
<td>Centres your view on latest radar map ping.</td>
</tr>
</tbody>
</table>
### Name Key Definition

<table>
<thead>
<tr>
<th>Name</th>
<th>Key</th>
<th>Definition</th>
</tr>
</thead>
<tbody>
<tr>
<td>All Units Cheer!</td>
<td>C</td>
<td>Makes all your infantry cheer in victory.</td>
</tr>
<tr>
<td>Go to Diplomacy Menu</td>
<td>TAB</td>
<td>Accesses the Diplomacy Screen.</td>
</tr>
</tbody>
</table>

#### Advanced Keyboard functions

<table>
<thead>
<tr>
<th>Name</th>
<th>Key</th>
<th>Definition</th>
</tr>
</thead>
<tbody>
<tr>
<td>Follow</td>
<td>F</td>
<td>Game viewpoint follows selected unit.</td>
</tr>
<tr>
<td>Guard Destination</td>
<td>CTRL/ALT + click area</td>
<td>Moves to area and then guards it.</td>
</tr>
<tr>
<td>Escort Unit</td>
<td>CTRL/ALT + click unit</td>
<td>Guards a unit while it moves about terrain.</td>
</tr>
<tr>
<td>Guard a Structure</td>
<td>CTRL/ALT + click structure</td>
<td>Guards a specific structure.</td>
</tr>
<tr>
<td>Structures Tab</td>
<td>Q</td>
<td>Hotkey to Structures.</td>
</tr>
<tr>
<td>Defence Tab</td>
<td>W</td>
<td>Hotkey to Armoury.</td>
</tr>
<tr>
<td>Infantry Tab</td>
<td>E</td>
<td>Hotkey to Infantry.</td>
</tr>
<tr>
<td>Vehicle Tab</td>
<td>R</td>
<td>Hotkey to Units.</td>
</tr>
<tr>
<td>Next Unit</td>
<td>N</td>
<td>Selects the next unit in order of creation.</td>
</tr>
<tr>
<td>Previous Unit</td>
<td>M</td>
<td>Selects the previous unit you selected.</td>
</tr>
<tr>
<td>Select All</td>
<td>P</td>
<td>Selects all units on the battlefield.</td>
</tr>
<tr>
<td>Veterancy Navigation</td>
<td>Y</td>
<td>Selects all veteran or all elite units.</td>
</tr>
<tr>
<td>Page User (during Game)</td>
<td>U</td>
<td>Pages user from in game.</td>
</tr>
<tr>
<td>Modify Selected Units</td>
<td>Hold SHIFT and click on selected unit to deselect. Click on unselected unit to add to group</td>
<td>Remove or add specific unit(s) from a group of units.</td>
</tr>
</tbody>
</table>
Welcome Back Commander

Once again, the battle between the Allied forces and the Soviet army has been joined, but this time there is a dangerous third element. The Soviet traitor Yuri has returned, bringing with him an army of genetically and psychically altered warriors bent on world domination.

In the single-player game, you’ll command either Allied or Soviet forces and thwart Yuri’s insidious plans. In multiplayer and skirmish games, you can select the Allied or Soviet army or opt to command Yuri’s army and wield all of its forbidden technologies.

Both the Allied and Soviet forces have several powerful new weapons in their arsenals. Yuri’s army is radically different from his more conventional foes and uses banned technologies to control minds, create mutants, enslave workers, administer biological weapons and inflict other exotic punishments on his enemies.

Situation Report

Command & Conquer™ Red Alert™ 2 Yuri’s Revenge™ picks up immediately after the end of the Allied campaign in Command & Conquer Red Alert 2. The Allied army has defeated the Soviets, capturing the Russian Premier Romanov and imprisoning him in the Tower of London. Unfortunately for the Allies, the Soviet agent Yuri has escaped. Yuri’s ability to control enemy units with his mind makes him a powerful and dangerous adversary.

While the Allies celebrate their victory, Yuri reveals himself. He has created his own army of mind-altered warriors and genetic mutations. He has spent his time creating a number of new technologies, the most insidious of which is
the Psychic Dominator, a device that allows Yuri complete control of its victims. Yuri has planted many Psychic Dominators around the globe, threatening to control the minds of the world’s population when they are activated.

The Allies immediately launch an attack on Yuri’s facility located on Alcatraz Island. While the attack fails to destroy the Psychic Dominator, it is successful in knocking down Yuri’s power enough so that the device does not activate. Now the only hope the Allies have is to gain enough of their own power to activate a time machine created by Professor Einstein. With this, they can send a force back in time to take out Yuri’s device long before it is activated. Unfortunately, the Soviets have their own plan to steal the time machine and not only stop Yuri but also reverse the outcome of the last war!

Clean Up Your System before Running the Game

Before you install any software, it is critical that your hard drive be in proper working order. We recommend that you perform regular “house keeping” by running ScanDisk and Disk Defragmenter.

- **ScanDisk** searches your hard drive for any lost data.
- **Disk Defragmenter** ensures that your data is sorted properly. Failure to verify this may result in corrupt data.

1. To run ScanDisk, click on the START button from the Taskbar.
2. From the Start menu, select RUN.
3. In the Run dialog box, type `scandisk` and click OK.
4. Once the program starts, ensure that you have selected THOROUGH in the Type of test section. The process will take a while to complete but the results are well worth the time invested. Make sure there is a check mark in the AUTOMATICALLY FIX ERRORS box and select the hard drive you are installing the game to (e.g., C:).
5. Once everything is set up correctly, click START to have the program scan the drive and correct any errors.
6. Next, run Disk Defragmenter. Click START from the Taskbar.
7. From the Start menu, select RUN.
8. In the Run dialog box, type `defrag` and click OK.
9. As with ScanDisk, select the drive you are installing the game to and click OK. This process will also take some time, but is again worth the effort to ensure a trouble free installation of your game.
What is DirectX™?

Read this section completely before playing Command & Conquer™ Red Alert™ 2 Yuri’s Revenge™ or installing DirectX.

DirectX is part of Windows® 95, 98, 2000 and ME. It allows Windows to access certain parts of your PC at high speed, to allow you to run today’s games. As new technology is introduced, such as next generation 3D Accelerators and 3D soundcards, DirectX evolves to support these new technologies. Command & Conquer Red Alert 2 Yuri’s Revenge requires DirectX 8.0a, which is included on the game disc for you to install if necessary.

In order to operate correctly, DirectX will need the latest software drivers for your video card and sound card. These drivers can usually be downloaded from your card manufacturer’s website or obtained from the card manufacturer’s Technical Support help-line. Using drivers that do not have DirectX 8.0a support may result in display or audio problems in Command & Conquer™ Red Alert™ 2 Yuri’s Revenge™.

How do I install DirectX 8.0a?

When you install Command & Conquer™ Red Alert™ 2 Yuri’s Revenge™, your system will be scanned for DirectX. If the correct version is not detected, you will be prompted to install DirectX 8.0a from the Command & Conquer™ Red Alert™ 2 Yuri’s Revenge™ CD. We recommend you follow the advice given by the Setup program.

If you want to install DirectX 8.0a after installing Command & Conquer™ Red Alert™ 2 Yuri’s Revenge™:

**Windows 95/98 users:**

1. Click START on your Windows taskbar, highlight FIND and click FILES OR FOLDERS.
2. In the NAMED box, type dxsetup.
3. Ensure the LOOK IN box is set to the drive letter of your CD-ROM (e.g. D:) drive, then click FIND NOW.
4. When the file appears, double-click on the dxsetup icon in the Name column.
5. When the DirectX Setup window appears, click REINSTALL DIRECTX to complete the process.

**Windows ME (Millennium Edition)/Windows 2000 users:**

1. Click START on your Windows taskbar, highlight SEARCH and click FOR FILES OR FOLDERS.
2. In the SEARCH FOR FILES OR FOLDERS NAMED: box, type dxsetup.
3. Ensure the LOOK IN box is set to the drive letter of your CD-ROM (e.g. D:) drive, and that the Command & Conquer™ Red Alert™ 2 Yuri’s Revenge™ CD is in the drive, then click SEARCH NOW.
4. When the file appears, double-click on the dxsetup icon in the Name column.

5. When the DirectX Setup window appears, click REINSTALL DIRECTX to complete the process.

Check your system!

To check if your computer fully supports DirectX 8.0a, run the DirectX Diagnostics Tool after installing DirectX 8.0a.

1. Click START on your Windows taskbar. Then click RUN.

2. From the Run dialog box, type dxdiag then click OK.

The DirectX Diagnostics Tool gives you information on your video card, sound card and 3D accelerator card drivers.

- To check your video card drivers, click on the DISPLAY tab, or the DISPLAY 1 tab if you have one.
- To check your sound card drivers, click on the SOUND tab.
- Some 3D accelerators have their own tab, called DISPLAY 2, so you may need to check this also.

On each of these screens, the Drivers section tells you if Microsoft has certified your driver as supporting DirectX 8.0a.

- If your driver is reported as ‘Certified: Yes’ your device has DirectX 8.0a support and should work properly with Command & Conquer™ Red Alert™ 2 Yuri’s Revenge™.
- If your driver is reported as ‘Certified: No’ your device does not have DirectX 8.0a support and you may experience problems running Command & Conquer™ Red Alert™ 2 Yuri’s Revenge™.

Please consult the notes section at the bottom of the DirectX Diagnostic Tool window.

- Windows 98/2000/ME users may also consult the TROUBLESHOOT button, accessed from the MORE HELP tab. Normally, updated drivers that support DirectX 8.0a will be available from the manufacturer of the device in question, which will allow you to play Command & Conquer™ Red Alert™ 2 Yuri’s Revenge™ without any problems. In this case, we suggest you contact the manufacturer of the device, and request the latest DirectX 8.0a compatible drivers. These are normally available free of charge from the manufacturer’s website, or via their technical support help-line.
**Installation**

**To Install Command & Conquer™ Red Alert™ 2 Yuri’s Revenge™:**

Note: Yuri’s Revenge™ is an expansion of Red Alert™ 2; therefore you must have Red Alert™ 2 installed on the system before you can install Yuri’s Revenge™.

**Windows™ 95/98/2000/Me/Nt Autoplay**
1. Insert the Yuri’s Revenge CD into your CD-ROM drive and click on INSTALL.
2. Click NEXT and read through the licence agreement. When finished, click the check box to agree or click CANCEL to exit.
3. Enter the serial number that is provided in the white box on the back of your Yuri’s Revenge Operational Manual, then click NEXT to continue.
4. Follow the prompts to finish the installation.

**Windows™ 95/98/2000/Me/Nt Manual Installation**
1. Insert the Yuri’s Revenge CD into your CD-ROM drive.
2. Click on the START button and select the RUN… option on the menu.
3. Click 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 to continue.
6. Follow the procedures outlined in the Autoplay section above, starting at point 2.

**To Uninstall**
1. Click on START and then select Programs > Westwood > Yuri’s Revenge > Yuri’s Revenge Uninstall.
2. Follow the on-screen instructions to complete the uninstall process.

**To Uninstall Through The Autorun Feature**
1. Insert the Yuri’s Revenge CD into the CD-ROM drive.
2. When the Autorun window pops up, click UNINSTALL.
3. Follow the on-screen instructions to complete the uninstall process.

**Tactical Update: New Game Modes**

Several new multiplayer game options have been added to Command & Conquer™ Red Alert™ 2 Yuri’s Revenge™.

**Westwood Online**

Quick Match
Quick Match remains essentially unchanged. However, Quick Matches are now the only way to gain points and be ranked at Westwood Online. We have also added
the ability to play in any screen resolution you choose.

**Quick Co-op**

This new option allows you to team up with another human player to try your skill against a computer AI. You and your partner will fight against two computer opponents on a map with random settings.

**Custom Match**

You may now Page other users by clicking on the PAGE button. This will call up a new screen. Type in the name of the person you wish to page in the top box and the text you wish to send in the box below. Your conversation will appear in the large area at the centre of this screen. By clicking on the PAGE BUDDY button at the bottom left, you can use your Buddy List to select whom you wish to speak to.

**New Network Game Options**

**Team Alliance**

A new style of multiplayer game has been added to the list of those available. The Team Alliance game uses special maps specifically designed for team play. Each side has starting positions located very close to each other, allowing allies to begin in close proximity.

You may now sort available games at Westwood Online by the various column headers, including Type of game, Password, Resolution, Game Name, Ping, Player Name, Clan and Rank. This will assist you in finding a particular game, or a game suited to your desires.

The COMMUNITY button on the Westwood Online screen allows you to link directly to the *Command & Conquer Red Alert 2* Community.

Westwood Online ranks players that use the site to meet and challenge other players. Only the results of Quick Match games are used to rank players on the tournament ladders.

Badges of Honor are available at Westwood Online for special achievements. You will earn these badges by completing all of the co-op campaigns, being ranked in the top 1000 players in any month or being promoted to higher ranks.

**Tactical Update: Gameplay Changes**

There have been a number of changes between *Command & Conquer Red Alert 2* and *Command & Conquer™ Red Alert™ 2 Yuri’s Revenge™*. In addition to the various patches released for *Command & Conquer Red Alert 2*, there are additional changes new for this upgrade.

1. On the Options tab in the Main Menu, changing the screen resolution of the game no longer affects the resolution of the menus. Menus always appear at a resolution of 800x600. Changes in resolution will take effect once gameplay starts.

2. When in Observer Mode in multiplayer games, you can now see the statistics of the players in combat.
3. In games at Westwood Online or a Local Area Network, you may now select your starting position. Additionally, you can now ally with other players before the start of the battle.

4. Quick Match at Westwood Online gives you a chance to meet and play against other players. Select the QUICK MATCH option in Westwood Online. This will attempt to match players of similar ranking, ping time (Internet connection latency to other players), location, resolution setting and system specs.

5. Official maps that have been modified are not transferred over Internet games.

6. If a player disconnects three times in one game for a duration of more than 25 seconds each time, the game will end and be awarded to the non-disconnector after the third disconnection.

7. Hospital Tech structures no longer require you to place your injured infantry units inside them to heal. When you capture a Hospital with an Engineer, all of your infantry units automatically begin healing regardless of their location on the map.

8. All hero units, including Tanya, Boris and Yuri Prime, are immune to psychic control and cannot be crushed by vehicles, except by one special new unit, the Allied Battle Fortress (see the section on new Allied units).

9. Players are limited to only one hero unit (Tanya, Boris or Yuri Prime) at a time.

10. Units placed in a structure as a garrison now gain levels of veterancy. They gain these levels while inside the structure and gain the benefits of veterancy while garrisoned. However, you will not be alerted to their promotion until they exit or are forced out of the structure.

11. If walls or other buildings block the exit of a Barracks, no unit is built, even if the owner has Cloning Vats. The cost of the unit is refunded to the player.

12. You are now able to see how many enemy units are contained within a garrisoned structure. Moving the cursor over a structure garrisoned by the enemy will show both the maximum space available in the structure and the number of units currently stationed inside.

13. An IFV containing a Chrono Legionnaire no longer loses its target when selecting an enemy farther than its firing range. The unit moves into range and fires without losing focus.

14. No other infantry units other than those with explosives can blow up buildings when joined to a Tanya command waypoint. No units can merge onto Planning Mode plans.

15. Tanya no longer shoots vehicles with her weapon. When Tanya targets a vehicle, she plants a C4 charge on the vehicle and
detonates it just as she does against buildings.

16. Sending a Spy into an Allied Battle Lab grants the ability to create Chrono Commandos. Getting a Spy into a Soviet Battle Lab allows for the production of Chrono Ivans. Having a Spy enter Yuri’s Battle Lab gains you the ability to produce Psychic Commandos.

17. Navy SEALs are now an official Allied unit and are a part of the standard Allied arsenal.

18. Because they are now a part of Yuri’s army and arsenal, Soviet players no longer have access to the Psychic Radar, Cloning Vats, Yuri Clone or Yuri Prime structures and units. See the section on new units and structures for the replacements in the Soviet arsenal.

19. The Cloning Vats no longer allow for the recycling of infantry units. Additionally, mind-controlled units can no longer be sent to the Cloning Vats to allow for production of new infantry types. The Cloning Vats now only produce duplicates of infantry.

20. All Psychic units and structures are capable of seeing through the disguise of the Allied Spy.

**Tactical Update: New Units and Structures**

**New Tech Buildings**

Three new Tech buildings have been added to *Command & Conquer™ Red Alert™ 2 Yuri’s Revenge™*. Each has its own unique ability and each is well worth capturing. Additionally, each side now has a powerful defensive system that goes online as soon as a Battle Lab is built and placed.

**Civilian Power Plant**

Civilian Power Plants are similar to the Power Plants created by each of the three armies. Capturing one with an Engineer significantly increases your current power supply.

**Machine Shop**

When captured by an Engineer, this structure automatically begins repairing all of your damaged vehicles, regardless of their location on the map.

**Secret Tech Lab**

If you capture this Tech building with an Engineer, you will be given the ability to create a special unit that you are not normally able to build. You may gain the opportunity to build Allied, Soviet or even Yuri units, regardless of the army you are leading.

**Force Shield**

Each army now possesses an additional defensive system called the Force Shield. This device begins charging up as soon as you place your Battle Lab. Once charged, the Force Shield can be used on any friendly structure or group of structures, including those of an ally. When used, the Force Shield makes the selected structures completely invulnerable to all damage, even...
from super weapon attacks. However, the strain of using this device is difficult for your power structure to handle. When you invoke the Force Shield, your base will be without power for a short duration.

**Spies**

Allied Spies are stealth units used by the Allies to gain advantage over their enemies. Spies can enter enemy buildings much like Engineers. Unlike Engineers, Spies do not capture buildings. Instead, their function depends on the building they enter.

**If a Spy enters...**

- Enemy Barracks, you gain veteran infantry
- Enemy War Factory, you gain veteran vehicles
- Enemy Power structure, enemy power is temporarily shut down
- Enemy Radar, you reset the shroud
- Enemy Refinery, you steal half of the target’s money
- Enemy Super Weapon, you reset the weapon’s timer
- Enemy Allied Battle Lab, you gain the ability to produce Chrono Commandos
- Enemy Soviet Battle Lab, you gain the ability to produce Chrono Ivans
- Enemy Yuri Battle Lab, you gain the ability to produce Psychic Commandos
New Allied Units and Structures

The Allies have gained several new, unique units that increase their ability to fend off both Soviet forces and Yuri's diabolical minions. They also gain a building designed specifically to fight Yuri's mind-control ability.
Guardian GI
Like a normal GI, the Guardian GI fires a powerful machine gun from a standing position. When deployed, the Guardian GI can not be crushed and switches to a powerful anti-tank weapon that is effective against vehicles and aircraft. Guardian GIs cannot be used to garrison structures.

Navy SEAL
Equipped with a high-powered machine gun, SEALs are excellent against enemy infantry and can defend themselves against vehicles as well. Like Tanya, SEALs use C4 charges to detonate enemy structures.

Robot Tank
The main strength of the Robot Tank is that it cannot be mind controlled because there is no human driver onboard this assault vehicle. Robot Tanks hover, allowing them to cross water. The ability to create Robot Tanks is granted with the construction of a Robot Control Center. These cease to function if they have low/no power.
**Battle Fortress**

This massive construction grinds over the battlefield, crushing infantry, vehicles (even tanks) and walls with equal ease. Up to five infantry units can be placed inside the Battle Fortress. These infantry units can shoot out of the many ports, adding to the carnage.

**Robot Control Center**

As mentioned above, the Robot Control Center allows the Allies to build Robot Tanks. This building can be built after the production and placement of an Allied War Factory. This building ceases to function if it has low/no power.

**New Soviet Units and Structures**

Because Yuri defected from the Soviet Union, taking all of his mind control units with him, the Soviet engineers have developed several new infantry units and vehicles to more than compensate for the loss. Additionally, Yuri took the technology for the Psychic Radar and the Cloning Vats, leaving holes in the Soviet arsenal. New structures have been developed to shore up these sudden gaps in the Soviet defence.
Boris
Boris is highly effective against infantry, thanks to his rapid rate of fire. Rather than using C4 charges to eliminate structures, Boris is able to call in an airstrike of MiG fighters to bombard any structure he targets with his laser designator.

Siege Chopper
With the creation of the Siege Chopper, the Soviets now have quick strike capabilities from the air. When flying, this vehicle is mobile and effective against enemy infantry units. When deployed, the Siege Chopper lands and reveals a massive weapon capable of quickly destroying buildings and stationary targets from long range.

Spy Plane
When the Soviets place a Radar, they immediately begin development of their new Spy Plane. When fully charged, the Spy Plane can be deployed anywhere on the map. As it passes over the targeted terrain below, it reveals the shroud, allowing the Soviets to see new areas of the map.

Battle Bunker
This new defensive structure has no actual defences of its own, but it can be fortified by Conscripts to provide formidable firepower. When Conscripts are placed inside a Battle Bunker, it operates exactly like a garrisoned building. Because it is a Soviet structure, the Battle Bunker can be repaired when damaged.
**Industrial Plant**
When built and placed, this structure significantly reduces the cost of all vehicles. Additionally, the Industrial Plant reduces the build time of these units accordingly.

**Yuri’s Army**
In the single-player game, you will generally be facing off against Yuri’s forces. In multiplayer games, Yuri’s side is available for anyone to play. Yuri took some Soviet units and structures with him when he defected. He has augmented many of these, adding additional functions and power, and added many new structures, infantry types and vehicles to his arsenal. This gives Yuri a diverse, powerful and unique force.

**Yuri’s Units**

Yuri’s units are a combination of power, finesse and deviousness. With psychic and genetic technologies, the Yuri player can quickly acquire enemy technologies and even coerce civilians and wild animals to serve his purposes.
Initiate
The base infantry unit of Yuri’s army, Initiates use the power of their minds to do damage. Like GIs and Conspects, Initiates can garrison civilian buildings.

Engineer
Yuri’s Engineers are identical to those of the Allied and Soviet armies.

Brute
Yuri’s anti-tank infantry unit is the Brute, a genetically engineered monstrosity designed to crush everything that blocks its path. Dogs will avoid Brutuses and will not attack them.

Virus
This deadly infantry unit is equipped with a long-range rifle, capable of slaughtering any infantry unit with a single strike. Worse, the victim is killed not with a bullet but with a powerful toxin that leaves a dangerous residue that damages other infantry units unfortunate enough to walk through the poisonous cloud left by a Virus’s victim.

Yuri Clone
Defenceless in the traditional sense, this unit is equipped with a powerfully altered brain that allows it to take control of almost any enemy unit. While Miners, Attack Dogs, Master Minds, Yuri Clones, hero units and any flying unit are immune to the power of the Yuri Clone, all others are susceptible to being taken over by this unit and added to Yuri’s war effort. When confronted by masses of infantry units, a Yuri Clone can deploy and create a massive Psi Wave, damaging or killing nearby infantry. This unit is identical to the Yuri Clone possessed by the Soviet Army in Command & Conquer Red Alert 2.

Yuri Prime
Yuri’s answer to Tanya and Boris is Yuri himself. Seated on a massive flying chariot, Yuri Prime is a much more capable and deadly version of the Yuri Clone. Like the other heroes, Yuri Prime cannot be crushed by vehicles, regenerates automatically and is immune to mind control. Like his clones, Yuri Prime can control most vehicles and enemy infantry units, as well as most enemy structures, even turning enemy defences to his nefarious will. Additionally, Yuri is equipped with an improved Psi Wave attack that instantly kills infantry in its area of effect and even damages units outside of the immediate blast radius. Yuri Prime is in greater control of this effect than his clones are; when he uses his Psi Wave attack, he does not damage allies.

Lasher Tank
The Lasher Tank is Yuri’s base tank unit, comparable to the Allied Grizzly and the Soviet Rhino. Like its counterparts, it is designed to attack and defend against enemy armour.

Chaos Drone
When deployed, this small vehicle releases clouds of hallucinatory toxins that drive enemies berserk. Berserk units’ attack power is greatly magnified and...
they will automatically target friendly units before they attack enemies.

**Gattling Tank**

As the Allies have Prism technology and the Soviets use Tesla items, Yuri’s engineers have developed Gattling weapons. The Gattling Tank is equipped with twin 50-caliber machine guns that spin rapidly, spitting out hordes of deadly shells that rip through both infantry and aerial units in just a few moments. A unique feature of these weapons is that the longer they fire, the faster the barrels spin and the more damage the weapons cause. Because of this, Gattling Tanks are most useful in prolonged firefights.

**MCV**

Yuri’s MCV is identical to that possessed by both the Allies and Soviets, except that when deployed, it creates Yuri’s Construction Yard.

**Magnetron**

When deployed against vehicles, this unique weapon unleashes a powerful magnetic force that levitates the enemy vehicle, pulling it toward Yuri’s forces where it can be mind controlled with impunity. Additionally, the Magnetron can deal significant damage to structures by firing an intense magnetic beam at buildings. The main drawback of the Magnetron is that it is virtually defenceless against enemy infantry, having no effective weapon against them and no way to drag them closer.

**Master Mind**

Another extension of Yuri’s mind control technology, the Master Mind vehicle is capable of safely mind controlling a large group of enemy units at a time. However, this unit can’t stop itself from mind controlling additional enemy units. Exceeding its unit limit causes the device to break down and self-destruct, releasing all of its formerly captured units.

**Floating Disc**

The Floating Disc is a capable unit, able to throw any enemy base into serious disarray. Its small laser is effective against infantry units, including Allied Rocketeers, and can also cause damage to both vehicles and structures. More significantly, if placed over an enemy Power Plant, the Floating Disc immediately powers down the entire base. Floating Discs can also be stationed over enemy Refineries, drawing credits away to feed Yuri’s war effort. A Floating Disc placed over any defensive structure that requires power effectively shuts off that structure.

**Amphibious Transport**

Yuri’s Amphibious Transports are identical to those possessed by both the Soviet and Allied armies.

**Boomer Submarine**

Like Soviet Typhoon Subs, the Boomer is a stealth unit, capable of closing in on an enemy position without being spotted. Against other naval foes, the Boomer is capable of launching deadly torpedoes. However, it is their ballistic missiles, which are used against land targets, that make the Boomer such a deadly foe.
Yuri's Structures

While Yuri's army depends on some of the same structures as those used by the Allies and Soviets, it contains several unique structures that give Yuri the ability to defend his base adequately and destroy his opposition.

**Construction Yard**

Yuri's Construction Yard is identical to that of the Allies and Soviets, except that it builds Yuri's other structures.

**Bio Reactor**

The Bio Reactor is Yuri's main power source. In times of energy shortage infantry units can be placed inside a Bio Reactor. Each one will significantly increase the size of the power output. The infantry can be deployed from the Bio Reactor at any time, and are released if the Bio Reactor is destroyed.

**Slave Miner**

Rather than using a standard miner, Yuri's forces depend on the Slave Miner for their economy. The entire structure moves next to a mining site and deploys, releasing Slaves to gather ore for processing. When mobile,
damaged Slave Miners auto-repair, and when deployed, the structure can be repaired by sending an Engineer into it. Any Slaves killed by enemy action are automatically replaced by the Slave Miner.

**Barracks**
Yuri’s Barracks is identical to that of the Allies and Soviets, except that it allows the production of Yuri’s infantry units.

**War Factory**
Yuri’s War Factory is identical to that of the Allies and Soviets, except that it allows the production of Yuri’s vehicles.

**Submarine Pen**
Yuri’s Submarine Pen is identical to the Allied and Soviet Naval Yards except that it allows the production of Yuri’s Hover Transports and Boomer Submarines.

**Psychic Radar**
Yuri’s Psychic Radar has all of the powers of the Psychic Sensor formerly used by the Soviet Army. When placed, it indicates the target of enemy attacks within its area of effect. Yuri’s engineers have souped-up the device significantly, allowing it to operate as Yuri’s radar as well. When placed, the Psychic Radar immediately begins developing the Psychic Reveal technology.

**Psychic Reveal**
Not truly a structure or a unit, this ability is created with the placing of a Psychic Radar. When fully charged, the Psychic Reveal allows Yuri to uncover a sizeable radius of the shroud, much like the Soviet Spy Plane.

**Grinder**
Thanks to his Psychic technology, Yuri often finds himself with a number of captured units he’d rather recycle than use. The Grinder was designed with this idea in mind. When placed, the Grinder allows for the recycling of any vehicle or infantry unit currently under Yuri’s control. Any unit sent into the Grinder is destroyed instantly, refunding all or part of the production cost of the unit.

**Battle Lab**
Yuri’s Battle Lab allows for the production of advanced units and structures, much like the Battle Lab of the Allies and Soviets.

**Citadel Walls**
Yuri’s Citadel Walls are similar to the Walls used by the Soviet and Allied armies. They are designed to protect vulnerable and fragile structures.

**Tank Bunker**
When placed, this structure has no method of defence on its own. However, any turreted vehicle except a Magnetron can be garrisoned inside the Tank Bunker, giving it both added defences and additional firepower.

**Gattling Cannon**
This defensive structure operates on the same principles as the Gattling Tank,
with sustained fire causing additional damage and mayhem. This weapon is always effective at ripping through infantry, regardless of the speed at which the cannons are spinning.

**Psychic Tower**
The Psychic Tower automatically mind controls the first several units that come within range of it, turning them against their former friends. These units are fully controllable and can be sent into battle or to the Grinder. Once it controls its maximum number of units, the Psychic Tower is otherwise defenceless against assaults.

**Cloning Vats**
Each time a new infantry unit is created at a Barracks, a duplicate is produced for free at the Cloning Vats.

**Genetic Mutator**
The first of Yuri’s super weapons is the Genetic Mutator. When fully charged and deployed, this device turns all enemy units in its area of effect into Brutes. Both friendly and enemy units are affected by the Genetic Mutator, and all created Brutes fall under the control of Yuri. Attack Dogs and any beasts (including Dolphins and Giant Squids) are not changed into Brutes by the Genetic Mutator – they are simply killed.

**Psychic Dominator**
When fully charged and deployed, this weapon causes a massive burst of psychic energy that turns all units in the area of effect into units under Yuri’s control. These new additions to Yuri’s army can then be turned on their former friends or sent back to Yuri’s base for a trip to the Grinder or Bio Reactor. Units normally immune to mind control, and garrisoned units, are immune to the effects of the Psychic Dominator. Once a unit is captured by the Psychic Dominator, it can never be mind controlled again. The Dominator’s psychic bursts also damage nearby structures.
Credits

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Executive Producers: Mark Skaggs, Wayne Townsend
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Associate Producer: Julio Valladares
Production Coordinator: Julie Brugman

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Additional Design: Brett Sperry
Story Development: Design Team

Game Engineers

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Game Programmers: Graham Smallwood, Geoff Finger
Online Technical Director: Jeffrey Brown
Network Programmers: Matt Campbell, Bryan Cleveland, Chris Huybrechts, Steve Tall, Denzil Long, Greg Underwood
Installer: Maria del Mar McCready Legg
Additional Programming: Tommy Rolfs

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Concept Art: TJ Frame, Tom Baxa
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Screenplay: Wynne McLaughlin
Editor: Curt Weintraub
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Casting: Marilee Lear, CSA
Computer Graphics Supervisor: Chuck Carter
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Gaffer: Stuart Bicknell
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Grip: Jeremy Settles
Boom Operator: Richard Rasmussen
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Assistant Sculpture: Jerry Garcia  
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Einstein: Larry Gelman  
Chairman Bob: Rick Ginn  
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Allied Gis: Brett Logan, Lamar Lucas, Michael Rouleau, McKenzie Woodcock  
Prison Guards: Anrian Vanderwalt, Sly Smith  
Secret Service: Robert Garretson, Spike Measer  
White House Aides: Al Conahan, Eugene Harris, Matt Mooney, Peter Conklin, Rosie Heeter  
Air Force Generals: Dave Crockett, Robert Eustice  
Army Generals: Bruce Mastracchio, Sylvester Smith  
Navy Admiral: Michael Pfleegor  
Medevac: Wayne Young  
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Belly Dancer: Laura McDonald  
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SDC: Mary Smith
Lead: Tim Hempel
Reps: Michelle Davis, Daniel Beahn
Customer Services – Can We Help You?

Problem? Question? Whatever it is, we’re here to help. If you’re having trouble running your game, there are several ways we can help:

**Electronic Help file**

Your game includes an Electronic Help File to help solve those slightly more tricky problems. You ask the questions – it provides the answers. The Help File can be accessed from the Windows Start Bar in the same group as your game. The Help File also includes ‘EAsy Info’ – a diagnostic tool that helps you, or Electronic Arts Technical Support staff diagnose the problem you’re having – more on this later.

**On-line Services**


- From the Westwood Studios front page click the SUPPORT button for Technical Support information. This site includes an extensive Quick Solutions guide in an easy question and answer format, and the latest update files and FAQ information are also available for download. The Westwood Studios Support website also includes details of the various Westwood E-mail Support services on offer.
- The Electronic Arts UK website also offers Technical Support information and FAQ’s for *Command & Conquer Red Alert 2 - Yuri’s Revenge*. Point your Internet browser to [http://www.uk.ea.com/](http://www.uk.ea.com/) and from the front page click the TECH SUPPORT button. This site also has information of how to contact us via our E-mail Support service.

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2. When the EAsy Info program appears click ‘OK’ to begin system examination, the Electronic Arts System Information screen appears.
3. Click ‘SAVE INFO’ to save the report file to your desktop or click ‘OK’ if you want to close the EAsy Info report without saving a copy to your desktop.
   • If you chose to ‘SAVE INFO’ a file called EAsy_EA.txt will be placed on your desktop. Simply double-click on this icon to view the file.

Note: If you have a printer connected to your PC and you wish to print out the EAsy_EA.txt config report, simply double-click the icon on your desktop to open it. Then, click ‘File’ in the menu bar. Finally, select and click ‘Print’ from the drop-down menu.

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