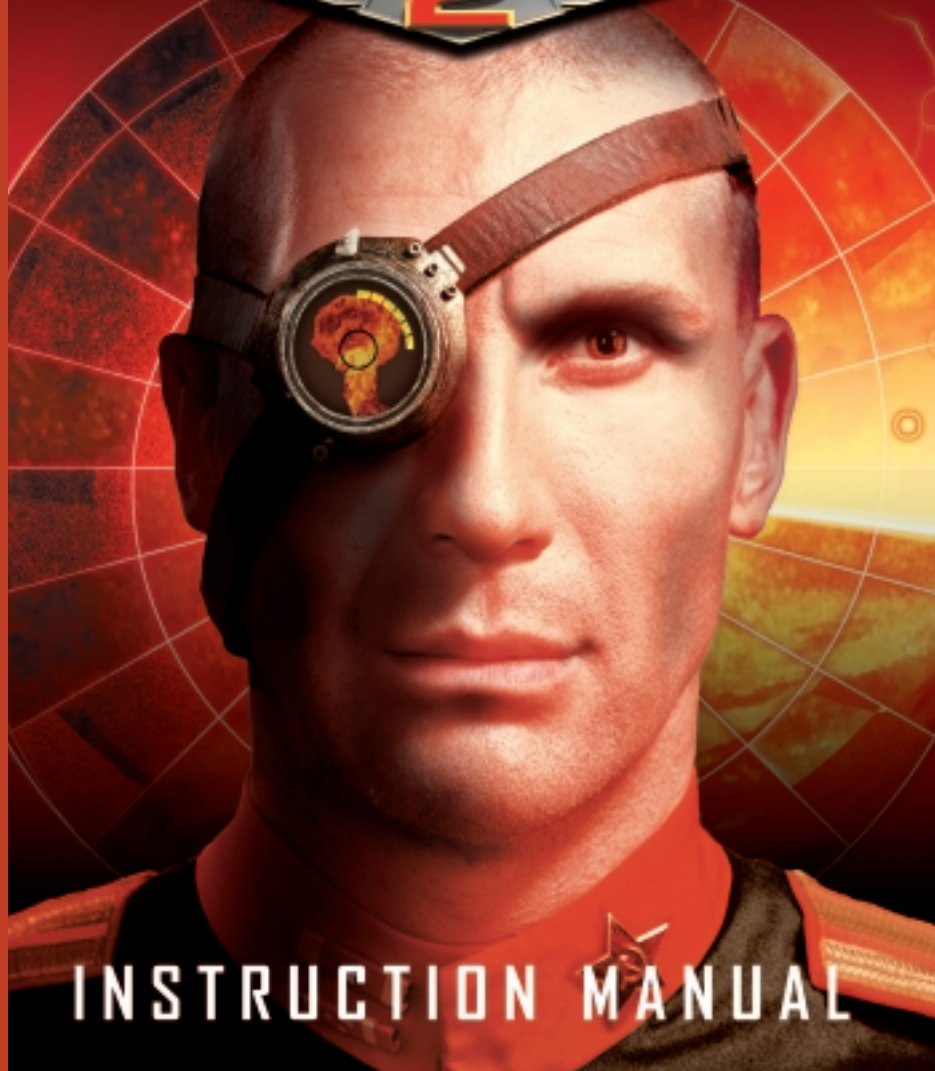


COMMAND
&
CONQUER

RED ALERT
2



INSTRUCTION MANUAL

KEYBOARD COMMANDS

BASIC KEYBOARD FUNCTIONS

NAME	KEY	DEFINITION
Deploy item/unit	D	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, Desolators and Yuri all have secondary powers. You can also use this to exit units or garrisoned buildings.
Guard Current Area	G	Units will actively scan the terrain and attack enemies automatically.
Attack Move	Click unit, CTRL/SHIFT, move to area	Units will travel from place to place and actively attack & destroy enemies they encounter.
Scatter	X	Units will try to avoid being run over. Press when vehicle tries to run over your infantry.
Stop	S	Stops selected unit's movement in its tracks.
Force Fire	Hold CTRL key, guide cursor over target, left-click	Forces a unit to fire on a friendly or neutral unit.
Force Move	Hold ALT key, guide cursor over target, left-click	Forces a unit to drive/walk over an area or to run over a unit.
Options Menu	ESC	Go to Options Menu.
Create Team	CTRL + 1-9	Creates teams of units.
Select Team	1-9	Selects a team you have already created.
Ally with chosen side	A	Press to avoid attacking friends.
Type Select	T	Left-click on TYPE SELECT button in the Advanced Command Bar or press T once to select all the units on screen of the same type (one click). Double-click to select them across the battlefield.
Chat to all Listeners (in Multiplayer)	Enter to bring up chat cursor, ENTER to send message, Right-click to cancel message	Sends messages to all listeners
Chat to all Allies (in Multiplayer)	Hit BACKSPACE, type, hit ENTER	Sends messages to all allies
Chat to all Players (in Multiplayer)	Press ` to bring up chat cursor, ENTER to send message, Right-click to cancel message	Sends messages to all players
Place Beacon	(B), press Enter, write message, press Enter to send message. Press DEL to delete beacon	Writes messages to allies and sets them on battlefield.
Enter Way Point mode	Click on unit, press and hold Z, set down the way points, release to initiate movement command	Sets Way Points.

KEYBOARD COMMANDS

Set Rally Point	Click on Barracks, War Factory, Shipyard or Cloning Vats and select the rally point on the battlefield	Rallies your units to a spot on the battlefield after they are produced.
-----------------	--	--

Go to Event on Radar Space Bar Centers your view on latest radar map ping.

All units cheer! C Makes all your infantry cheer in victory!

Go to Diplomacy Menu Tab Accesses the Diplomacy Screen.

ADVANCED KEYBOARD FUNCTIONS

NAME	KEY	DEFINITION
Follow	F	Game viewport follows selected unit.
Guard Destination	CTRL/ALT + click area	Moves to area and then guard it.
Escort Unit	CTRL/ALT + click unit	Guards a unit while it moves about terrain.
Guard a Structure	CTRL/ALT + click structure	Guards a specific structure.
Structure Tab	Q	Hotkey to Structures.
Armory Tab	W	Hotkey to Armory.
Infantry Tab	E	Hotkey to Infantry.
Unit Tab	R	Hotkey to Units.
Next Unit	M	Selects the next unit in order of creation.
Previous Unit	N	Selects the previous unit you selected.
Select All	P	Selects all units on battlefield.
Cycle through Elites	Y	Selects all veteran or all elite units.
Cycle through health	U	Selects all units with like health bars.
Modify Selected Units	Hold SHIFT and click on selected unit to deselect. Click on unselected unit to add to group	Remove specific unit(s) from a group of units.
Center Tactical Map on Base	H	Centers your view on your base. Normally this is your Construction Yard.
Repair Mode	Left-click structure, K	Repairs your structures.
Sell Mode	Left-click structure, L	Sells your structures.
Bookmark Creation	CTRL +F1-F4	Creates a spot on the map you want to instantly jump to.
Go to Bookmark Selection	F1-F4	Jumps to bookmarked terrain area.
Multiplayer Taunts	F5-F12	Sends preset audio messages to other players.

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GETTING STARTED

GETTING STARTED

TO INSTALL COMMAND & CONQUER™ RED ALERT™ 2

WINDOWS® 95/98/2000/MILLENNIUM/NT AUTOPLAY

1. Insert either the Allied or Soviet disc into your CD-ROM drive and click on "Install".
2. Click "Next" and read through the license agreement. When finished, click the check box to agree or click "Cancel" to exit.
3. Enter the serial number that is provided on the back of your Command & Conquer: Red Alert 2 jewel case, then click Next.
4. Follow the prompts to finish the installation.

WINDOWS® 95/98/2000/MILLENNIUM/NT MANUAL INSTALL

1. Click on the "Start" button and select the "Run" option on the menu.
2. Select "browse" and go to your CD-ROM drive.
3. Double-click on the "Setup.exe" file. This may appear as "Setup" on some systems, but will always have a CD icon before it.
4. Click "OK".
5. Follow the procedures outlined in the AUTOPLAY section above, starting at #2.

TO UNINSTALL

1. Click on "Start" and then select "Programs," "Westwood," "Red Alert 2," "Red Alert 2 Uninstall."
2. Follow the on-screen instructions to complete the uninstall process.

TO UNINSTALL THROUGH THE AUTORUN FEATURE

1. Insert either the Allied or Soviet disc into the CD-ROM drive.
2. When the AutoPlay window pops up, click "Uninstall".
3. Follow the on-screen instructions to complete the uninstall process.

WELCOME BACK, COMMANDER

WELCOME BACK, COMMANDER

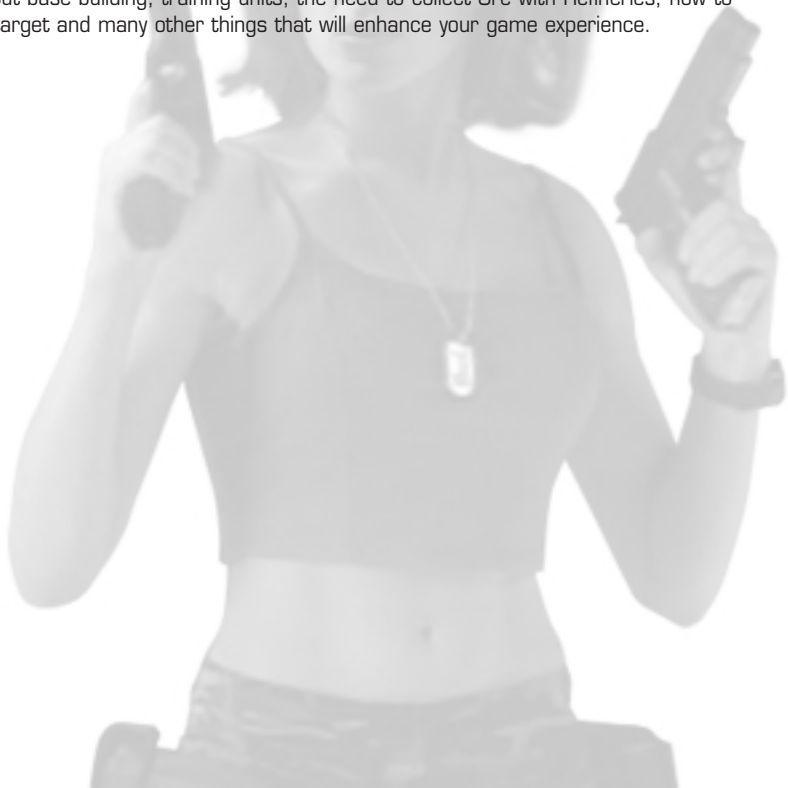
Command & Conquer Red Alert 2 gives you the choice of playing as one of two completely distinct forces: the honorable Allies or the aggressive and militaristic Soviets.

In single-player games, if you elect to play as the Allies, you will battle against Soviet forces, and if you choose to play as the Soviets, you will fight against the Allies. In multiplayer games, both Allied and Soviet forces and factions can battle against each other.

The two sides are very different, and share only a few common units and structures. Each side has a unique array of strengths and weaknesses that can be exploited. The units and structures of the two armies reflect the basic philosophy behind the armies. While the Allies depend on superior technology and finesse, the Soviet forces rely on brute strength to achieve their objectives.

NOTE TO PLAYERS NEW TO THE COMMAND & CONQUER UNIVERSE

We highly recommend that you play the Boot Camp missions before jumping into the full game if you are new to Command & Conquer. We always strive to make sure the game is easy to pick up, but the Boot Camp will kick you off with the basics. It'll teach you about base building, training units, the need to collect Ore with Refineries, how to move/target and many other things that will enhance your game experience.



STORY

If you could go back in time, what would you change? Would it be possible to prevent wars from ever occurring? Or would tampering with the past have drastic effects on the present and the future?

Experiments in time travel have drastically altered the course of history. Assassinations altered the fates of nations, and thus the entire world. The Soviet Union found herself without enemies to check her expansion to the west. Under Josef Stalin, they began a march to the Atlantic, hoping to fulfill their manifest destiny of a continental Soviet Union.

Only the combined might of the Allied forces prevented complete domination by the Soviets. The huge army of Mother Russia was finally stopped by the superior technology of the Allies. A peaceful world finally became reality. Stalin perished in the conflict, leaving the fate of the world's largest nation undecided.

After the war, the Allies placed Alexi Romanov in charge of the new Soviet Empire. He seemed to be the perfect choice. A career politician, he espoused the ideals of the Allied powers and set about making the Soviet Union a benevolent, peaceful country. The Allied leaders breathed a sigh of relief. The great menace was finally put to rest.

Or was it? Secretly, Romanov burned with hatred of the Allied powers that had destroyed his beloved country. Once in power, he immediately began plotting his revenge. Because the Allies had won with superior technology, he vowed that the Soviets would create their own superior weapons. The armies of the old Soviet Union would march again, and this time, they would not fail. This time, they would conquer the United States!

For years the Allies were complacent. No one knew of the secret Soviet experiments into mind control or the nuclear tests conducted by Romanov's scientists. The invasion took the United States by surprise. Suddenly, there were Soviet troops rushing into California, Texas, and New York. Civilians succumbed to the Soviet mind control and left their country forsaken, taking up arms in favor of the invaders. Giant squids appeared on American shores, crushing ships with their massive tentacles. The onslaught had begun!

Fortunately, the current US leader, President Dugan, has not let the old Allied technology stand. Massing his forces and preparing technology that allow him to control both the nature of time and the forces of nature, President Dugan prepared to battle the Soviet Union once again. Romanov has incredible power, surprise, and massive forces. The Allies are fighting for their home, and their way of life. And once again, the entire world erupts into conflict.

MAIN MENU

MAIN MENU

When you start the game, you will be presented with a short cinematic sequence of the Soviet invasion of the United States. Following this, you will be taken to the Main menu, where you will select the type of game you wish to play or determine a variety of options to optimize the performance of the game on your computer.



On the Main menu, your selections include Single Player; Internet; Network; Movies & Credits; Options; and Exit Game.

SINGLE PLAYER

Allows you to select new campaigns, load previously saved games, replay missions and set up Skirmish matches against the computer

INTERNET

Play "Head-to-Head" or "Co-Op" games over the Internet through Westwood's free matching service.

NETWORK

Play "Head-to-Head" or "Co-Op" games over a Local Area Network (LAN).

MOVIES & CREDITS

Watch movies from the missions you've completed or meet your friends from the Command & Conquer Red Alert 2 team.

OPTIONS

Adjust your game settings.

EXIT GAME

Exits the game and returns you to your desktop.

MAIN MENU

SINGLE PLAYER GAME

To play single-player game of Command & Conquer Red Alert 2, click on this button on the Main menu. You will be taken to a new menu with several new options to choose from. These are: New Campaign; Load Saved Game; and Skirmish. To return to the Main menu, click the Main menu button in the bottom-right corner of the screen.

NEW CAMPAIGN

Clicking on the New Campaign button takes you to the Campaign menu. Here, you can choose to play either as the Allies or the Soviets. You can also elect to go through Boot Camp, which will teach you many of the basics of the game, including how to move your units around the map, how to target enemies, how to build your base, and more. It is highly recommended that players new to the real-time strategy genre or the Command & Conquer series play through the Boot Camp levels to familiarize themselves with the interface. While experienced players can skip the Boot Camp, it does include many new features that can help you tremendously.

If you decide not to start a new campaign, click on the Back button to return to the Single Player menu.

DIFFICULTY

On the Campaign menu, you can select the difficulty of the campaign you will play. There are three settings ranging from Easy to Hard. Players new to realtime strategy gaming should start with the Easy level, while experienced players will find the Hard level quite challenging.

LOAD SAVED GAME

Clicking on this button takes you to the Load Mission menu. Here, you can select a previously saved game and continue playing where you left off. Select the mission you wish to continue, then click on the Load button. If you decide not to load a previously saved game, click on the Back button to return to the Single Player menu.

MAIN MENU

SKIRMISH GAMES

Skirmish games are unique. In a sense, a Skirmish is like playing a multiplayer game, but instead of playing against other people, you play against computer-controlled opponents. Clicking on this button will take you to the Skirmish menu, explained in greater detail later in the manual.

INTERNET

Press the Internet button located on the Main menu to go to Westwood Online. Westwood Online is a matching service sponsored by Westwood Studios for Red Alert 2 fans. It is always best to play with players with strong Internet connections and recommended system requirements. The game's performance will be affected by these factors. More information can be found in the Westwood Online section of the manual. You must already be connected to the internet through your Internet Service Provider in order to connect to Westwood On-Line

NETWORK

Click on this button to set up or join a game played over a Local Area Network. More information about playing games over a network can be found in the Options section of the manual.



MOVIES & CREDITS

Click on this button on the Main menu to go to the Movies & Credits menu. Here you can view movie sequences you have earned in campaign play, and see the credits for Command & Conquer Red Alert 2.

MAIN MENU

OPTIONS

The Options menu allows you to customize a variety of aspects of your game.

When you click on the Options button on the Main menu, you'll be taken to the Options menu.



DISPLAY OPTIONS

VISUAL DETAILS: Choose Low to High. Higher detail will look more attractive, but requires increased processor speed. Slower computers will have difficulty playing the game with high detail. Visual details refers to special effects like smoke, lighting or water wakes behind ships.

SET A VIDEO RESOLUTION: Setting higher resolution is more attractive and crisper, but requires a more powerful computer. You will also be able to see more of the battlefield during gameplay. Playing the game in 640 x480 (lowest resolution) will increase the performance of the game on your system.

GAME OPTIONS

Located below the display options are the game options.

GAME SPEED: Use this slider to adjust the speed of the game units and the time it takes to build structures. NOTE: In the single player game, the game is locked to the default game speed.

GAME DIFFICULTY: Change the difficulty to Easy, Normal or Hard. Newcomers to the C&C universe should play on the Easy level to begin.

MAIN MENU

USER INTERFACE OPTIONS

The user interface options give you additional control over the game and allow you to tailor it to your preferences. There are several tabs under this heading.

TOOLTIPS: Displays helpful text when a cursor is left on a game object for 2 seconds.

TARGET LINES: When you tell a unit to move to a particular location or attack a certain enemy, a line from the unit to the target will appear. With this box clicked off, these target lines will not appear.

SEE HIDDEN OBJECTS: Allows you to spot units behind buildings and other obstacles. With this box clicked on, units and defensive structures behind obstacles will be indicated. If this box is clicked off, hidden units will not be visible.

SCROLL RATE: Determines how quickly you can scroll around the screen with the mouse.

AUDIO OPTIONS

The three bars under Audio Options allow you to control the volume of the various sounds in the game. Values range from 0 (off) to 10 (loud).

MUSIC VOLUME: Adjusts the mission and menu music volume.

SOUND VOLUME: Adjusts sound effects (gunfire, explosions, etc.).

VOICE VOLUME: Adjusts the character voices.

KEYBOARD

Click on the Keyboard button to customize your keyboard commands.

CATEGORIES: The keyboard commands are broken down into various categories, which you can find by clicking on the arrow in the Category menu in the top left. The group of commands in that category will appear in the Commands box on the right.

COMMANDS: Select the command you wish to change. The current key for that command will appear below "Current Hotkey."

CURRENT HOTKEY: Click in the Press New Hotkey and select the key you wish to use for that command. To assign the selected key to that command, click the Assign button. You may choose a key that is already assigned to another command. When this happens, the command that the selected key is currently assigned to will appear below the Assign New Hotkey box. You can still assign the selected key to the chosen command, but the command for which that key was the default will no longer have a Hotkey.



MAIN MENU

RESET ALL: To return to the Westwood sponsored default key commands, click the Reset All button at the bottom of the screen.

NETWORK

Click on the Network button to configure your network settings. Note: Only adjust these settings if you are experienced in networking protocol.



SETTING UP A NETWORK OR SKIRMISH GAME

Network and Skirmish games are unlike campaign games in that they are Head-to-Head or Co-Op battles between two or more armies. There's no particular objective other than destroying everything else on the screen.



Clicking on the Skirmish button on the Single Player menu or starting a new network game will bring up a list of possible options you can change.

PLAYER: Along the top left, you will see the player tabs. In a Skirmish game, the top box will be you. Clicking into the top box under Player will allow you to give yourself a name. The default name is "New Player." In Skirmish, you can also choose the level of expertise of your opponent. "Easy" enemy will be much easier than the "Hard" enemy.

COUNTRY: Click in the box to the right to determine which of the nine countries you would like to play as or click Random to have the computer select for you.

COLOR: You can also determine the team color of your nation, or have this randomly selected as well.

Computer opponents (or other network players) can be set up in the same way, clicking on the button under the Player menu to activate a player; then clicking on the country and color buttons. By default, computer-controlled enemies are random in terms of country and color.

Below these menus, you will find a series of additional options.

GAME SPEED: Use this slider to adjust the speed of the game units and the time it takes to build structures. If you are having trouble keeping up with the computer opponents, consider slowing the game speed down.

CREDITS: Determines the amount of money you start the mission with.

UNIT COUNT: Determines the size of your starting army.

SHORT GAME: If clicked on, you can defeat the enemy by destroying just his structures. If clicked off, you'll have to destroy all of the enemy's units to eliminate him completely.

SUPER WEAPONS: Turn super weapons on or off.

BUILD NEAR ALLY: Allows you to build your structures near your ally's construction yard.

SETTING UP A NETWORK OR SKIRMISH GAME

MCV REPACKS: Allows you to repack your Construction Yard, turning it back into a Mobile Construction Vehicle (MCV), which allows you to move your base. To move a Construction Yard, left-click on the structure and then left-click on the terrain area to which you would like it moved.

CRATES APPEAR: Enables random power-up crates to appear on the map.

If you are happy with the settings you have picked and wish to play, click the Start Game button on the right side of the screen. You can also choose a different map by clicking on the Customize Battle button.

MULTIPLAYER GAME MODES

Red Alert 2 comes jam packed with lots of battlefields to play on. Click on the Customize Battle button. This will take you to a new menu where you will be able to select not only a different map but also different Game Modes for your battle.

In the Game Modes menu, you will see the different types of games available to you. Because many maps are not available for particular game types, you will want to decide on which type of game you want to play before selecting a map. The game types are:



BATTLE: Any of the options on the Skirmish or Network map can be toggled on or off. Alliances and cooperative victories are supported. This is the default game. An "alliance" will allow you to team up with a friend against an enemy. You will not target that partner as an enemy and you'll also be able to see areas of the map he can see under the Shroud.

FREE FOR ALL: Identical to Battle, except that alliances are not allowed.

UNHOLY ALLIANCE: Each player starts with both an Allied and a Soviet MCV, and can build along either tech tree.

MEGAWEALTH: Players must capture Oil Derricks with Engineers to gain a steady inflow of cash. No Miners allowed!

LAND RUSH: Players begin in the middle of the battlefield with an MCV. Power-up crates are strewn around the maps and players must rush to set up their base to grab all the goodies. The Shroud begins completely removed.

SETTING UP A NETWORK OR SKIRMISH GAME

MEAT GRINDER: This type of game forces players to rely on infantry and tanks.

NAVAL WAR: Players battle on small islands.

COOPERATIVE: Allows you to play with a friend through a specially designed campaign.

CO-OP PLAY

Command & Conquer Red Alert 2 allows two friends to play against preset computer opponents throughout the course of a short campaign. There are five campaigns, some harder than others.

CHOOSING A BATTLEFIELD

When you select a game type, the maps available for that type of game will appear in the menu on the right. Each map has a suggested number of players. Click on the map you wish to play, and you will see a small overview of the map in the top right corner of the screen. Click the Use Map button to return to the Skirmish/Multiplayer menu, where you can start the game.

CREATE A RANDOM MAP

You can create a random map by clicking on the Create Random Map button. Here you will be able to determine the terrain type you wish to use, the time of day of the battle, the climate, the general size of the map, the availability of resources, and the number of players. If you have no preferences, clicking on the Surprise Me button will generate a completely random map. You can preview the map you have created with the Preview Map button.

LOAD MAP: Use a previously saved randomly created map.

SAVE MAP: If the random map you have created appeals to you, you can save it for future play. Saved random maps can be loaded and deleted from this menu as well.

DELETE MAP: Delete a map you've created.

USE MAP: Use the created map and return to the Choose Map menu.

PREVIEW MAP: Allows you to sneak a peek at the map you've created. A small version of the map will appear in the upper right hand corner of the screen.

THE INTERFACE

THE TACTICAL MAP

The Tactical Map dominates the bulk of your screen. It is here that you command your troops, build your base, and attack the enemy. The Tactical Map shows only a portion of the actual battlefield. To scroll your view around the battlefield, move your cursor to the edge of the screen. The cursor will change to a green arrow, and your view will scroll in the indicated direction. If you are currently at an edge of the battlefield, a slash red arrow will appear.



THE GAME MOUSE

Red Alert 2 can be played almost exclusively using a mouse. By left-clicking the mouse you can order and select your troops, choose targets to destroy or move your army around the battlefield. Right-clicking the mouse will cancel or negate orders. You can also scroll the view faster by holding down the right mouse button and dragging the cursor in the direction you wish to scroll.

THE COMMAND BAR

On the right side of the screen you will find the Command Bar. The Command Bar contains a number of important tabs and information you will need to operate your base successfully and efficiently.

CREDITS: At the top of the Command Bar is your current amount of credits. This represents how much money you possess, and indicates how much you can build. Building an army costs money!

THE INTERFACE



BRIEFING BUTTON:

(Single Player/Co-Op Play Only): This button will allow you to quickly review the objectives of the current mission in Single Player or Co-Op games. It is located at the very top of the command bar.



DIPLOMACY BUTTON:

(Internet/Network Play Only): In Multiplayer, there are no mission objectives or briefings. The Briefing button is replaced by the Diplomacy button. Clicking on this will list all of the active players, show the color of each army in the game, list any alliances currently in effect, tally the number of kills scored by each army and allow you to select which players can receive your in game chat messages.. Allies can always read your messages unless you turn off the "Chat With" option in this screen.



OPTIONS BUTTON

Clicking on this will allow you to load or save your game, abort the mission, or change your keyboard commands, visual display and sound options. This is very similar to the option menu already noted in this manual. It is located at the very top of the command bar.



RADAR SCREEN:

On the main screen, you can only see a small portion of the current battlefield. The radar display, located just below the Briefing/Diplomacy and Options buttons, shows you the entire battlefield in a glance. You will be able to see any parts of the map you have revealed through troop movements. You can use the Radar Screen to move both your troops and your view of the battle. With units selected, click on the Radar Screen to give your troops an order to move to the selected location. If you do not have units selected and click on the radar screen, your view will move to the selected location. This is a way to move your view from place to place on the battlefield quickly and without scrolling. NOTE: The radar screen will appear only if you have a Soviet Radar Tower or Allied Airforce Command and your base has enough power.



REPAIR BUTTON:

In the course of battle, many of your buildings will become damaged. To fix them, click on the small wrench icon located just below the Radar Screen.

This will turn your cursor into a wrench. Clicking with this cursor on a damaged building will cause it to start repairing. The cursor will appear with a slash when over buildings that are in full repair or that cannot be repaired. Keep in mind that repairing a building will cost you credits, but that this is cheaper and faster than allowing your buildings to be destroyed and having to replace them.

THE INTERFACE



SELL BUTTON: Next to the wrench icon is a dollar sign icon. Clicking on this will turn your cursor into a dollar sign. Clicking with this cursor on one of your buildings will sell it. You will receive a portion of the building's creation price in credits and will often get a few Conscripts or GIs to aid your cause.



PRODUCTION TABS: Located below the Repair and Sell tabs are the four Production tabs. These show all of the structures and units that you can currently build. From left to right, the tabs are Buildings, Armory, Infantry, and Vehicles. When a tab is clicked, you will see a number of pictures located in the boxes below the Production tabs. These icons represent the various items you can choose to build. As you create new and more powerful structures, you will gain the ability to produce additional units, buildings, and defenses. For many portraits you can left-click on them continuously to queue up future construction or training. Some times, the number of items you can build in a particular category will exceed the portraits available to you. When this happens, you'll see arrows below the portraits, which you can use to scroll the list up and down.

POWER METER: Your base needs power to run its various buildings and operations. The Power Meter, located to the left of the Production tabs, indicates your current level of power. When a power meter is fully red, certain defenses and structures won't function. To increase power, build more Tesla Reactors or Power Plants.



ADVANCED COMMAND BAR:

Clicking on the small box below the main screen reveals the Advanced Command Bar. Details on the commands available here are listed in the Advanced Command Bar section.

GAME BASICS

Command & Conquer Red Alert 2 has been designed to give you maximum control over your units at all times and with little effort.

MOUSE CONTROL:

The mouse controls your pointer on the screen, and depending on where you click, you can direct your units, attack enemies, build structures, mine Ore and more. Unless otherwise mentioned, left-clicking with the mouse selects units and structures and gives orders while right-clicking deselects units and structures and cancels orders.

SELECTING UNITS:

To select a unit on the battlefield, move the cursor over the unit and left-click. To deselect the unit, right-click. In addition to selecting single units, you can also select groups of units. To do this, left-click and hold the mouse button down just outside a group of units. Now drag the cursor around the units you want to select. You'll notice this creates a box around these units. When you release the left mouse button, you will select all of the units inside the box. You can give groups movement and firing orders just as you can a single unit. However, some units cannot respond to all commands. Large vehicles cannot enter Flak Tracks, for instance.

MOVING AND FIRING:

To get your unit to act, select a unit, then move the cursor to a point on the battlefield you would like the unit to move to. If the unit or units can move to that location, you will see a green movement cursor, and the units will start moving as soon as you click. If your units cannot move to the selected location, the cursor will appear with a red slash. If the cursor is placed over an enemy unit or structure, it will change to a red targeting cursor, and your selected units will start firing as soon as you click on the target. When you tell your units to move, they will move to their target in the most direct route possible.

THE SHROUD:

When you start a mission, most of the battlefield will be covered with a black "shroud." The areas covered by the shroud are those parts of the battlefield you have not yet explored. As you move units toward the edges of the shroud, more is uncovered depending on the unit's sight range. You can order units into the shroud, uncovering large sections at once.

GATHERING ORE/EARNING CREDITS:

At various places on the battlefield, you will find fields of Ore, a valuable resource. Ore must be collected and refined, which produces credits. Credits can then be used to build additional structures and units for your war effort. Both the Allies and Soviets

GAME BASICS

have mining vehicles that collect this Ore and take it to Refineries, where it is processed. To collect Ore, click on a mining vehicle (either a Chrono Miner or a War-Miner), then move your cursor over an Ore field. Click again, and your miner will head to the Ore field and begin working. When full, the miner will return to the closest friendly refinery automatically, and will then automatically return to the Ore field to collect more resources. If you send a miner to a location where there is no Ore to collect, it will not seek out and collect Ore. You must target a source of Ore for the miner to start the collection process.

There are two types of Ore: the standard yellow Ore and multi-colored jewels. The yellow Ore is quite plentiful. The more rare, multi-colored gems will return about double the credits of the normal Ore, and are thus highly prized. You can force a miner to return to a Refinery early by selecting the miner and placing the cursor over a refinery. The cursor will change to an "enter" cursor. Click again to send the miner back to the Refinery with its current load.

BUILDING UNITS AND STRUCTURES:

To build units and structures, you will need to use the production menus, located just below the production tabs. Each of the four tabs displays structures or units you can currently build at your base. To start building a structure or unit, click on the appropriate tab to display your choices, then click on the item you wish to build. Building will begin immediately. Construction of units and buildings takes time, which is represented by the sweeping arm on the portrait of what you are building. The cost of the item you are building is deducted from your credits (the cost can be displayed by moving the cursor over the portrait). If you run out of money during the production of a unit or structure, production will be suspended until you acquire more funds. Once you have credits again, production will continue automatically. You can suspend production of an item currently being built by right-clicking on the portrait of that item. Left-clicking on the portrait resumes production of the item. Right-clicking again cancels production and returns any credits spent on the item.

BUILD QUEUING:

You can queue multiple infantry and vehicle units. All infantry units are created at a Barracks, and will be created in the order in which you queue them. Vehicles are created at several different buildings. The vehicles created by a specific building will be created in the order in which you queued them. For instance, you can build both a tank (created at the War Factory) and a ship (created at the Naval Yard) simultaneously. Simply click the number of units or infantry you would like to build and they will be produced from the appropriate building automatically.

RALLY POINTS:

You can route units to move to specific locations once they are built by selecting the building and then clicking on the battlefield location to which you want the units to move. A dotted line will be drawn, indicating the location selected. Once a unit is created, it will automatically move to the selected location.

PLACING STRUCTURES ON THE BATTLEFIELD:

Once a structure or arsenal item is created, the word "READY" will appear over its portrait in the production menu. Click on the portrait and move the cursor onto the battlefield. A solid, flat box will appear below the cursor. This indicates the size and shape of the structure you have created. Move the box to the location in which you wish to place the building and click again. If the box is entirely green, the building will be placed and will start functioning. If the box is red, this indicates that a part of the area is blocked, and the building will not deploy. Additional structures cannot be built until the completed structure has been placed. Structures can only be placed on flat land, in close proximity to your other structures.

POWER:

The Power Meter to the left of the Production Tabs is of critical importance. Virtually every building you create needs power to run. Keeping track of how much power you are producing and how much you need can make the difference between success and failure. The two important facts to keep track of are your power requirements and your power output. The height of the red on the Power Meter indicates your current power requirements. In effect, this is the power you are using. The height of the entire meter indicates your current power output. The sections of the Power Meter that are yellow and green are excess power you can use to run additional buildings. Just remember – green is good and red is bad. The amount of power you are producing depends on the health of your power sources (Tesla Reactors and Power Plants). Keep them in top repair, or you may find yourself running out of power at the wrong time. When your power requirements exceed your production, many of your basic operations will be slowed, while others will shut down entirely. Construction of new buildings and units will drop off, radar will shut down, and many base defenses will go off-line.

TECH BUILDINGS:

In many scenarios, neutral tech buildings appear at certain points on the map. These are captured by moving an Engineer into the building. Unlike other buildings, tech buildings cannot be sold and do not require power. Capturing a tech building gives you particular abilities on the battlefield. There are four types of tech building: Airport, Hospital, Outpost, and Oil Derrick.



AIRPORT:

When you capture an Airport, you are given the ability to produce Paratroopers. Every few minutes, you can drop a group of Paratroopers to a selected location on the map. If you are playing as the Allied side, the Paratroopers are GIs; if you are playing as the Soviet side, the Paratroopers are Conscripts. When Paratroopers are ready to be deployed, click on the portrait in the Arsenal menu under the Production tabs. To deploy them, click on the battlefield location on which you wish them to be dropped. A transport plane will drop off the Paratroopers at the desired location.



HOSPITAL:

Wounded infantry units can be sent to a captured Hospital to heal. With wounded infantry units selected, move the cursor over the Hospital. The cursor will change to the "enter" cursor. Fully-healed units are deployed from the Hospital automatically.



OUTPOST:

An Outpost is an armed repair facility that operates exactly like the Allied or Soviet Service Depot (see below). Unlike these buildings, however, the Outpost can defend itself against both ground and air attacks. After you capture the Outpost, it will defend itself against your enemy. Damaged vehicles can be repaired in the Outpost.



OIL DERRICK:

Oil Derricks provide a steady, constant cash flow of credits while occupied (plus a "finder's fee" upon initial capture).

FORTIFYING CIVILIAN BUILDINGS:

Many civilian buildings can be occupied by your troops. Troops occupying a civilian building will fire out of doors and windows, causing damage to any enemy units who come too close. Only Allied GIs and Soviet Conscripts can occupy civilian buildings. To occupy a building, select a GI or Conscript and place the cursor over a neutral building. This will change the cursor to an "enter" cursor. Click on the building, and the selected soldier will enter. When occupied, the windows on the building will be boarded up, and barbed wire will appear on the roof. Click on the building. The row of soldier icons on the bottom of the building indicates the maximum capacity of the building. Each filled

GAME BASICS

icon represents a single soldier in the building. Increasing the number of units inside the building increases the rate of fire. Units inside a building cannot be targeted directly. Instead, the building itself must be damaged. When the building is heavily damaged, all of the units inside will leave. You can direct units occupying a building to leave by placing the cursor over the occupied building. It will change into a "deploy" cursor. If you click again, and your units will exit the building and the building will return to neutral.

CAPTURING ENEMY BUILDINGS & REPAIRING BRIDGES, CIVILIAN STRUCTURES:

Two of the main functions of Engineers are capturing enemy buildings and repairing destroyed bridges. To capture an enemy building, select an Engineer and place the cursor over an enemy building. If the building can be captured, the cursor will change to the "enter" cursor. Click on the building, and the Engineer will move to capture the building. If the Engineer reaches the enemy building, the structure will come under your control immediately. Engineers can also enter your own damaged buildings and they will quickly repair (a portion of the damage is repaired instantly). Engineers can enter a bridge repair hut (hut next to a bridge) to fix the bridge. They can also enter civilian structures that you have garrisoned using your GIs or Conscripts. The Engineer will repair any damaged occupied civilian buildings.

GAME ALLIANCES:

In multiplayer games, you can create alliances between armies. This is done via the Diplomacy Screen or by clicking on an enemy unit and pressing the A key. The enemy player must also press the A key for the alliance to be formed. Players that are allied can each see what the other sees under the shroud and will not attack each other.

ADVANCED GAMEPLAY

CREATING TEAMS:

You can create teams of units that can be instantly selected as a group. To do this, select a set of units, press and hold the CTRL key and then a number between 1 and 9. All of the currently selected units will be assigned to that team number. If you deselect the team, you can reselect it by pressing the number key of that group. If you assign a new team to a number, it will replace the old team. .

SELLING (L) AND REPAIRING (K):

You can sell any building you own by using the Sell button located below the Radar display. Click on the Sell button, then click on the building you wish to sell. A portion of the credits used to create the building will be returned to you, and all benefits of owning that building are lost. While it is possible (and often beneficial) to sell enemy buildings captured by your Engineers, you cannot sell civilian buildings occupied by your troops. Your vehicles can only be repaired if you own a Service Depot. To repair a vehicle, select it and move your cursor over the Service Depot. The cursor will change into the "enter" cursor. Click to send the vehicle into the Depot. The vehicle will start being repaired immediately after arriving at the depot. Credits are deducted while the unit is repaired. Multiple units can be queued by sending all at once, and will be repaired one at a time. Once a unit has finished being repaired, it will exit the Service Depot automatically.

GUARD MODE (G):

Putting units in Guard mode tells them to attack any enemy units that approach, then return to their original position. Units not in Guard mode will still attack approaching enemies, but will not return to their original position.

ATTACK MOVE (CTRL + SHIFT, move to area):

Units will move from place to place and actively attack and destroy enemies they encounter.

VETERAN & ELITE UNITS:

As your units fight, they will gain experience in combat. A unit that gains enough experience will gain rank, eventually rising to Elite status. Elite units are faster, stronger and have better firepower and a faster rate of fire than normal units. Additionally, these units heal themselves when damaged and gain an enhanced weapon when promoted to Elite status. Elite units can be recognized by the rank stripes that appear on the lower left of the unit.

ADVANCED GAMEPLAY

FORCED FIRING (CTRL + cursor over target):

Normally, your units will not fire on a non-enemy target. To force your units to fire on a particular point, hold the CTRL key down and click on that point. This can be used to destroy bridges or walls.

POWER-UP CRATES:

Periodically, crates will appear on the battlefield. Crates can be picked up by moving a unit on top of them. While there is no way to tell what is inside a given crate, all are beneficial. Some crates will add to your credits or reveal the entire map. Others will increase the armor, speed, experience or firepower, or restore the health of the unit that picks up the crate.



THE ADVANCED COMMAND BAR

THE ADVANCED COMMAND BAR

Clicking on the tab under the main battle display (bottom of the screen) opens the Advanced Command Bar. This bar offers shortcuts for many of the advanced commands available to you.



CREATE TEAMS BUTTONS:

These allow you to quickly create teams, just like using the CTRL + number key command. Select the units you wish to have in a team, then click on one of these buttons. This will create a team. This team can then be reselected by clicking on the button again, or by using the 1 or 2 key on the keyboard. To disband a team, right-click on the button.



TYPE SELECT BUTTON (T):

This allows you to quickly select all of the units of a particular type in the area or on the map. Select a unit, then click on the Type Select button. All similar units currently on the screen will be selected. Click again, and all like units on the map will be selected.



DEPLOY UNITS (D):

Click on a unit with a deploy function, then click on this button to have the unit deploy itself. By selecting a group of units you'll be able to deploy or undeploy them all at once.



GUARD BUTTON (G):

This button can be used to place units into Guard mode. Select the units you wish to place in Guard mode, then click this button. Putting units in Guard mode tells them to attack any enemy units that approach, then return to their original position. Units not in Guard mode will still attack approaching enemies, but will not return to their original position.



WAY POINTS BUTTON (Z):

Red Alert 2 has an extremely robust waypoint system that allows you to control the movements of your troops without having to micromanage them. Additionally, Way Points allows you to coordinate precision attacks. See the Way Points section for more detail.


THE ADVANCED COMMAND BAR


BEACON BUTTON (B):

In Multiplayer games, you can place beacons with the Place Beacon button. Click this button, then click on the map to place a beacon. This beacon can be seen by all players currently allied with you. Left-clicking on the beacon and pressing Enter allows you to type a message to your allies. To send the message, press Enter again. To cancel a message, right-click. Any ally can remove the beacon from his own screen by clicking on it and pressing the DEL key.



WAY POINTS

Way Points mode allows you to control multiple groups of infantry and vehicles attacking at different points on the map simultaneously. To enter Way Points mode, use the Way Points mode button  on the Advanced Command bar or press the key.

To exit Way Points mode, click the Way Points mode button  again or release the key.

WAYPOINT CREATION: The simplest use of Way Points mode is creating waypoints for moving your units from one location to another. With waypoints, you can tell your units to follow a specific path, avoiding potential threats or sneaking around the enemy base to attack a weakly defended flank. To create waypoints, enter Way Points mode and select the units you wish to move. Now click on the battlefield (or radar map) location you wish these units to move to. Each time you click on the screen, an additional waypoint will be added. To cause the selected units to follow the waypoints you have created, exit Way Points mode by clicking the Way Points mode button again. Waypoints in Command & Conquer: Red Alert 2 are not persistent. Once your units reach a waypoint and continue to the next one, the waypoint will be deleted. Remember, your units will not start following your waypoints until you exit Way Points mode.

CREATING PATROLS: Another useful way to use waypoints is to create patrols, or a series of waypoints that loop. Patrolling units will walk the selected path until commanded otherwise, and will attack any enemies they encounter. Patrols can be used to provide constant protection to a particular area. To create a patrol, enter Way Points mode and select the units you wish to put on patrol. Create the waypoints to make your patrol, then click on an unoccupied node. This will loop the waypoints together. Once you leave Way Points mode, the selected units will follow the chosen waypoints. Because you have looped the waypoints together, the patrol waypoints will persist. Unlike normal waypoints, these will be permanent, which will keep your units moving in their patrol path. If all of the units following a patrol path are destroyed, the waypoints will be destroyed as well.

COORDINATING ATTACKS: Coordinating attacks among multiple battle groups is possible with Way Points mode. To accomplish this, enter Way Points mode and select a group of units. Once you have the desired waypoints for this group created, deselect the group, by right-clicking on the map, but do not exit Way Points mode. Select another group of units and create waypoints for it. Because units will not start following waypoints until you exit Way Points mode, all of the units you have given orders to will stay put. To commence the attack, exit Way Points mode. Each group of units will begin following its waypoints. This allows you to attack enemy positions from multiple directions simultaneously.

WAY POINTS

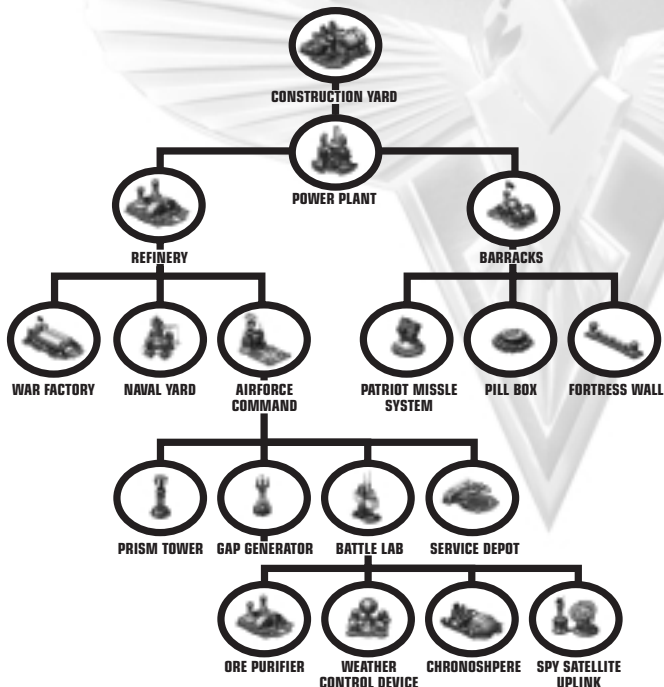
DELETING WAYPOINTS: To delete waypoints, left-click on the Way Points mode button, then left-click on the waypoint you wish to remove and hit the DEL key. The waypoint will be eliminated. The waypoints that were on either side of the eliminated waypoint will be joined. For instance, if you create a set of three waypoints for a unit, then eliminate the second waypoint, the unit will move to their first waypoint and then immediately to their third waypoint.



UNITS AND STRUCTURES

UNITS AND STRUCTURES

ALLIED TECH TREE



ALLIED UNITS TECH LEVELS

1. GI, CHRONO MINER
2. ENGINEER
3. GRIZZLY BATTLE TANK, LANDING CRAFT
4. IFV, DESTROYER, NIGHTHAWK
5. HARRIER, ROCKETEER, SPY
6. AEGIS CRUISER, TANYA, MIRAGE TANK
7. AIRCRAFT CARRIER
8. PRISM TANK, DOLPHIN
9. MCV, CHRONO LEGIONNAIRE

UNITS AND STRUCTURES

ALLIED FORCES

INFANTRY



GI

The GI is the basic Allied infantry unit. Slow and capable of only light damage, GIs are nonetheless necessary because of their low cost and ability to set up sandbags around them like a bunker. Left-clicking on a selected GI unit or (D) will cause him to deploy into a heavy machine gun platform which offers increased range and power, but no ability to move. Left-clicking or (D) again undeploys the GI.



ENGINEER

Although unarmed, the Engineer is a very useful unit. Surgical use of engineering teams can quickly turn the tide of battle. Note that when an engineer is used, the unit itself is lost. Engineers can be used to repair destroyed bridges (enter the bridge huts), steal enemy structures, repair your own structures or occupied civilian structures and capture neutral tech buildings. Engineers can also defuse Crazy Ivan bombs by targeting the affected unit or structure.



ROCKETEER

The Rocketeer is the aerial assault version of the simple Allied GI. Armed with a powerful weapon and strapped into an equally powerful jet pack, the Rocketeer hovers over the battle field. Rocketeers are excellent in providing anti-air defense and air-to-ground attacks on weaker targets.



SPY

The Spy is a stealth unit used by the Allied forces to gain an advantage over their foes. Rather than attacking enemy units, the Spy who targets an enemy changes his appearance to that of the enemy unit. This allows him to sneak past enemies and into enemy structures, providing substantial benefits. The Spy's function inside the enemy structure depends on which building he enters. Attack Dogs are never fooled by the Spy's disguise. Watch out for the Attack Dogs.

If a Spy enters...

Enemy Barracks, your infantry units are created as veterans.

Enemy War Factories, your vehicles are created as veterans.

Enemy Refineries, he steals all of the money currently in that Refinery.

Enemy Power Plants, he temporarily shuts down the enemy power supply.

Enemy Battle Labs, he gains the ability to make a special infantry tech unit. This will appear on your Infantry Tab on the Command Bar.

Enemy Radar Domes, he resets the shroud for the enemy.

UNITS AND STRUCTURES



TANYA

The most versatile infantry unit for the Allied forces is Tanya. About as fast as a typical GI, Tanya also has the ability to swim across rivers and oceans. While not that powerful against vehicles, Tanya's powerful weapon kills off enemy infantry units with a single shot. Tanya can also plant C4 charges on enemy buildings or ships, destroying them instantly. Planting C4 charges on the repair huts of bridges allows Tanya to destroy bridges as well.



ATTACK DOG

Specially-trained German shepherds, Attack Dogs are extremely effective against infantry, but are completely worthless against vehicles and structures. Additionally, Attack Dogs are your first, best, and only line of defense against Allied Spies. You'll want Attack Dogs guarding your base at all times.



CHRONO LEGIONNAIRE

A Chrono Legionnaire never walks anywhere. Instead of walking, he teleports around the map. The distance of the teleport determines how long it takes him to "phase back in" at his new location. While phasing back in, the Chrono Legionnaire is vulnerable to enemy fire. His weapon is unique. Rather than destroying enemy units and structures, his weapon simply erases them out of time. The more powerful the enemy, the longer this takes. While being erased, the enemy unit is invulnerable. If the Chrono Legionnaire is killed while erasing a unit, the partially erased unit will reappear.

VEHICLES



GRIZZLY BATTLE TANK

The Grizzly is a standard Allied tank. Useful for base assaults, Grizzly Battle Tanks are also capable of grinding enemy infantry units under their powerful treads. This all-purpose vehicle is useful both on defense and on offense.



INFANTRY FIGHTING VEHICLE (IFV)

An incredibly versatile vehicle, this transport alters its weapon depending on what type of infantry unit is placed inside it. For instance, putting an Engineer into this craft turns it into a mobile repair vehicle, able to repair your damaged vehicles without the necessity of bringing your units back to your base. GIs enhance the vehicles ability to mow down infantry, etc. Explore the many unique abilities the IFV has to offer.

UNITS AND STRUCTURES



HARRIER

This fast jet aircraft is used for ground attacks against enemy positions. Useful for strafing enemy structures or incoming columns of enemy units, the Harrier is vulnerable to Soviet anti-aircraft fire.



MIRAGE TANK

In most ways, the Mirage Tank is similar to the Grizzly Battle Tank of the Allies. However, when not moving, this unit changes in appearance to look like a tree. It can fire on enemy units from this camouflaged state, making it difficult for the enemy to discover where the fire is coming from. They do, however, appear for a brief moment when firing. Used carefully (for instance, stopping Mirage Tanks in or near a forested area), these units can provide a devastating sneak attack.



NIGHT HAWK TRANSPORT

This massive transport helicopter is used to move infantry units across the map quickly and efficiently, and without regard to terrain. Better, the Night Hawk Transport is completely invisible to enemy radar, making it even more effective at shuttling units back and forth. It is vulnerable to anti-aircraft fire, however.



PRISM TANK

This powerful Allied tank uses a weapon similar to the Allied Prism Tower (see below). The powerful and deadly beam of light launched from the Prism Tank's cannon disperses from the target to hit other nearby enemies, allowing this vehicle to single-handedly destroy entire groups of enemy units.



MCV (MOBILE CONSTRUCTION VEHICLE)

As you will see in the section on Allied buildings, the heart of every base is the Construction Yard. Many times, you will not start with this structure in place, but will have an MCV, or Mobile Construction Vehicle, at your disposal. When deployed, this vehicle becomes a Construction Yard, providing you with all of the benefits of that building. To deploy an MCV, select the vehicle and hold the cursor over it. If the cursor changes to a golden circle with four arrows, [D] on it will deploy the vehicle. If instead the cursor has a red circle with a line through it, there is either not enough room to deploy or something is in the way. Move the vehicle (or the offending object) to find a suitable deployment site.



CHRONO MINER

The heart of your economy is the Chrono Miner, a small vehicle that collects Ore and returns it to your Refineries. This Ore is then converted into money, which allows you to produce units and structures to increase your power. When traveling to an Ore field, the Chrono Miner moves like a normal vehicle. However, when full of Ore, the Miner "chronos" back to the Refinery, much like a Chrono Legionnaire moves across the map. This saves considerable time in getting the Ore into the refinery.

UNITS AND STRUCTURES



AMPHIBIOUS TRANSPORT

The Allied Amphibious Transport is used to transport units from place to place. While not invisible to radar like the Night Hawk Transport, the hovercraft is capable of carrying vehicles as well as infantry. It can cross both land and water, allowing for amphibious assaults of enemy positions. This vehicle has no armament.



DESTROYER

The basic Allied naval unit, the Destroyer is designed to automatically defend against submerged enemy units like submarines. The Destroyer can also be used to bombard shorelines and enemy installations, allowing for easier amphibious invasions.



AEGIS CRUISER

Another important Allied ship, the Aegis Cruiser is used to defend against aerial attacks. In addition to standard anti-aircraft defenses, Aegis Cruisers are also equipped with anti-missile defenses that can protect vital installations against missile attacks.



AIRCRAFT CARRIER

Exactly as you might guess, the Aircraft Carrier is a large ship that attacks by having the aircraft inside its decks assault the target. Planes from an Aircraft Carrier land, reload and continue attacking until the selected target is destroyed. Even better, any aircraft lost by the Aircraft Carrier are automatically replaced without any cost.

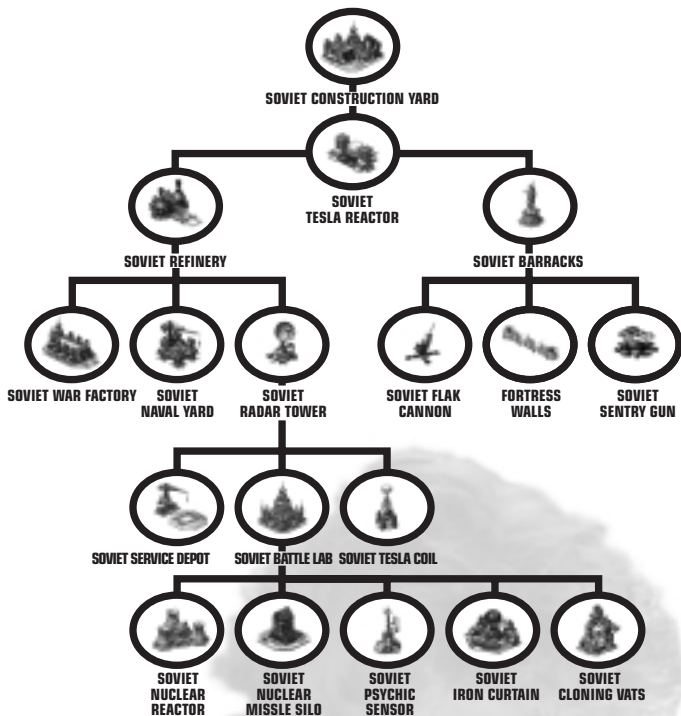


DOLPHIN

Dolphins are an important naval unit for the Allied forces. Cloaked and invisible to enemy radar, Dolphins attack with a sonar amplification device. They are effective against any Soviet naval units, particularly Giant Squids or subs.

UNITS AND STRUCTURES

SOVIET TECH TREE



SOVIET UNITS TECH LEVELS

1. CONSCRIPT, WAR MINER
2. ENGINEER
3. RHINO HEAVY TANK, ARMORED TRANSPORT
4. ATTACK DOG, TYPHOON ATTACK SUB
5. FLAK TRACK, TERROR DRONE
6. V3 ROCKET, TESLA TROOPER, SEA SCORPION
7. CRAZY IVAN, DREADNOUGHT
8. KIROV AIRSHIP, GIANT SQUID, DESOLATOR
9. MCV, YURI

UNITS AND STRUCTURES

SOVIET FORCES

INFANTRY



CONSCRIPT

The counterpart to the Allied GI is the Soviet Conscript. Not able to deploy into a fortified position, Conscripts are cheaper to build than the Allied GI.



ENGINEER

Although unarmed, the Engineer is a very useful unit. Surgical use of engineering teams can quickly turn the tide of battle. Note that when an engineer is used, the unit itself is lost. Engineers can be used to repair destroyed bridges (must enter bridge huts), steal enemy structures, repair your own structures, or occupied civilian structures, and capture neutral tech buildings. Engineers can also defuse Crazy Ivan bombs by targeting the affected unit or structure.



ATTACK DOG

Specially-trained Siberian Huskies, Attack Dogs are extremely effective against infantry, but are completely worthless against vehicles and structures. Additionally, Attack Dogs are your first, best, and only line of defense against Allied Spies. You'll want Attack Dogs guarding your base at all times.



TESLA TROOPER

This specialized infantry unit attacks with a powerful electrical charge generated from his portable Tesla coil. Tesla Troopers are valuable for a number of reasons, not the least of which is their immunity to being steamrolled by enemy tanks. In times of emergency power shortages, Tesla Troopers can charge up the Tesla Coils defending your base to keep them operating against enemy units. Charging up a Tesla Coil will also increase its range and power. To charge a Tesla Coil, simply move a Tesla Trooper near it. Charging will happen automatically.



CRAZY IVAN

A codename used for Soviet demolitions experts, a Crazy Ivan attacks by placing dynamite around the map. Virtually anything can be wired to explode, from enemy structures to individual Conscripts, even wandering cows. Once placed on any units or structures, the bombs will count down to detonation and then explode. Crazy Ivan unit can also demolish bridges by placing dynamite on bridge huts.



FLAK TROOPER

This advanced infantry unit is useful against both ground and air targets. The Flak Trooper attacks with explosive flak, allowing him to damage aircraft as well as seriously wound enemy infantry.

UNITS AND STRUCTURES



YURI

The result of unique Soviet research, Yuri has the ability to mentally control most organic units and vehicles. When controlled, the enemy vehicle becomes, effectively, your unit, and you can order it to move and attack just as if you had built it yourself. If Yuri is killed, the connection with the enemy vehicle is broken and it returns to its original team. Yuri cannot control War-Miners, Chrono Miners, Attack Dogs, aircraft, or other Yuri units. Yuri can also boil the minds of others with his mind blowing attack. Simply double-click on him and watch surrounding infantry sizzle.

VEHICLES



RHINO HEAVY TANK

The Soviet answer to the Allied Grizzly Battle Tank is the Rhino Heavy Tank. Larger and slower than the Grizzly, the Rhino is geared toward pure power, and is extremely effective against structures.



FLAK TRACK

This light Soviet vehicle is designed to defend against both air and light ground assaults. It attacks by expelling flak, much like the Flak Trooper. This vehicle can also operate as a troop transport, carrying infantry units across ground. This vehicle is not amphibious and cannot cross water.



V3 ROCKET LAUNCHER

The V3 Rocket Launcher is the closest thing the Soviet army has to artillery. While physically weak and easily destroyed, the V3 is capable of tremendous devastation. It launches very powerful, long-range rockets that can cause huge amounts of damage to whatever they hit. A great support weapon, the V3 Rocket Launcher is too vulnerable to lead an assault.



KIROV AIRSHIP

These huge Soviet zeppelins are a true force to contend with in the air. Able to withstand tremendous amounts of damage, a Kirov attacks with massive payloads of heavy bombs. These can devastate an area. Slow speed is the main weakness of this unit.



TERROR DRONE

Terror Drones are a new robotic unit created by the Soviet military. These small mechanical spiders scuttle across the battlefield looking for enemy vehicles. When a vehicle comes within range, the Terror Drone leaps into action, jumping inside the vehicle and dismantling it from the inside. Only a Service Depot or Outpost can remove a Terror Drone once it attacks.

UNITS AND STRUCTURES



APOCALYPSE ASSAULT TANK

The ultimate Soviet tank, the Apocalypse Assault Tank packs a massive gun. A huge vehicle in and of itself, the Apocalypse can take huge amounts of damage before succumbing. This vehicle can be used to attack both ground and air targets.



MCV (MOBILE CONSTRUCTION VEHICLE)

As you will see in the section on Soviet buildings, the heart of every base is the Construction Yard. Many times, you will not start with this structure in place, but will have an MCV, or Mobile Construction Vehicle, at your disposal. When deployed, this vehicle becomes a Construction Yard, providing you with all of the benefits of that building. To deploy an MCV, select the vehicle and hold the cursor over it. If the cursor changes to a golden circle with four arrows, (D) on it will deploy the vehicle. If instead the cursor has a red circle with a line through it, there is either not enough room to deploy or something is in the way. Move the vehicle (or the offending object) to find a suitable deployment site.



WAR-MINER

The counterpart to the Allied Chrono Miner, the main purpose of the War-Miner is collecting Ore to be processed into credits. Once processed by a refinery, the Ore allows for the production of both units and structures. Unlike the Allied Chrono Miner, the War-Miner is not completely defenseless. It is armed with a sizable mounted gun, which gives it the ability to protect itself from minor threats. Like all heavy vehicles, it can also crush enemy infantry by driving over them.



AMPHIBIOUS TRANSPORT

Similar to the Allied Amphibious Transport, the Transport is a way to move both infantry and vehicles across both land and water. This vehicle is unarmed, but is heavily armored to help insure that its cargo gets to its ultimate destination.



TYPHOON ATTACK SUB

This naval vessel attacks from below the waves, launching powerful torpedoes at its foes. Not capable of attacking land-based targets, the Typhoon is nonetheless a powerful unit for naval conflicts, and in large numbers can take complete control of waterways. Typhoon Attack Subs are stealth units, and do not appear on enemy radar.



DREADNOUGHT

This large ship is useful in attacking both enemy ships and ground installations. It hits with powerful long-range missiles, making it difficult for enemy units to approach within range to destroy it.

UNITS AND STRUCTURES



SEA SCORPION

This fast ship is capable of attacking all targets. It is also equipped with an anti-missile system, and can be used to protect valuable structures and locations from missile attack.



GIANT SQUID

Captured and trained by Soviet scientists, these huge creatures are capable of grasping enemy ships and rending them to bits with their huge, powerful tentacles. Giant Squids are stealth units and do not appear on enemy radar.

SPECIAL MULTIPLAYER FORCES

In Multiplayer and Skirmish games, you will select not just a particular side (Allied or Soviet) but a specific army as well. Allied forces include the United States, France, Germany, Great Britain, and the Republic of Korea. Soviet forces include the Soviet Union, Cuba, Libya, and Iraq. Each of these armies gains a particular unit or ability they can use to help them achieve victory.



AMERICA = PARATROOPERS

The American army in multiplayer games gains the ability to produce and deploy Paratroopers throughout the battle once an Air Force Command has been built. The Paratroopers can be deployed to any ground location on the map (they cannot be deployed in water). When selected, a transport plane will deliver a group of five Paratroopers to the selected location. Once on the ground, the Paratroopers are essentially normal GIs. If the transport plane is shot down, the Paratroopers are lost. The ability to deploy Paratroopers charges over time, so you cannot deploy them constantly.



FRANCE = GRAND CANNON

The special French weapon is not a vehicle, but a large structure called the Grand Cannon. Once created, the Grand Cannon provides extremely effective base defense against enemy attacks, particularly against armored units.



GERMANY = TANK DESTROYER

German scientists have developed the Tank Destroyer, a unit designed specifically to give German forces an edge against enemy armor. While very weak against structures or infantry, Tank Destroyers are extremely powerful against enemy vehicles, and can be used either to clear the way for your own attacks or to blunt incoming columns of enemy armor.

UNITS AND STRUCTURES



BRITAIN = SNIPER

This British infantry unit is equipped with a special long-range rifle useful in taking out enemy infantry units. Much better than regular GIs, the sniper gains tremendous range and power, killing off enemy infantry units with a single shot from well out of their range.



REPUBLIC OF KOREA = BLACK EAGLE

The special weapon in the Korean arsenal is the Black Eagle. Effectively, this aircraft is a stronger Harrier, offering increased ability to both take and dish out damage.



RUSSIA = TESLA TANK

The Soviet Tesla Tank is a large ground vehicle that fires a Tesla charge instead of a ballistic weapon. This charge is effective against both units and structures.



CUBA = TERRORIST

The Cubans have developed the Terrorist unit to attack enemy bases. The Terrorist carries C4 charges taped to his body and kamikazes enemies, blowing them up quickly and efficiently.



LIBYA = DEMOLITION TRUCK

The Libyan Demolition Truck is a suicide vehicle designed to create maximum mayhem and carnage in the enemy base. This truck carries a small nuclear charge. When the truck is attacked, the charge detonates, destroying everything in a wide radius.



IRAQ = DESOLATOR

Iraqi scientists have created the Desolator, a soldier that creates large areas of scorched, impassable earth. When deployed, the Desolator uses a radiation cannon to irradiate the ground around him, making it completely impassable to both infantry and light vehicles. He wears a protective suit to keep him safe from the radiation. When the Desolator is killed or un-deployed, the ground he has poisoned will slowly return to normal.

UNITS AND STRUCTURES

ALLIED STRUCTURES

STRUCTURES



CONSTRUCTION YARD

The heart of every base is the Construction Yard. This structure is responsible for the creation of all other buildings in your base from simple walls to the technologically advanced Battle Labs. Because this building controls your ability to expand your base and acquire new technologies, the wise commander protects it at all costs and at all times. In many missions, you will start with a Construction Yard already in place, while in others you will begin with an MCV and must deploy it to begin building.



POWER PLANT

While a few of your buildings, like your Construction Yard, provide their own power, most do not. To get them to operate at peak efficiency, you must provide them with power. That's the function of this structure. Power Plants put out a good deal of energy, but larger bases will require multiple Power Plants to operate effectively. Power Plants are physically weak and critically important, so keep them well guarded.



ORE REFINERY

Your Chrono Miners need somewhere to take the Ore they collect. That place is the Ore Refinery, a structure at the very heart of your economic operation. A filled Miner will return to the Refinery to dump its load of Ore before returning to the field. This Ore is then converted into credits, which you can use to purchase structures and units. Each Ore Refinery comes with a Miner. You will need one of these buildings in every mission, and will often want several. Make more Miners or Ore Refineries to make more money.



BARRACKS

The creation of all infantry units from the basic GI to the advanced Chrono Legionnaire is performed at the Allied Barracks. Many of your more powerful and effective structures and base defenses require the presence of a Barracks.



WAR FACTORY

If you wish to build vehicles (and you will), you will need a War Factory. All ground vehicles are created at the War Factory, although many may require the addition of other buildings to allow for production.

UNITS AND STRUCTURES



NAVAL SHIPYARD

Your navy will play an important role both in protecting your base and in attacking the enemy position. All of your naval units, including Dolphins, are created at your Naval Yard. This structure must be placed entirely in water. Damaged ships can be returned to the Naval Yard to be repaired.



AIR FORCE COMMAND HEADQUARTERS

The Allied Air Force Command Headquarters has two critical functions. First, it provides radar, activating your Radar display, and allowing you to see the areas of the shroud you have removed on your Radar map. Second, this structure allows for the creation of aircraft. Each Air Force Command Headquarters can control up to four Harriers. Additional aircraft will require the production of a new Air Force Command Headquarters.



SERVICE DEPOT

During the course of a battle, your units will become damaged. Moving a damaged vehicle into a Service Depot begins the repair process. Repairing damaged vehicles costs credits, with the cost depending on the severity of the damage to the unit.



BATTLE LAB

Many of the more advanced Allied units and defenses depend on additional technology found only at the Battle Lab. To create the Allied special weapons, you must have a Battle Lab at your base. While expensive to build and requiring a lot of power to run, the units and structures available with the Battle Lab make it a necessary addition to any Allied base.



ORE PURIFIER

The Allies have developed the Ore Purifier as a way to further refine the Ore they mine. While an expensive structure, the Ore Purifier allows you to gain additional credits from every load of Ore your miners return to your Refineries. Over time, the Ore Purifier pays for itself many times over.



SPY SATELLITE UPLINK

The Allied army depends on superior information to defeat the Soviet menace. When built, the Spy Satellite Uplink completely removes the shroud, showing all locations on the battlefield and on the Radar display.

UNITS AND STRUCTURES

ARMORY



FORTRESS WALLS

Walls are a passive defense system designed to stop enemy infantry and vehicles. Multiple pieces of wall section can be placed at once for quick building.



PILL-BOX

Pill-boxes are fortified gun emplacements designed to protect an area against attacks by enemy infantry. Pill-boxes are not very effective against vehicles. They cannot shoot through walls, either.



PRISM TOWER

The Prism Tower is a powerful base defense for the Allies. Prism Towers fire a concentrated beam of light at any approaching enemy ground units. If Prism Towers are placed close enough together, they can fire one large, powerful beam by targeting each other and combining light beams on the target.



PATRIOT MISSILE SYSTEM

The Patriot Missile System is an anti-aircraft device design to keep Allied bases protected from Soviet aircraft. Effective against all enemy flying units, the Patriot can also target and destroy incoming enemy missiles.



GAP GENERATOR

Much of the Allied strategy revolves around gathering superior information and denying information to the Soviets. When a Gap Generator is deployed, it creates a shroud over a wide radius, hiding the Allied base from Soviet radar. The Gap Generator requires a great deal of power to maintain.



WEATHER CONTROL DEVICE

The Weather Control Device gives the Allied commander the ability to control the forces of nature. Once built, the Weather Control Device will create a powerful lightning storm, which can be deployed over any part of the map, causing incredible destruction. The lighting storm will destroy buildings and units over a large area. When a Weather Control Device is built, all players will receive notification of the construction, and the shroud above the device is removed. All players will also receive a countdown as the lightning storm is developed.



CHRONOSPHERE

Allied research into time travel has developed the Chronosphere, a device that allows units to move instantly across the map. When used, the Chronosphere will move vehicles in a selected wide radius to another point on the map. Additionally, enemy vehicles can be transported with the Chronosphere. Enemy ships can be placed on land or enemy ground vehicles can be dropped in water, destroying them instantly. Like the Weather Control Device, when the Chronosphere is built, all players are notified, and the shroud above the device is removed.

UNITS AND STRUCTURES

SOVIET STRUCTURES

STRUCTURES



CONSTRUCTION YARD

The heart of every base is the Construction Yard. This structure is responsible for the creation of all other buildings in your base from simple walls to the technologically advanced Battle Labs. Because this building controls your ability to expand your base and acquire new technologies, the wise commander protects it at all costs and at all times. In many missions, you will start with a Construction Yard already in place, while in others you will begin with an MCV and must deploy it to begin building.



TESLA REACTOR

The Soviet army depends on the Tesla Reactor to run its base operations. Like Power Plants, Tesla Reactors are extremely important, but are very vulnerable. These structures must be protected at all times. Spies are a particular nuisance.



ORE REFINERY

Your War Miners need somewhere to take the Ore they collect. That place is the Ore Refinery, a structure at the very heart of your economic operation. A filled Miner will return to the Refinery to dump its load of Ore before returning to the field. This Ore is then converted into credits, which you can use to purchase structures and units. Each Ore Refinery comes with a Miner. You will need one of these buildings in every mission, and will often want several. Make more Miners or Ore Refineries to make more money.



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WAR FACTORY

If you wish to build vehicles (and you will), you will need a War Factory. All ground vehicles are created at the War Factory, although many may require the addition of other buildings to allow for production.



NAVAL SHIPYARD

Your navy will play an important role both in protecting your base and in attacking the enemy position. All of your naval units, including Giant Squid, are created at your Naval Yard. This structure must be placed entirely in water. Damaged ships can be returned to the Naval Yard to be repaired.

UNITS AND STRUCTURES



RADAR TOWER

Because the Soviets do not have traditional aircraft, they have no need of an airfield. The Radar Tower, when created, activates the Soviet Radar display.



SERVICE DEPOT

During the course of a battle, your units will become damaged. Moving a damaged vehicle into a Service Depot begins the repair process. Repairing damaged vehicles costs credits, with the cost depending on the severity of the damage to the unit.



BATTLE LAB

Many of the more advanced Soviet units and defenses depend on additional technology found only at the Battle Lab. To create the Soviet special weapons, you must have a Battle Lab at your base. While expensive to build and requiring a lot of power to run, the units and structures available with the Battle Lab make it a necessary addition to any Soviet base.



NUCLEAR REACTOR

The Soviets have solved the problem of needing additional Tesla Reactors by developing the Nuclear Reactor. This large building puts out the equivalent of many Tesla Reactors, supplying the Soviet commander with virtually all of the power he will ever need. The destruction of a Nuclear Reactor causes a large nuclear explosion, and creates fallout that will kill infantry and lightly-armored vehicles.



CLONING VATS

A unique piece of Soviet technology, the Cloning Vat allows you to duplicate any infantry unit you create for free. Once you have built and placed a Cloning Vat, any unit you create in your Barracks will also produce an identical unit at the Cloning Vat.

Infantry units can be sent into the Cloning Vat and destroyed. This will give you a small amount of credits in return. Additionally, any infantry units captured by Yuri can be sent to the Cloning Vat. Try this for an extra cash bonus.

ARMORY



FORTRESS WALLS

Walls are a passive defense system designed to stop enemy infantry and vehicles. Multiple pieces of wall section can be placed at once for quick building.



SENTRY GUN

This emplaced (stationary) gun is used to defend against enemy infantry. This is not a very effective weapon against vehicles.

UNITS AND STRUCTURES



TESLA COIL

A powerful base defense against all ground units, the Tesla coil attacks with a powerful bolt of electricity. Unlike other base defenses, a Tesla Coil can be charged by Tesla Troopers, and will remain active even if the base loses power.



FLAK CANNON

The Soviet Flak Cannon is a basic form of defense against aerial units. It is extremely effective against all Allied air units, including Rocketeers.



PSYCHIC SENSOR

Soviet research into psychic phenomena has resulted in the Psychic Sensor. When placed, this device allows you to see the orders given to any enemy units planning to attack any friendly units or structures within the device's radius.



NUCLEAR MISSILE SILO

The ultimate weapon in the Soviet arsenal is the Nuclear Missile Silo. Once built, the Nuclear Missile Silo creates a huge nuclear missile that can be used to cause incredible devastation in the chosen area. Additionally, the aftermath of the missile leaves radiation that will kill any infantry units in the area and will damage lightly-armored vehicles. When the Nuclear Missile Silo is built, all players are notified and the shroud above the device is removed for all players.



IRON CURTAIN

A fascinating piece of Soviet technology, the Iron Curtain allows you to make units and structures invulnerable for a short period of time. When ready and selected, the Iron Curtain will make all structures and units in a small area completely invulnerable to attack. Invulnerable units cannot be attacked by Terror Drones. The force of the Iron Curtain will kill any infantry units it is used on. In this way, it can be used against enemy infantry as a weapon. When the Iron Curtain is built, all players are notified and the shroud above the device is removed for all players.

WESTWOOD ONLINE

Westwood Studios invites you to play Command & Conquer Red Alert 2 over the Internet via our free game matching service, Westwood Online. You'll be able to play against your friends or even team up with them against computer opponents. There are many modes of play offered that are explained in detail later in this manual.

INTERNET

Press the INTERNET button located on the Main menu to go to Westwood Online. Westwood Online is a matching service sponsored by Westwood Studios for Red Alert 2 players.

A NOTE ON MULTIPLAYER PERFORMANCE:

It is always best to play with players with fast Internet connections and who have systems meeting the recommended system requirements for Internet play. The game's performance will be affected by these factors.

WELCOME TO RED ALERT 2 ONLINE

This is the first menu you will see when entering Westwood Online. From here you have several ways to play an Internet multiplayer game (QUICK MATCH, CUSTOM MATCH, BUDDY LIST or WORLD DOMINATION TOUR), or you can set up your Internet preferences under MY INFORMATION. Also displayed on this screen is your player profile.

PLAYER PROFILE

This window displays your personal Red Alert 2 Westwood Online historical information.

WINS: The number of Red Alert 2 head-to-head games you've won.

LOSSES: The number of Red Alert 2 head-to-head games you've lost.

DISCONNECTS: The number of times you've been disconnected from Westwood Online due to Internet problems.

RANK: Your ranking among Westwood Online head-to-head players worldwide.

POINTS: The number of points you've accumulated by winning head-to-head games.

CREATING A NEW WESTWOOD ONLINE ACCOUNT

If you did not create a Westwood Online account when you installed the game, you can do so by clicking the QUICK MATCH, CUSTOM MATCH, BUDDY LIST or WORLD DOMINATION TOUR buttons. After doing so, press the NEW ACCOUNT button and follow the onscreen prompts. You'll be asked for your birth date and your e-mail address. Simply fill in this information and press CONTINUE to set up your account. Be sure to read our Privacy Policy if you have any questions. If the program has any difficulty establishing a connection to Westwood Online, a message will pop up, outlining the problem it has encountered.

WESTWOOD ONLINE

LOGGING INTO AN EXISTING WESTWOOD ONLINE ACCOUNT

After entering the Welcome to Westwood Online screen, press the QUICK MATCH, CUSTOM MATCH, BUDDY LIST or WORLD DOMINATION TOUR button. You will be asked to input your nickname and password. After doing so, press the LOGIN button to proceed. You'll be prompted to automatically log in with this account in the future. We recommend that you select this option to simplify the login process later. You can also make this login process automatic by checking the AUTO LOGIN WITH THIS ACCOUNT box in the My Information section. If the program has any difficulty establishing a connection to Westwood Online, a message will pop up outlining the problem it has encountered.

QUICK MATCH

Click this button to quickly jump into a one-on-one game against another player with a good Internet connection and a skill level closely matching yours. The map and options are chosen for you. This is a very easy and quick way to jump into an online game without the hassles of finding a game and setting it up.

CUSTOM MATCH

This button will allow you to search for and set up your own customized games on Westwood Online. You will be presented with the following information:

AVAILABLE GAMES

This window displays the games currently being formed through Westwood Online in the current lobby (Allied Barracks, Soviet Barracks, etc). If you would like to join a game that is currently forming, simply double-click on the game in the Available Games window. Alternatively, select the game in the Available Games window (by left-clicking it once) and then press the JOIN button on the right side of the screen.

PLAYERS

This window displays the current players waiting to play a game in the current lobby (Allied Barracks, Soviet Barracks, etc).

VIEWING CHAT MESSAGES

Under the Available Games and Players windows you will see an open area, the chat window. Text written by you and other players will appear in the chat window. There is also a short history of previously sent messages.

CREATING & JOINING WESTWOOD ONLINE GAMES

Use the following buttons to create and join

CREATE GAME: To create a new game, press this button. You'll be asked to specify the number of players, a password to enter the game (leave this blank if you want to create an "open" game for anyone to join), whether you want to play in a Westwood Online sponsored tournament (we'll rank you by the result of the game), play in a BattleClan Tournament and whether you want to limit joiners' resolutions. If you choose to limit joiners' resolutions, players will be required to change to your resolution or lower before they can join your game. Note that the BattleClan button will be unavailable if you do not belong to a clan.

JOIN GAME: To join a game currently being formed, double-click on a game within the Available Games section. Alternatively, select the game in the Available Games window and press JOIN.

BUDDY LIST: Press this button to see which of your buddies is ready to play. You can star games here, page your buddies (send a message asking them if they want to play), add or delete buddies and view their current Red Alert 2 profile.

CLAN/LADDER: If you would like to create a Clan or view the current Westwood Online overall rankings in a variety of categories, press this button. A Clan is a group of people that get ranked together as one unit. This ranking can be viewed on the Ladder screen.

OPTIONS: Red Alert 2 offers a few more ways to customize your experience. These things include filtering foul language, allowing other users to page you, etc.

BUDDY LIST

Red Alert 2 makes it a snap for you to find and play the game with your friends. Simply press the BUDDY LIST button to see which one of your buddies is ready to play or is already online. You can start games here, page your buddies (send a message asking them if they want to play), add or delete buddies and view their current Red Alert 2 profile. This is the best way to make sure you play with or against people you already know.

WORLD DOMINATION TOUR

World Domination Tour (WDT) offers Red Alert 2 players a theater of war in which each win or loss will decide the overall victory. WDT pits Soviet and Allied forces against one another in a multiplayer slugfest to control the world. Players battle in various contested territories with pre-defined map conditions set for each territory. At the end of the day, the outcome of all battles fought in each territory determines which side controls that territory. The battle lines between the two sides push forward or fall back based on who controls each territory. As the battle lines move, new territories become contested. Over time, one side eventually wins control and the bragging rights for their faction. Results are posted regularly.

When one map has been defeated, there will be another map to play on. WDT has three separate theaters of war: North America, Europe and Southeast Asia.

Once you have navigated through the menu options you are brought into the current battle map display. On this map you see the Soviet territories, Allied territories and contested territories. You can choose to fight in any of the contested territories. Each territory has been set up to provide a diverse range of multiplayer games. When you move the cursor over any contested territory, a listing of battle conditions set for that map are displayed. For example, the Tech level might be lower or you might start with less money. Some contested territories are harder to take over than others, so look over this information before jumping into any game. When you move the cursor over any Soviet or Allied territory, you will see statistical information about that territory; population, GNP, or threat levels let you see how the rest of the world is surviving.

MY INFORMATION

Press this button to set your nickname, preferred server (typically, servers are geographically organized, so for example, you might see an Asia server and a USA server. You can move freely around the available servers, but remember that you are likely to have a better connection to players on your local server), the nation and color you prefer to play and your current Westwood Online ranking. You can also check the Auto Login button if you don't wish to input your password every time you log into Westwood Online.

BUDDY LIST: Manage your buddy listings

CLAN/LADDER: Check out your Clan or Ladder rankings.

NEW ACCOUNT: Create a new Westwood Online account.

MANAGE ACCOUNT: Takes you to a web page to manage your Westwood Online user account.

BACK: Return to the Red Alert 2 Main menu screen.

IN-GAME CHATTING: Command & Conquer Red Alert 2 allows players to easily communicate during a game.

TYPING CHAT MESSAGES

TO SEND A MESSAGE TO ALL OTHER LISTENERS:

1. Press ENTER.
2. Type your message.
3. Press ENTER to send message to Listeners.

TO SEND A MESSAGE TO ALL ALLIES:

1. Press BACKSPACE.
2. Type your message.
3. Press ENTER to send message to Allies.

TO SEND A MESSAGE TO ALL PLAYERS:

1. Press \ .
2. Type your message.
3. Press ENTER to send message to Players.

USE THE DIPLOMACY MENU TO DETERMINE ALLIES AND CHAT PARTNERS:

1. Click on the DIPLOMACY button in the sidebar.
2. Upon entering the Diplomacy menu, click on the player you want to send messages to.
3. When you re-enter the gameplay screen, hit the ENTER key to send messages to the players you selected to listen to the message.

NOTE: This method of sending messages will leave you at a disadvantage for a short period of time because you are no longer in the game while selecting specific users.

GENERAL MESSAGE SENDING: To send messages during a game, hit the Enter key to send messages to all players. If you want to send a message to one player, you must select the Diplomacy button in the sidebar. Upon entering the Diplomacy menu, click on the player you want to send messages to. When you reenter the gameplay screen, hit the Enter key to send messages to the players you selected. This method of sending messages will leave you at a disadvantage for a short period of time because you are no longer in the game while selecting specific users.

BEACON BUTTON: In Multiplayer games, you can place beacons with the Place Beacon button. Click this button, then click on the map to place a beacon. This beacon can be seen by all players currently allied with you. Left-clicking on the beacon and pressing Enter allows you to type a message to your allies. To send the message, press Enter again. To cancel a message, right-click. Any ally can remove the beacon from his own screen by clicking on it and pressing the DEL key.

ALLYING WITH PLAYERS: In order to Ally with another player you can simply left click on an enemy unit and press "A." If the enemy accepts the proposition he will left click on your unit and press "A." The two enemies are now allies and can fight together on a team against other enemies. You can also enter the Diplomacy menu by pressing the Diplomacy button on the top right part of the screen. Left click on the ally check mark to ally with an enemy. If you ally with another player but he does not ally with you, the game will still consider you enemies. While you are allies you will not target the player and you will see the same thing he sees under the shroud.

TROUBLESHOOTING INTERNET PROBLEMS

To play an Internet game you must have an Internet connection (through a modem dial-up connection or other direct Internet connection).

GENERAL PROBLEMS

If you have a modem dial-up connection to the Internet, ideally you should dial-up prior to launching the game. Windows does have a dial-on-demand setting but we have found that this method is not as reliable as dialing ahead of time.

INTERNET GAME LOSES CONNECTION

If you find that your connection seems to time out after playing or chatting in the lobbies for a while, make sure that your dial-up connection is not set to time out after a period of inactivity. Windows seems to regard the use of the keyboard as more significant than active network traffic. The exact place to look for this option varies among Windows 95/98/2000/Millennium/NT, and can also depend on which web browser you have installed, but generally can be found either in the dial-up network properties or in the Internet Options control panel.

INTERNET PERFORMANCE ISSUES

The player with the slowest system or slowest Internet connection will set the speed of the game for all other players in a given Internet game. It is always best if the Host (the person who initiates the game) has the fastest system and best Internet connection. For example, if one player has a cable-modem or DSL connection and a fast PC, that player would be a good choice for game host.

CREDITS

Red Alert 2 is based on the original Command & Conquer created by Brett W. Sperry and Joseph Bostic

PRODUCTION

EXECUTIVE PRODUCER

Mark Skaggs

PRODUCER

Harvard Bonin

ASSOCIATE PRODUCER

Julio Valladares

DESIGN

DESIGN LEADS

Dustin Browder
John Hight
Brett Sperry

DESIGNERS

Chris Bauer
Eric Beaumont
Tim Campbell
Eydie Laramore
Todd Owens
Mical Pedriana

ADDITIONAL DESIGN

Mike Lightner

STORY

Mark Skaggs
Dustin Browder
John Hight
Harvard Bonin

GAME ARTISTS

LEAD ARTIST

Chris Ashton

ARTISTS

Chris Adams
TJ Frame
Michael Jones
Sean Keegan
Ido Magal
Khanh Nguyen
Josh Taylor
Todd Williams
Jason Zirpolo

ADDITIONAL GAME MODELS

Maxix

CONCEPT ART

T.J. Frame
Dan Lyons

ADDITIONAL ART

Thomas Baxa
Phil Robb

CONSULTANT

Rick Glenn

PROGRAMMING

TECHNICAL DIRECTOR

Henry Yu

ADDITIONAL TECHNICAL DIRECTION

Steve Wetherill

PROGRAMMERS

Geoff Finger
Peter Green
Robb Keir
Steve Martin
Tommy Rolfs
Graham Smallwood
Steve Clinard
Bret Ambrose
Joe Bostic
Denzil Long

INSTALLER

Maria del Mar McCready Legg

CREDITS

NETWORK PROGRAMMING

LEAD PROGRAMMER

Jeffery Brown
Steve Tall

NETWORK PROGRAMMERS

Matt Campbell
Bryan Cleveland
Kevin Scruggs
Gavin Snyder

IN-GAME AUDIO

LEAD SOUND DESIGNER

Mical Pedriana

SOUND DESIGNER

David Fries

ORIGINAL SCORE

Frank Klepacki

CINEMATICS

CG DIRECTOR

John Hight

CG ART DIRECTOR

Cris Moras

CG LEAD ARTIST

Eric Gooch

CG ARTISTS

Chuck Carter
Michael Fadollone
Matthew Hansel
David Liu
Jim May
Kevin Quattro
Richard Semple

ADDITIONAL CG

Shant Jordan
Patrick Perez
Insun Kang

CG CONCEPT ARTISTS

T.J. Frame
Phil Robb
Thomas Baxa

VIDEO COMPRESSION

Tim Fritz

PRODUCTION COORDINATOR

Julie Brugman

AUDIO DIRECTOR

Paul S. Mudra

CINEMATIC SOUND

Dwight K. Okahara
Paul S. Mudra

ADDITIONAL SCORE BY

Poet Jester

VIDEO PRODUCTION CREW

PRODUCER

Donny Miele

DIRECTOR

Joseph D. Kucan

SCREENPLAY

Jason Henderson
Donny Miele

EDITOR

Curt Weintraub

LEAD VISUAL EFFECTS ARTIST

Kevin Becquet

AUDIO DIRECTOR

Paul S. Mudra

PRODUCTION SOUND

Dwight Okahara
Paul Mudra

CREDITS

CASTING DIRECTOR

Marilee Lear, CSA

DIRECTOR OF PHOTOGRAPHY

Kurt Rauf

1ST ASSISTANT DIRECTOR

Eddie Ficket

2ND ASSISTANT DIRECTOR

Frank Carillo

PRODUCTION COORDINATOR

Kim Houser

PRODUCTION ASSISTANTS

Randy Stafford

Levi Luke

Marlo Lewis

ART DIRECTOR

Karen Stephens

PROPMASTER

Cliff Bernay

SET DRESSER

Greg Wolfe

CONSTRUCTION COORDINATOR

Bobby Z

CARPENTER

Jeffrey Morgan

ADDITIONAL SET CONSTRUCTION

The Effects Network

KEY MAKEUP & EFFECTS WARDROBE

Ron Wild

HAIR

Alison Bonanno

MAKE UP ASSISTANT

China-Li Nystrom

WARDROBE

Tracy Bohl

WARDROBE ASSISTANT

Sandy Wyndom

GAFFER

Jerremy Settles

KEY GRIP

Gary Sauer

GRIP

Angel Gonzalez

BOOM OPERATOR

Richard Rasmussen

VISUAL EFFECTS COMPOSITOR

Chuck Carter

ULTIMATE OPERATOR

Bob Kurtez

TELEPROMPTER OPERATOR

Cheryl Yiatras

DRIVER

Patience Becquet

CONCEPT ARTIST

Chuck Wojtkiewicz

STORYBOARD ARTIST

Jeff Parker

READER

Finley Bolton

CATERING

ADL Services

WESTWOOD STUDIOS LOCALIZATION**DIRECTOR OF LOCALIZATION**

Thilo Huebner

WESTWOOD STUDIOS QUALITY ASSURANCE**QUALITY ASSURANCE DIRECTED BY**

Glenn Sperry

Mike Meischeid

QA ANALYSTS

Doug Wilson

QA SUPERVISOR

Lloyd Bell

CREDITS

RA2 LEAD

D'Andre Campbell

RA2 SOLO LEAD

Chris Blevens

RA2 SKIRMISH LEAD

Shane Dietrich

Mike Smith

RA MULTIPLAYER LEAD

Steve Shockey

QA TESTERS

Clint Autrey

Greg Baldwin

Jason Campbell

Michael H. Celmer

Michael Chatterton

Dan Etter

David Fleischmann

Chad Fletcher

Steve Laity

Ray Laubach

DeMarlo Lewis

Levi Luke

Bryan Philibald

Richard Rassmusen

Michael Ruppert

Benjamin Galley

QA ADMINISTRATOR

Rhoda Y. Anderson

QA TECHNICIANS

Troy Leonard

Beau Hopkins

ES REPS

Mary Beal

Tim Hempel

MARKETING

VICE PRESIDENT OF MARKETING

Laura Miele

PRODUCT MARKETING MANAGER

Matt Orlich

PUBLIC RELATIONS DIRECTOR

Aaron Cohen

PUBLIC RELATIONS COORDINATOR

Chris Rubyor

DIRECTOR OF GRAPHIC SERVICES

Victoria Hart

ONLINE DIRECTOR

Ted Morris

ONLINE GRAPHIC ARTIST

Jordan Robins

GRAPHIC DESIGNER

David Lamoreaux

MARKETING EXECUTIVE ASSISTANT

Wanda Flathers

CREDITS

SUPPORT

OPERATIONS MANAGER

Shawn Ellis

MIS MANAGER

Wayne Hall

MIS TECHNICIANS

Glenn Burtis

Mick Love

HUMAN RESOURCES/OFFICE MANAGER

Christine Lundgren

ADMINISTRATIVE ASSISTANCE

Tanya Pereira

LEGAL ASSISTANCE

Jennifer Hoge

SPECIAL THANKS

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Frank Gibeau

Bing Gordon

Adam Isgreen

John Riccitiello

Nancy Smith

Rade Stojsavljevic

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Robin, Joshua and

Elizabeth Brown

Alicia Campbell

Susan Campbell

David, Linda and Keith Cleveland

Julia Davis, Inertia, Pineapple

and Cassiopia

Michael, Adam and Christina Fries

Amanda Folgner

Audra Ann Furuichi

Gary, Martha and Nanette Taylor,

Teresa, Jay, Eddie, Wash, Bruce,

Ken and Juba

Sharmini Green

Julie, Christopher and

William Hight

Noa, Tal and Ron Magal

Margaret Mejia, Dave Mejia, Erin

Keegan and Stephanie Chagollan

Kosal and Brianna Martin

Kimberly Rolfs

Jack, Ben and Laura Skaggs

John Thornburgh

Maribel Martínez, Jose Manuel,

Iñaki and Oscar Valladares

Chris and Jessica Yu

Mt Dew (liquid schwartz)

CREDITS

CAST

LIVE ACTION

President Dugan	Ray Wise
Yuri	Udo Kier
General Thorn	Barry Corbin
Agent Tanya	Kari Wuhrer
Premier Romanov	Nicholas Worth
Lieutenant Eva	Athena Massey
Lieutenant Zofia	Aleksandra Kaniak
General Vladimir	Adam Greggor
Dr. Einstein	Larry Gelman
Soviet Officer	Oleg Stephan
Prime Minister	Kerry Michaels
General Lyon	Frank Bruynbroek
German Chancellor	Stuart Nesbit
Soviet Newscaster	Gabriella Bern
Korean Commander	Richard Narita
Tesla Trooper	Igor Jijinke
Base Commander	Gary Marshal
Watch Officer 1	Rick Cramer
Watch Officer 2	Nate Bynum
Female Officer	Heather Nickens
Allied GI 1	Sharif Perry
Allied GI 2	Micheal Rouleau
Allied GI 3	Jeremy Olson
Allied Soldier 1	Randy Stafford
Allied Soldier 2	Shane Dietrich
Allied Guard 1	Justin Bloom
Allied Guard 2	Beau Hopkins
Allied General	Robert Eustice
Allied Colonel	Robert Christensen
Secret Serviceman 1	Spike Measer
Secret Serviceman 2	Robert Garretson
Soviet Soldier 1	Alexander Moiseev
Soviet Soldier 2	Igor Jijikine
Soviet Conscript 1	Andrei Skorobogatov
Soviet Conscript 2	Marlo Lewis
White House Aide	Ann-Marie Lazaroff
Bikini Babe 1	Stephanie Harrold
Bikini Babe 2	Tamara Kozen
Chaplain	Donald La Mothe
Waitress	Natasha

CREDITS

IN-GAME VOICES

Yuri, PsyCorps	.Udo Kier
American taunts	.Barry Corbin
Agent Tanya	.Kari Wuhrer
Lieutenant Eva	.Athena Massey
Lieutenant Zofia	.Aleksandra Kaniak
Soviet taunts	.Adam Greggor
German taunts	.Stuart Nesbit
Night Hawk, Soviet Vehicle	.Grant Albrecht
Spy, Sniper, Allied Infantry	.Michael Bell
Installer, Allied Boat, Intruder	.Gregg Berger
Texan	.Glenn Burtis
Allied Civilian, Soviet Civilian	.Julie Brugman
Rocketeer, Chrono Legionnaire, Propaganda Truck	.David Fries
BBC Newscaster, American Newscaster	.Sam McMurray
SEAL, Soviet Civilian, Allied Vehicle	.Stefan Marks
Libyan taunts, Iraqi taunts, Demolition	.Adoni Maropis
Soviet Infantry, Soviet Engineer	.Andy Milder
Desolator, Soviet Boat	.Phil Proctor
Cuban taunts, Terrorist, Black Eagle, French Newscaster	.Gustavo Rex
British taunts, Kirov, Crazy Ivan	.Neil Ross
Drill Sergeant, Flak Trooper, World Wide Domination Narrator	.Douglas Rye
Intercom Voice, Computer Voice, Female Newscaster	.Heidi Shannon
American Civilian, American Engineer	.Phil Tanzini
Tesla Trooper	.John Vernon
Korean taunts	.Henry Yu



CREDITS

WORLDWIDE LOCALIZATION

KOREA

LOCALIZATION MANAGER

Taewon Yun

LOCALIZATION ENGINEER

Changuk Park

TRANSLATIONS

Junghee Ahn

Taewon Yun

Changuk Park

RECORDING AND EDITING STUDIO

Junco MultiMedia

RECORDING ENGINEER

Yejun Hwang

MARKETING MANAGER

Jungwon Hahn

PRODUCT MANAGER

Junghyeon Kwon

CHINA

LOCALIZATION PROJECT MANAGER

Christine Kong

LOCALIZATION MANAGER

Jerry Lee

TRANSLATIONS

Richard Chen

LANGUAGE TESTING

Jerry Lee

MARKETING MANAGER

Tom Chen

PRODUCT MANAGER

Betty Chang

PACKAGE & MANUAL DESIGN

Bingo Cheng

SPECIAL THANKS TO....

Westwood Localization Teams, TL

Goh, Irene Chua

FRANCE

PRODUCT LOCALIZATION MANAGER

Nathalie Fernandez

TRANSLATORS

Francis Grimbert

Stéphane Radoux

TRANSLATION COORDINATOR

Nathalie Duret

ACTORS

Hervé Caradec

Tony Joudrier

Françoise Cadol

Jean-Pierre Rigaux

Serge Abatucci

Hélène Bizot

Jean Barney

Gilbert Levy

Frédéric Popovic

Florence Dumortier

Céline Mauge

Claudine Afir

Bernard Demaury

Michel Castelain

Denis Boileau

TESTER

Emmanuel Delvea

TEST COORDINATOR

Lionel Berrodier

GERMANY

LOCALISATION MANAGER

Michaela Bartelt

TRANSLATOR

Claudia Stevens

VOICE CASTING MANAGER

Dirk Vojtilo

VOICE CASTING

Manuel Bertrams

CREDITS

MARKETING DIRECTOR

Benedikt Schüler

PRODUCT MANAGER

Pete Larsen

VOICE ACTORS:

Udo Kier

Till Demtöder

Klaus Dittmann

Dagmar Dreke

Eva Freese

Isabella Grothe

Eberhard Haar

Ben Hecker

Verena Herkewitz

Iris Immenkamp

Michaela Kreißler

Holger Mahlich

Martin May

Robert Missler

Kai Hendrik Möller

Uli Plessmann

Michael Quiatkowski

Wolf Rahtjen

Manfred Reddemann

Antje Roosch

Erik Schäffler

Achim Schülke

Marc Seidenberg

Hans Sievers

Bernd Stephan

Douglas Welbat

Guido Zimmermann



TECHNICAL SUPPORT

BEFORE YOU CONTACT TECHNICAL SUPPORT

We receive many inquiries every day, so in order to help us 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 95/98 My Computer desktop icon corresponding to your computer and selection properties. This includes information about the Windows 95 or Windows 98 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.

HOW TO CONTACT TECHNICAL SUPPORT

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To find our site on the World Wide Web, point your browser to: <http://www.westwood.com>. From the front page, click the SUPPORT button for technical information and tips. This site consists of an extensive Quick Solutions guide in an easy question and answer format. It is updated on a weekly basis, and can be accessed at any time. The site also contains a section with the latest update and FAQ (Frequently Asked Questions) files, as well as driver update links for most of the popular hardware manufacturers. If the guide does not have an answer for you, it will e-mail your problem directly to our technical support staff.

INTERNET: FTP (FILE TRANSFER PROTOCOL)

If you're looking for the 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

ra2@westwood.com

ADDITIONAL SUPPORT

In Australia:

Postal Address:

Electronic Arts Pty. Ltd.

P.O. BOX 432

Southport Qld 4215, Australia

Email address:

ozsupport@ea.com

Hotline Information:

For Technical and Game Hints and Tips, phone the EA Hotline: 1902 261 600 (\$1.95 per min. inc GST) 7 days a week 10 AM - 8 PM.

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Ponsonby, Auckland, New Zealand

Email address:

nzsupport@ea.com

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Check the Westwood website monthly calendar for dates and times of live Westwood Online technical support sessions (see Westwood Online section for more information).

HINT GUIDES

Look for the official Strategy Guide, available at your local bookstores and software retailers.

HINT LINE

Need a hint? Call the Westwood Studios automated hint line at 1-900-288-4744 for up-to-date hints and tips on all Westwood Studios games. The charge is 95 cents per minute on your touch-tone phone. If you're under 18, get your parent's permission to call. In Canada, dial 1-900-451-4422; the cost is \$1.25 per minute (Canadian dollars). The per minute hint line charges are subject to change. Basic hints and tips can also be found on the Westwood website, in the Support/Hints & Tips section.

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