

ACTION

KEY

SELECTION COMMANDS

Select a unit	Left-click
Add a unit to selection	SHIFT + left-click
Select previous/next unit	ALT + LEFT/RIGHT arrow keys
Select previous/next dozer/worker	ALT + UP/DOWN arrow keys
Select all on-screen units of a type	E or double left-click
Select all units on the map that match current selection	Double-tap E
Select all of your combat units on the screen	Q
Select all of your combat units on the map	Double-tap Q
Select all of your air combat units on the screen	W
Select all of your air combat units on the map	Double-tap W
Define selected units as a group	CTRL + number key
Select numbered group	Number key
View (not select) numbered group	OPTION + number key
Select and jump to numbered group	Double-tap number key
Jump to last radar event	SPACEBAR
Jump to Command Center	H
Rapid scroll	Hold down right mouse button, move mouse
Scroll the screen	Arrow keys

UNIT MODES

Force-fire mode	Hold down CTRL and left-click location
Attack-move mode	Tap A and left-click location
Instruct selected units to guard	Tap G and left-click location
Stop selected units	S
Scatter selected units	X
Set waypoints for units	Alt + left-click for each waypoint
Set unit Formations	Position, then select units, press CTRL + F

SCREENS AND POP-UPS

Toggle Diplomacy/Communicator screen in multiplayer and skirmish games Toggle Mission Objectives in single player	TAB
Toggle Command Bar	F9
Options screen	ESC
Capture screenshot	F12

CAMERAS

Set bookmark for camera	CTRL + F1 – F8
Jump to camera bookmark	F1 - F8
Jump to hero unit	CTRL + H
Rotate camera	Numeric keypad 4 rotate left, 6 rotate right
Zoom camera	Numeric keypad 8 zoom in, 2 zoom out
Reset camera to DEFAULT position	Numeric keypad 5

MULTIPLAYER

Chat with everyone	ENTER
Chat with allies	DELETE
Place beacon	CTRL + B
Selected unit's cheer	CTRL + C

COMMAND + CONQUER GENERALS

**SECURITY COUNCIL SUB-COMMITTEE
(RESOLUTION 1379) ON GLOBAL LIBERATION ARMY**

Report to Security Council: Situational Report (SIT REP) on
GLA Activities

Distribution: CLASSIFIED

Hotan, China

For several months, observers have expressed concern over the activities of the Global Liberation Army (GLA). A loose federation of freedom fighters and terrorists, the GLA has established several strongholds in the republics of Central Asia. By distributing forces and leadership across the borders of these developing nations, the GLA has thwarted efforts to engage in meaningful dialogue. Last year, this group without borders crossed into Western China and began building popular support for an independent state in this remote region. GLA funding continues to grow from unknown sources, and its leadership remains a mystery.

For the Beijing government, this incursion along its western border could not have come at a worse time. The reforms in China's "Modern Way" program have produced new civil liberties and excellent growth in Chinese exports, particularly in light manufacturing and agricultural products. Beijing has repeatedly stated that these changes are here to stay, a position that does not sit well with the GLA.

Last week, the GLA struck a military depot at Yecheng, stole thousands of rounds of munitions, and destroyed a nuclear power plant. Dangerous levels of radiation have been detected over 100 kilometers downwind. The Chinese government is furious and has refused to allow observers to mediate discussions with the GLA. Several divisions of the Red Army have established positions in the province along major roadways and rivers.

While the United States continues to provide orbital reconnaissance to the Security Council, it has failed to contribute troops to peacekeeping efforts in the region. The Council's refusal to support United States counter-terrorist initiatives in the Middle East in recent years has not been forgotten. USA military forces have remained in port and on base, venturing out only to secure its coastline.

Scattered intelligence reports arriving from Europe and Asia indicate that the GLA has established and funded sleeper cells to further spread its sphere of influence. If China succeeds in forcing out the GLA, it is difficult to predict where the group will resurface. The United States would be the logical choice to buttress Chinese efforts to contain the GLA, but the United States continues to maintain its non-involvement in this matter. The United States denies the sub-committee's claim that eventually the GLA will cross paths with USA forces in Asia or elsewhere in the world.

The sub-committee recommends to the Security Council that it continue to maintain an open channel with the GLA, to establish a clear set of boundaries for Chinese activity, and to communicate the need for USA participation in peacekeeping initiatives before the Council loses its influence on the situation.

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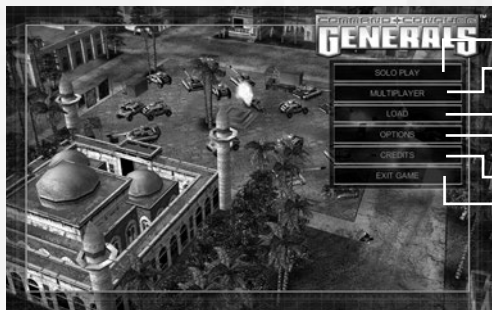
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SETTING UP THE GAME

Welcome, General. Please review this briefing to get familiar with the basics of the combat environment, training facilities, Solo Play, and advanced gameplay tactics. From the Main Menu, you can set your gaming options for optimal performance on the battlefield.

MAIN MENU



- Begin a single player game
- Play Local or Online games. (Online Games will use Game Center.)
- Load a saved game or replay
- Change your audio and video options.
- Credits
- Exit game

OPTIONS

In the Options screen, you can customize Display, Audio, and Scroll Speed settings.

- To open the Options screen, click OPTIONS from the Main Menu.
- To change options during the game, press **[ESC]**.

DISPLAY OPTIONS

RESOLUTION

Set the resolution of the screen in the game.

DETAIL

Choose your level of detail in the game: LOW, MEDIUM, HIGH, or CUSTOM. On MEDIUM and LOW settings, some effects in the game are turned OFF. The CUSTOM setting is for advanced users who want to adjust certain display properties.

NOTE: A high level of detail can slow down game performance.

BRIGHTNESS

Use the slider bar to adjust the brightness in the game.

AUDIO OPTIONS

MUSIC VOLUME

Use the slider bar to adjust the volume of music in the menu system.

SOUND FX VOLUME

Adjust the volume of sound effects in the game.

VOICE VOLUME

Adjust the volume of voices in the game.

SOLO PLAY

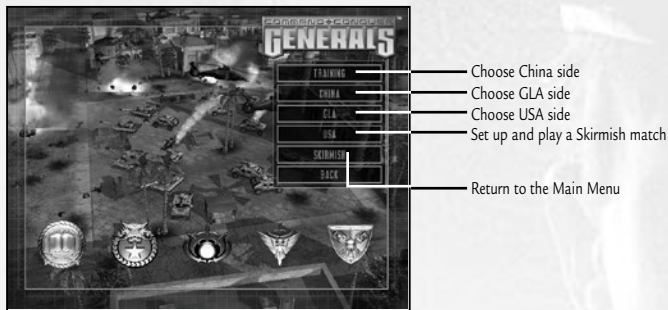
Go to war with the most sophisticated weapons against the USA, China, and GLA forces. Pursue battlefield glory as the General of one of these armies, as you send your enemies to defeat.

To begin solo play, click SOLO PLAY in the Main Menu.

★ You can design your own single-player Skirmishes against up to seven enemy armies.



SOLO PLAY MAIN MENU



You can lead any of the three sides in a full campaign against the other two sides.

- To begin a new campaign, click the name of any side to play. To choose a difficulty setting, click NORMAL, HARD, or BRUTAL.
- To begin the training mission, click TRAINING. To choose a difficulty setting, click NORMAL, HARD, or BRUTAL.
- To load a saved game, click LOAD GAME/REPLAY in the Main Menu. Then, click LOAD GAME.
- To play a Skirmish game, click SKIRMISH

MISSION OVER SCREEN

At the conclusion of any mission, you can review the results of the battle.

COMMAND & CONQUER GENERALS BASICS

THE SCREEN



On-screen, you can see and affect the battle in the **Battle Window** (*Game Screen* on p. 7), where you select and deploy your units and build and use your base structures. The Battle Window displays only part of the overall map, which may be represented in the **Radar Map** (*Radar Map* on p. 8) in the lower-left corner.

★ Below the Battle Window is the **Command Bar** (*Game Screen* on p. 7), where you select commands and open optional screens.

Each unit and structure has a range of vision, so what you see in the Battle Window and Radar Map is the sum of all that your units can see. Areas of the map beyond this range are covered by a dark layer. As you explore the map

with your units, you peel back the layer to reveal the terrain, structures, and units beneath it.

★ The layer is actually two separate layers. In single-player missions, the black **Shroud** covers unexplored terrain. As you explore terrain, the shroud is peeled back. When your units or structures are no longer present in an area, it is cloaked in a semi-transparent **Fog of War**, which hides enemy units and structures and reveals only terrain and civilian buildings. The **Fog of War** is removed when your units return to the area. In Multiplayer or Skirmish games, the Fog of War is the only layer.

BUILDING STRUCTURES AND UNITS

★ All references made throughout this manual to "left click" will be **mouse click** for single-button mouse users and **command+mouse click** for "right click."

When you begin a new game, your base normally consists of a Command Center and a construction unit, either a Construction Dozer or a Worker. Immediately, you should begin building your base.

To build a structure:

1. Select your construction unit. The structures that it can create are displayed as icons in the **Context Window**, which is in the middle part of the Command Bar.
2. To build one of these structures, click the icon.
3. Move the mouse in the Battle Window to the location where you want to build. If the structure is displayed in red, you cannot build it at that location due to terrain deformities.
4. To create the structure, left-click. The construction unit begins building.
 - To cancel creation of the structure, click on it. In the Context Window, click the Stop button. The cost is refunded to your funds.

When you build structures such as Barracks, War Factories, or Air Fields, you can then use those structures to build fighting units.

To build a unit:

1. With your construction unit, build a Barracks (for example).
2. When the Barracks is complete, left-click on it. The units that it can create are displayed in the Command Bar.
3. To build one of these units, left-click on its icon. The unit is displayed on the right side of the Command Bar in the **Production Queue**. A shaded timer indicates how long it takes to build the unit.
4. When the unit is done, it leaves the structure and reports for duty.
 - ★ You can click the icon again to order production of multiple units.

MONEY

You begin a game with money to spend on building units and structures. However, to finish the fight, you must acquire more money.

To acquire more money:

1. Find a Supply Dock on the map. Supply Docks & the smaller Supply Piles contain supplies that you can collect and return to your base.
2. Build a Supply Center close to the Supply Dock closest to your base. A Supply Center receives supplies and turns them into money. When you build a Supply Center close to a Supply Dock, your collectors can automatically collect supplies and take less time to do it.
 - ★ The GLA's center for supplies is the Supply Stash.
3. When the construction of the Supply Center is complete, the collecting unit begins gathering supplies at the Supply Dock and returning them to your Supply Center.
 - ★ After you acquire the Capture Building upgrade, you can capture oil derricks to add to your money supply.

POWER

The structures of Chinese and USA bases require a steady supply of power. At the beginning of a game, build a power plant. When it's completed, the power meter at the top of the Command Bar grows. The GLA does not require power.

Next to the power meter is a small indicator of how much power your base requires. Try to keep the power meter above this indicator.

GAINING TECHNOLOGIES

Production structures. Structures such as the Barracks, War Factory, or Air Field can develop technologies to assist the units that they produce.

- To develop an upgrade from a production structure, click on the structure. In the Context window, click on the upgrade to develop. The icon for the upgrade is added to the Production Queue.



Capturing structures. It's possible to capture enemy structures. You can develop the Capture Building upgrade at the Barracks.

- To capture an enemy structure, left-click on an infantry unit, click the Capture Building icon in the Context window, and then click on the enemy structure. The unit captures the structure, which changes color to your side, and you now control it.

Generals Abilities. Through the Generals Window, you can select and develop strategic technologies with your earned skill points. For more information, *Generals Window* on p. 9.

CONTROLLING UNITS

Movement. To move a unit, left-click on it. In the Battle Window, click a destination. The unit begins moving to that destination.

Attack. To attack an enemy unit, select a unit or group of units. Then, click on the enemy unit. Your unit approaches the enemy and begins attacking.

Rally Points. To set a rally point for all units produced at a structure, click the structure, and then click the Rally Point Flag icon in the Context window. Click the location on the battlefield where you would like the units to rally.

TEAMS AND FORMATIONS

Creating a Team. A team is a set of multiple units controllable as a single unit on the battlefield. When a team is selected, one order given to the team is acted on by all of the team's units.

- To group units into a team, select the units to join it. Then, press **CONTROL** + a number key. The group number is displayed above all selected units. To select that team at any time, press the number key.

Putting Units into Formation. Formations are groups of units that move together, keeping the same positions relative to each other.

- To create a formation, put the units in the positions that you want. Then, select all of the units in the formation and press **CONTROL** + **F** to create the formation. To undo a formation, press **CONTROL** + **F** again.

UNIT MODES

- To force any selected unit or team to stop, press **S**.

Guard mode. To put a selected unit or team in Guard mode, press **G**. Left-click a location in the Battle Window for the unit or team to guard.

Attack-move mode. You can force units to move to a location and attack anything along the way.




- To put a unit or team into Attack-move mode, select it. Then, tap **A** and click the location. To cancel Attack-move mode, tap **A** again.

Force-fire mode. To force a unit or team to fire at a target, select it. Then, hold down **CONTROL** and click the target.

Waypoints. Units and teams can be ordered to follow a set of waypoints. To set waypoints for a unit or team, press **OPTION** and then left-click for each waypoint.

UNIT VETERANCY

When a unit eliminates an enemy unit, it gains veterancy points. When it accumulates enough veterancy points, it is promoted to a new veterancy level, where its performance capabilities improve.

- 
VETERAN Unit fires faster and does more damage (if applicable). Represented above the unit by a single chevron icon.
- 
ELITE Unit fires faster and does more damage (if applicable) and automatically heals itself. Represented above the unit by a double chevron icon.
- 
HEROIC Unit fires faster and does more damage (if applicable), and automatically heals itself and fires red tracers (if applicable). Represented above the unit by a triple chevron icon.

SKIRMISHES

Skirmishes are single-player battles that simulate a Multiplayer game using computer-controlled opponents.

- In the Main Menu, click SOLO PLAY. Then, click SKIRMISH.

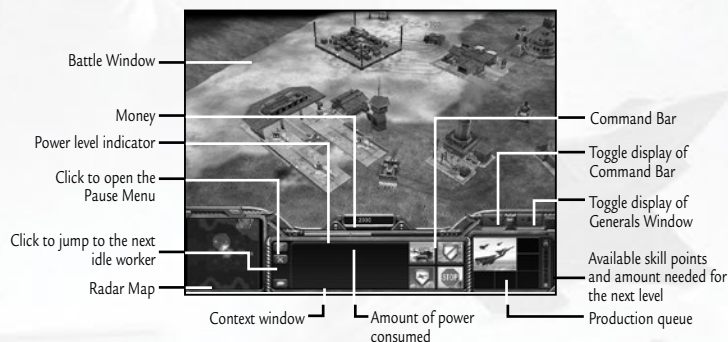


- To select a CPU-controlled team, click the Players drop-down. Select the difficulty setting for the team: NORMAL ARMY, HARD ARMY, or BRUTAL ARMY.

Next to the name of the map on the right side of the screen is the maximum number of sides that can play on the map.

- To change maps, click SELECT MAP. In the popup, to select a map that you or a friend created in the World Builder for *Command & Conquer Generals*, click UNOFFICIAL MAPS.

GAME SCREEN



- To toggle display of the Command Bar, press **F2** or left-click the button in the upper-right corner of the bar.
- To open the Diplomacy screen in Multiplayer and Skirmish games, press **TAB**. For more information, *Diplomacy Screen* on p. 9.
- To access the Generals Window, click the Star button in the corner of the Command Bar. For more information, *Generals Window* on p. 9.

BATTLE WINDOW



In the Battle Window, you order your units to move, attack, defend, or build new structures. Additionally, you can select structures and order them to build new units or develop new technologies.

- ★ When you select a unit or structure, different buttons appear in the Context window.
- To scroll the Battle Window, move the mouse to the edge of the screen in the direction that you want to move. The Battle Window begins to scroll. To stop moving, move the mouse towards the center of the screen.
- To perform a rapid scroll, hold down the right mouse button while scrolling.
- **Mouse wheel:** If your mouse has a wheel, you can use it to move the camera. To zoom in or out, roll the wheel forward or backward. To rotate the camera, hold the wheel down and move the wheel. To return the camera to the default view, click the mouse wheel.
- Trackpad: If you have trackpad capabilities, you can use it to zoom in/out or rotate with gestures. To zoom in or out, use the pinch with two fingers gesture on the trackpad. To rotate the camera, use the rotate with two fingers gesture on the trackpad.
- ★ If you have radar capabilities, the Radar Map in the lower-left corner can be used to jump to a different location on the map. For more information, *Radar Map* below.
- ★ You can bookmark locations on the map that can be accessed with a single keystroke. For more information, *Camera Bookmarks* on p. 9.

POWER AND MONEY METERS



Located along the top of the Command Bar, the power meter indicates the total amount of available power and how much of it you are consuming. For the USA and China sides, each power structure increases the power demands on your side.

MONEY

Above the Power Meter is your current amount of money. Building a unit, structure, or a new technology costs money. As soon as you choose to build something new, the funds required to build it are deducted from your total.

RADAR MAP



Showing only a fraction of the entire map, the Radar Map in the lower-left corner.

Battle Window is marked by a yellow border in

- To move the Battle Window, left-click on a new location in the Radar Map. To move the window without changing your selection, right-click on a location. You can then decide to deploy the currently selected unit by left-clicking in the Battle Window.

CAMERA BOOKMARKS

Camera bookmarks allow you to mark locations on the map and jump to them with a single keypress.

- To set a camera bookmark, press **CONTROL** + F1 through F8.
- To jump to a defined camera bookmark, press F1 through F8.
- To jump to your Command Center, press **H**.

PRODUCTION QUEUE

When you choose to build a new unit or to develop a new technology from one of your structures, an icon representing the new construction appears in the Production Queue in the lower-right corner of the screen. As you select more units for the structure to build, icons are added to the Production Queue.

- ★ When you select a structure, icons representing its upgrades may be displayed in the Context window. Choosing to build an upgrade adds another icon to the Production Queue.

The first item in the Production Queue is under construction. You can gauge the time to build the unit by the movement of the shaded timer over the item's icon.

- To cancel production of a unit, left-click on its icon in the Production Queue. The unit cost is refunded to you.

DIPLOMACY SCREEN



In Multiplayer and Skirmish games, you can review your teammates in the Diplomacy screen. Two players on the same **team** can see what the units and structures of the other player can see. Units from one side do not fire on the units from the other side.

- ★ Teams are established at the beginning of a battle and do not change during the course of it.

Each player in the game is displayed, and if the player has left (AWOL) or is an observer.

- To toggle display of a player's chat messages in Multiplayer games, click the Speaker icon next to the player's name.
- ★ For more information, *Communicator* on p. 27.

GENERALS WINDOW

In *Command & Conquer Generals*, victories in the battlefield bring promotions to your units and skill points to your résumé. Skill points can be applied to strategic upgrades through the Generals Window. If you acquire enough skill points, you are promoted, which gives you access to more and better strategic Generals Abilities. Skill points are acquired by destroying enemy units and structures.

- ★ You start each game with one skill point. You can apply skill points towards upgrades that are within or beneath your current rank.
- ★ Depending on the game type and the mission, available skill points vary. In a single-player campaign, the available skill points are limited.



- To open the Generals Window, click the Star icon on the right side of the Command Bar.

In the Generals Window, you can see the number of skill points that you have acquired, the number you have available to spend on powers, and the number needed to reach the next level.

By spending skill points on a **Generals Ability**, you can improve overall strategic capabilities of the units on your side. Some upgrades add veterancy bonuses to your units. Some improve unit capabilities. And some are new and special units that can be created and deployed.

○ To acquire a Generals Ability, click on it. The skill points are deducted from your total available.

PROMOTIONS

The horizontal bar at the top of the Generals Window indicates the number of points needed to get promoted to the next level. Next to the bar your available skill points are displayed.

★ You must gain additional skill points to get promoted. Promotions give you access to Generals Abilities that are grayed out.

○ To close the Generals Window, click DONE.

GENERALS ABILITIES

Many Generals Abilities are deployed from the Command Center. To deploy, click the Command Center, click the icon in the Context window, and then select a target in the Battle Window.

SOLO CAMPAIGN

In a solo campaign, skill points that you can spend on Generals Abilities carry over from one mission to the next. You must spend them again based on your needs for the new mission. Spend wisely, as you can earn only a limited number of skill points per mission.

SKIRMISH/MULTIPLAYER

In Skirmish and Multiplayer games, skill points do not carry over from one game to the next. The order of available Generals Abilities will differ from the Solo Campaign.

USA

USA 1 Star Generals Abilities



Paladin Tank

Ability to build the Paladin Tank at the War Factory. For more information, *USA Units* on p. 14.



Stealth Fighter

Ability to build the Stealth Fighter at the Air Field. For more information, *USA Units* on p. 14.



Spy Drone

Ability to deploy the Spy Drone from the Command Center. The Spy Drone reveals part of the map yet can be shot down.

USA 3 Star Generals Abilities



Pathfinder

Ability to produce the Pathfinder at the Barracks. For more information, *USA Units* on p. 14.



Para Drop

Ability to deploy a Para Drop from the Command Center. Higher ranks of Para Drop deploy more Rangers.



A10 Strike

Ability to call in an A10 air strike from the Command Center. The A10 Strike pummels its target with mini-gun and missile fire. There are three ranks of A10 Strikes.



Emergency Repair

Ability to repair vehicles in an area of the map for a duration of time. There are three ranks of Emergency Repair.

USA 5 Star Generals Abilities



Fuel Air Bomb

Ability to call in a Fuel Air Bomb strike. Delivered by a B-52 to a selected target. Deployed from the Command Center.

CHINA

China 1 Star Generals Abilities



Red Guard Training

Red Guard infantry emerge from the Barracks as veterans. For more information, *Unit Veterancy* on p. 6.



Nuke Cannon

Ability to build the Nuke Cannon at the War Factory. For more information, *China Units* on p. 19.



Artillery Training

Inferno and Nuke Cannon units emerge from the War Factory as Veterans. For more information, *Unit Veterancy* on p. 6.

China 3 Star Generals Abilities



Cluster Mines

Ability to call in a strike of Cluster Mines on a targeted area. Cluster Mines are invisible to the enemy. Deployed from the Command Center.



Artillery Barrage

From the Command Center, you can call in an artillery strike from off the map. There are three ranks of Artillery Barrage.



Cash Hack

Ability to steal money from enemy Supply Centers.

○ To deploy the Cash Hack, click on the Command Center, and click on the icon in the Context window. Click the enemy Supply Center to hack.



Emergency Repair

For more information, *USA 3 Star Generals Abilities* on p. 10.

China 5 Star Generals Abilities



EMP Pulse

Ability to call in an EMP Pulse strike. All vehicles and structures in the blast radius are disabled for a period of time. Deployed from the Command Center.

GLA

GLA 1 Star Generals Abilities



SCUD Launcher

Ability to build the SCUD Launcher at the Arms Dealer. For more information, *GLA Units* on p. 24.



Marauder Tank

Ability to build the Marauder Tank at the Arms Dealer. For more information, *GLA Units* on p. 24.



Technical Training

All Technicals emerge from the Arms Dealer as Veterans. For more information, *Unit Veterancy* on p. 6.

GLA 3 Star Generals Abilities



Hijacker

Ability to train the Hijacker at the Barracks. For more information, *GLA Units* on p. 24.



Rebel Ambush

Ability to launch a surprise Rebel ambush anywhere. There are three ranks of Rebel Ambush. It is deployed from the Command Center.



Cash Bounty

Ability to earn a cash bounty for every eliminated unit or building based on its cost to produce. There are three ranks of Cash Bounty.



Emergency Repair

For more information, *USA 3 Star Generals Abilities* on p. 10.

GLA 5 Star Generals Abilities



Anthrax Bomb

Ability to deploy a transport plane to drop an Anthrax Bomb. It creates a poisonous cloud of anthrax that lingers over the target area for a limited time.

LOAD/SAVE

Command & Conquer Generals automatically saves single-player games when you successfully complete a mission. Or, you can save the game through the Options screen.

- To load a saved game, click LOAD GAME/REPLAY in the Main Menu. Then, click LOAD GAME.

LOAD/SAVE SCREEN

In the Load/Save screen, you can see the list of games that have been saved, including the map used and time and date stamp when it was saved.

- To load a game, click on the name of the game in the list. Then, click LOAD GAME.
- To save a game, click on the name of the game in the list to overwrite. Then, click SAVE GAME.
- To return to the previous screen, click BACK.

REPLAYS

When you successfully complete a solo or Multiplayer game, a replay of the mission is automatically saved to your hard drive. In the Load Replay screen, you can load replays, delete them, or copy a replay to the desktop to archive or share with your friends.

- To load a replay, click LOAD GAME/REPLAY in the Main Menu. Then, click LOAD REPLAY.
- To load a saved replay, click its name. Then, click LOAD REPLAY.
- To delete a replay, click it. Then, click DELETE REPLAY.
- To copy a replay to the desktop, click the replay.
- To return to the previous screen, click BACK.

UNITS, STRUCTURES, AND UPGRADES

Each side brings a unique set of strengths and weaknesses to the fight. This section covers the roles and functions of the units and structures of each side.

UPGRADES

Some units and structures can be upgraded to improve offensive, defensive, or production capabilities.

- To create an available upgrade, select the structure or the structure that produced the unit. In the Context window, select the upgrade to produce. The upgrade is added to the Production Queue, and the cost is deducted from your funds.

CAPTURE BUILDING

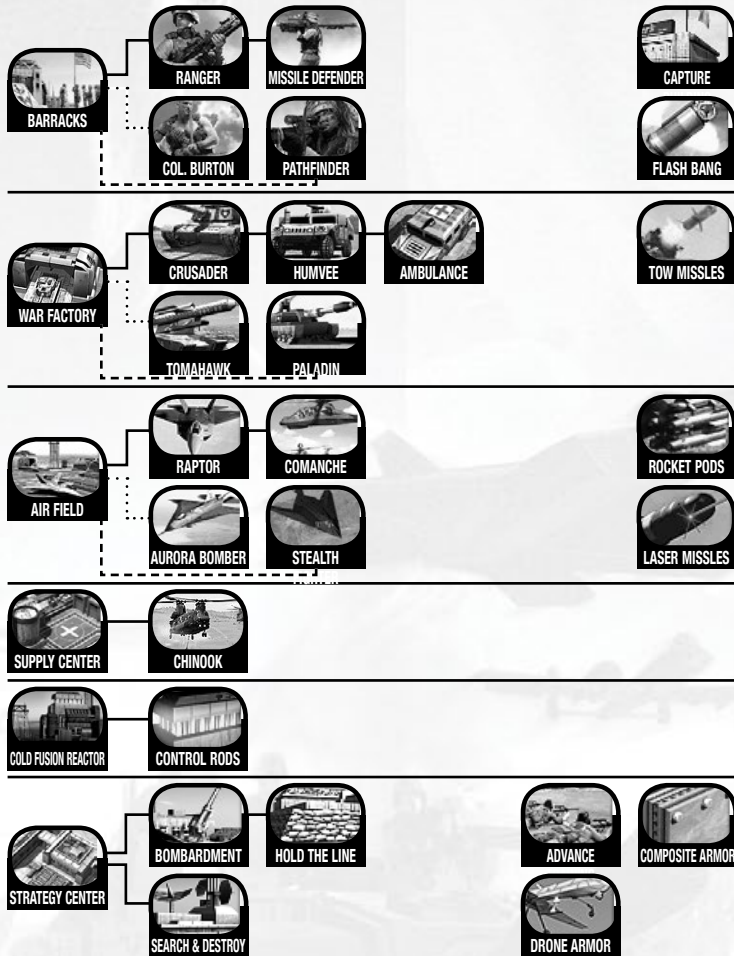
Each side can upgrade its basic infantry to capture enemy and technology buildings. Developed at the Barracks, the Capture Building upgrade allows you to select an infantry unit and then click the building for the unit to capture.

- To capture an enemy building, click an infantry unit, and then click the Capture Building icon in the Context window. Click the building to capture.

USA

The best weapons in the world have "USA" stamped on their side. The United States has the most sophisticated arsenal. From its well-equipped and expertly trained Rangers to the top-secret Particle Cannon, the USA side is rarely caught at a technological disadvantage. However, some believe its isolationist policies have softened its war machine. Everyone agrees, though, that it costs plenty of money and power to keep the USA wheels moving forward.

USA TECHNOLOGY TREE



USA UNITS

No side can match the USA advantage in the air. Its Comanches provide outstanding close air support (CAS) for ground forces, and its Stealth Fighters can deliver heavy ordnance deep behind enemy lines.



Construction Dozer

Purpose: Builder

This multipurpose vehicle is the backbone of the USA fighting forces. In addition to constructing all of the USA military structures, you can use the Construction Dozer to repair occupied structures. It is also effective at clearing minefields.



Ranger

Purpose: Anti-Infantry, Urban Terrain Acquisition, Clear Garrisoned Structures

There is no fighting man like the USA Ranger. Trained with the latest techniques and armed with the best weapons, the Ranger is a low-cost, effective weapon in numbers. His ability to clear neutral structures by upgrading to flash-bang grenades makes him an effective fighter in urban combat. Rangers can also combat drop into neutral structures via Chinooks. When trained to do so, Rangers can capture enemy facilities or tech buildings.



Missile Defender

Purpose: Anti-Tank, Anti-Air, Urban Terrain Acquisition

Missile Defenders provide flexible support for your base's perimeter defenses. Garrison neutral structures to provide protection, and your Missile Defenders can stop heavy air and ground attacks. Use the laser missile attack to improve the Missile Defender's accuracy.



Pathfinder (Generals Ability)

Purpose: Scout, Anti-Infantry

These advance scouts for the USA infantry are lethal to enemy infantry. With a long-range sniper rifle, a Pathfinder can take out an enemy soldier before he is even seen. When stationary, Pathfinders enter stealth mode.



Colonel Burton (Structure Upgrade)

Purpose: Scout, Base Infiltration

An expert in covert operations, Colonel Burton can wreak havoc against enemy infantry of all types. Armed with a sniper rifle, knife, and remote or timed demo charges, Colonel Burton's stealth training allows him to move invisibly across almost any terrain.



Pilot (non-trainable)

Purpose: Veterancy Transfer

When titanium-plated vehicles are destroyed, the Pilot can escape into the battlefield. An escaped Pilot retains the veterancy status of his vehicle, so send him a new vehicle to apply his veterancy level to it.



Ambulance

Purpose: Clears Toxin, Healer

This mobile infirmary can return injured soldiers to fighting form. Additionally, it can release a foam to clean up poisoned or radiated ground, which helps to keep infantry on the battlefield.



Humvee

Purpose: Transport, Quick Hit Attacks

This infantry transport can carry up to five soldiers at a time. Fast yet reasonably durable, the Humvee has firing slots in its side panels for infantry inside. It can be upgraded to carry a Battle or Scout Drone and TOW anti-tank missiles. The TOW missile upgrade is developed at the War Factory.



Crusader Tank

Purpose: Tank/Structure Assault

The fastest and most lethal tank in the world, the Crusader can deliver 125mm shells onto near and far targets. Upgrades can improve the armor or add a scout or battle drone. The Composite Armor upgrade is developed at the Strategy Center.



Paladin Tank (Generals Ability)

Purpose: Tank/Structure Assault

An advanced prototype, the Paladin tank fires a jet-assisted shell and automatically targets enemy missiles with its small, powerful laser. Still in development, the laser has a slow rate of fire, so the Paladin should be used with other anti-air defensive systems. Upgrades can improve armor and add a scout or battle drone. The Composite Armor upgrade is developed at the Strategy Center.



Tomahawk Missile Launcher (Structure Upgrade)

Purpose: Siege

This vehicle carries a Tomahawk ground-to-ground missile. Battle or scout drone upgrades are available. A fantastic support weapon, the Tomahawk Missile Launcher can bombard targets from long range.



Chinook

Purpose: Supply Collector, Transport

The workhorse of the USA forces, the Chinook acquires and delivers supplies to the Supply Center. As circumstances require, the heavy-duty helo can be redirected to carry two vehicles and two infantry units or up to eight infantry units alone.

- To root out the enemy from occupied structures, load the Chinook with Rangers and perform a Combat Drop on it.



Raptor

Purpose: Base/Unit Assault, Scout

The Raptor has the best performance characteristics and weapons systems of any aircraft in the world. Its four underwing missiles can be targeted at both air and ground targets. When its ordnance has been delivered, the Raptor automatically returns to its home base. It can only land at friendly Air Fields, which can develop laser missile upgrades for it. It is especially vulnerable to Chinese MiGs.



Comanche

Purpose: Base/Unit Assault, Scout

The Comanche has multiple weapons systems to suppress hard and soft targets. A 20mm nose cannon can keep infantry behind cover, while its four missiles can damage heavy armor. Developed at the Air Field, the Rocket Pods upgrade places a pod of rockets on each Comanche. When its weapons are exhausted, it reloads on the fly and never needs to return to base unless repairs are needed.



Aurora Bomber (Structure Upgrade)

Purpose: Base Assault

Traveling at supersonic speeds on its attack runs, the Aurora Bomber is invulnerable to enemy AA fire. After ordnance is released, the jet slows and regresses to base at subsonic speeds. On its return flight or in large groups, the Aurora can be hit by ground fire.



Stealth Fighter (Generals Ability)

Purpose: Base Assault

The ideal weapon against anti-air weapons, the Stealth Fighter can move unseen through most enemy defenses. It requires two seconds to lock on to a target. When the target is acquired and weapons are released, the results are predictable and excellent. The Stealth Fighter can be upgraded with laser missiles from the Air Field.

UNITED STATES UNIT UPGRADES



Advanced Training

Advanced Training allows all USA units to gain veterancy at twice the normal rate. For more information, *Unit Veterancy* on p. 6.



Flash Bang Grenades

Developed at the Barracks, the Flash Bang grenade is an effective weapon of the Rangers against enemy infantry. It's not effective against vehicles.

- To use a flash bang, select a Ranger, click the icon in the Context window, and then target the enemy unit in the Battle Window. To return to using the machine gun, click its icon in the Context window.



Battle Drone

Usable by any USA vehicle, the Battle Drone fires a small machine gun at targeted enemies and, when needed, repairs its parent vehicle. It cannot be used in conjunction with the Scout Drone.



Scout Drone

Usable by any USA vehicle, the Scout Drone extends the sight range of its parent vehicle and reveals stealthed units. It cannot be used in conjunction with the Battle Drone.



Drone Armor

Developed at the Strategy Center, Drone Armor increases all drones' protection by 25 percent.



TOW Missile

Developed at the War Factory, the TOW Missile can be targeted from a Humvee at air or ground targets.



Composite Armor

Developed at the Strategy Center, Composite Armor increases the armor protection of Crusader and Paladin tanks by 25 percent.



Rocket Pods

Developed at the Air Field, Rocket Pods are fitted to Comanche helicopters. When deployed, a pod fires a barrage of rockets and then reloads after a short period of time.



Laser Missiles

Developed at the Air Field, Laser Missiles allow Raptor and Stealth fighters to do 25 percent more damage.

USA STRUCTURES

Supporting the USA fighting forces are the structures to provide maximum power, steady supplies, and the best in battlefield information.

★ When a US structure is destroyed, the occupying Rangers emerge from the structure. Larger buildings produce a greater number of Rangers.



Command Center

The entire base of operations for the USA side grows from the Command Center. From the Command Center comes your fleet of Construction Dozers, which you use to build and repair. Additionally, the Command Center controls the USA radar systems and Spy Satellite. After they are acquired, the A10 Missile Strike, Spy Drone, Fuel Air Bomb, Para Drop, and Emergency Repair ability are deployed from the Command Center.



Supply Center

The Supply Center dispenses Chinook helicopters to retrieve supplies from the nearest depot. While Chinooks are vulnerable to anti-air fire, they can cross any terrain, including mountains, to keep your Supply Center full of resources and money.



Supply Drop Zone

When a base is isolated from its supplies, a Supply Drop Zone can add a trickle of supplies to your stores. Periodically, transport planes drop supplies that add to your money. In large or small battles, a Supply Drop Zone can make a difference.



Cold Fusion Reactor

The power plant of the USA side, a Cold Fusion Reactor produces five units of power and can be upgraded with control rods.

○ To increase your overall power level, build more power plants or upgrade existing ones.



Barracks

All infantry personnel are created in the Barracks. Injured Rangers, Missile Defenders, and even Colonel Burton can return to their Barracks to get healed. The Flash Bang and Capture Building upgrades are developed here.



War Factory

In addition to building all USA vehicles, the War Factory can repair vehicles, too. Damaged vehicles can enter the repair bay one-by-one for repairs. It can also create the TOW missile upgrade.



Air Field

Each USA Air Field can build, arm, control and repair up to four airplanes at a time. To build more than four airplanes, you must build multiple Air Fields. Note that the Comanche does not need an Air Field for resupply. The Rocket Pod and Laser Missile upgrades are developed here.



Strategy Center

The Strategy Center is the key element to building and controlling the more sophisticated structures in the USA arsenal. When you build a Strategy Center, new structures become available for creation. Once a Strategy Center is built, you can apply one of the following battle plans to your units:

- ★ Search and Destroy increases sight range of all troops on the battlefield. The Strategy Center sprouts a large radar array to detect units in stealth mode.
- ★ Hold the Line improves the armor defenses of all troops on the battlefield. The Strategy Center becomes twice as tough and is fortified with sand bags.
- ★ Bombardment increases the firepower of all units. When this plan is enacted, a battle cannon deploys from within the Strategy Center.

Advanced Training, Composite Armor, and Drone Armor upgrades are developed here.



Patriot Missile System

The Patriot Missile System is the base defensive unit of the USA side. Multiple units can be linked in a network to unleash targeted firepower on both land and air targets. The Patriots are weak against infantry, so protect your missile system with fortified infantry units.



Particle Cannon

The most advanced USA weapon, the Particle Cannon fires a focused particle beam off of an orbiting mirror and onto enemy targets at any distance from the source.

- To target the particle beam, left-click on a location in the map. Continue clicking on targets until the beam dissipates.

The Particle Cannon requires a great deal of technology, energy, and money to build.



Detention Camp

From the Detention Camp, you can activate the Intelligence special weapon, which reveals everything that enemy units see for a period of time.

USA STRUCTURE UPGRADES

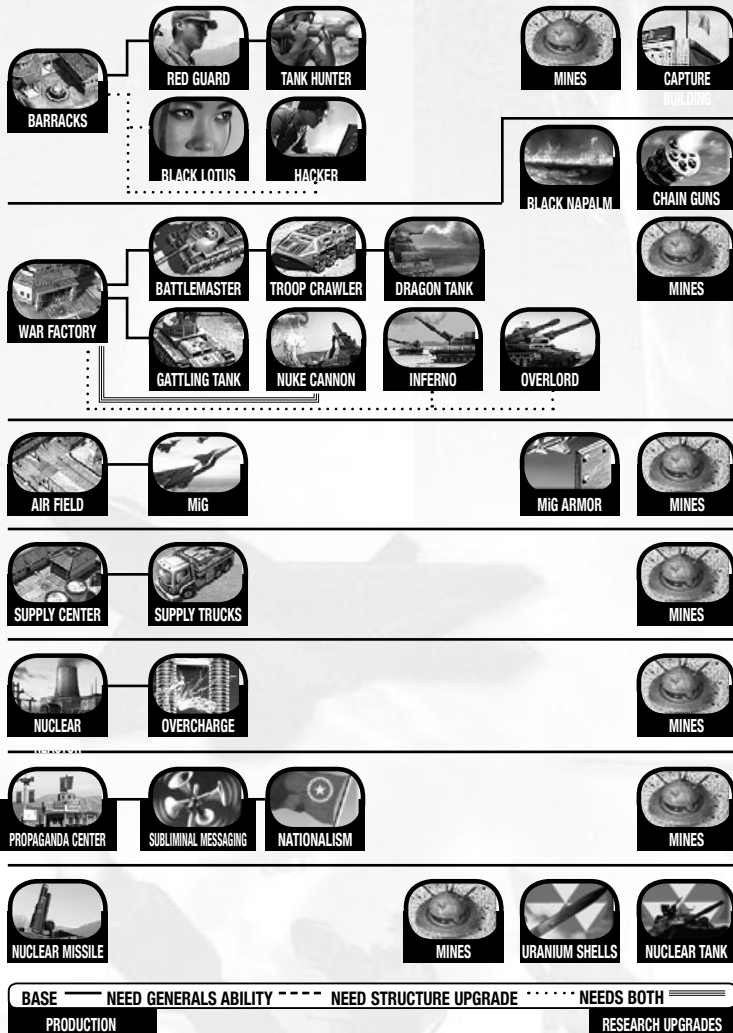


Control Rods

Control Rods applied to any Cold Fusion Reactor increase its output by 100 percent.

CHINA

The Chinese forces have a resource that cannot be matched: population. Built to rely on the pride and nationalism of its people, the Chinese side can overwhelm the opposition with sheer numbers. Red Guard after Red Guard, Battlemaster after Battlemaster, the Chinese war machine wins by attrition. Fueled by a strong sense of teamwork, the Red Army is a force for the 21st century.



CHINA UNITS

Armed with a simple rifle and adequate training, a Chinese man can be turned into a fighting machine for very little cost. Vehicles are cheap, too. However, results in the field suggest that quality is not a big concern in Chinese War Factories.

★ The Red Guard and Battlemaster Tank increase their rates of fire when traveling in large groups. The Horde effect is represented by a red star under the affected units and can increase with the Nationalism upgrade. For more information, *China Unit Upgrades* on p. 20.



Construction Dozer

Purpose: Builder

The Chinese Construction Dozer works much like the USA Dozer.



Red Guard

Purpose: Anti-Infantry, Urban Terrain Acquisition

The front-line trooper of the Red Army, the Red Guard operates best in large groups. Red Guard units can capture enemy facilities. When fighting in close quarters, the Red Guard can switch from his bolt-action rifle to his bayonet, which can do considerable damage.



Tank Hunter

Purpose: Anti-Tank, Anti-Air, Urban Terrain Acquisition

A squad of Tank Hunters can ruin a tank division. Armed with an RPG rocket launcher, the Tank Hunter can hit-and-run against slow tanks or fire down from occupied structures. However, he may be even more dangerous when cornered. A zealous Tank Hunter can place a TNT charge on a vehicle, which can stop it in its tracks. Works very well in groups.



Hacker (Structure Upgrade)

Purpose: Collect Funds, Neutralize Enemy Structures

While the enemy prepares for hardened soldiers, it is the Hacker who may deliver the most important strike. When the Hacker gets within range of an enemy structure, he can set up his satellite uplink to neutralize the structure and all of its dependent units and structures. In the rear of your own base, Hackers can hack into the world economy through the Internet to drain resources from it.



Black Lotus (Structure Upgrade)

Purpose: Scout, Base Infiltration

A master hacker, Black Lotus can capture structures, disrupt vehicles, and steal money from the opposition. Always stealthed, she is difficult to detect and harder to apprehend.



Supply Truck

Purpose: Supply Collector

The main link in the Chinese supply chain, the Supply Truck ferries freight from depots to its Supply Center. While its capacity is less than the Chinook, the Supply Truck is cheap to produce and can be quickly built in quantity.



Battlemaster Tank

Purpose: Tank/Structure Assault

The basic tank platform for the Chinese side, the Battlemaster is cheap to produce and very flexible. When deployed in invasion-sized attacks, the Battlemaster can wear down enemy defenses and overrun installations. It can be upgraded with Uranium Shells and Nuclear Tank ability at the Nuclear Missile structure.



Inferno Cannon (Structure Upgrade)

Purpose: Siege

This long-range cannon can launch napalm shells over perimeter defenses and onto enemy structures. When a shell lands, it explodes and burns. It can be upgraded with Black Napalm at the War Factory.



Dragon Tank

Purpose: Anti-Infantry, Clear Garrisoned Structures

A mobile hose of fiery napalm, the Dragon Tank is extremely effective against infantry, especially when garrisoned in buildings. When enemy forces are closing, Dragon Tanks can create a 180-degree wall of fire.



Troop Crawler

Purpose: Transport, Detect stealth

This large troop transport can carry up to eight Red Guards and dispense them in an instant. Equipped with stealth detection. When loaded with troops, this unit is ideal for rapidly capturing key structures on the battlefield.



Overlord Tank (Structure Upgrade)

Purpose: Tank/Structure Assault

Large and slow, the Overlord Tank is a battlefield force to be reckoned with. In addition to basic firing, this tank can run over enemy vehicles. A single Bunker, Gatling Cannon, or Propaganda Tower can be erected on its back. The Overlord can be upgraded with Uranium Shells and Nuclear Tank ability at the Nuclear Missile structure.



Gatling Tank

Purpose: Anti-Infantry

The Gatling Tank spews lead and more lead. This weapon is particularly lethal against infantry and other soft targets. The Chain Gun upgrade from the War Factory can increase its rate of fire.



Nuke Cannon (Generals Ability & Structure Upgrade)

Purpose: Siege

The most dangerous artillery weapon ever created, the Nuke Cannon can fire small nuclear charges considerable distances. Detonating shells cause tremendous damage and radiate the ground for a long time. Enemy units continue to take damage from radiation.



MiG

Purpose: Base/Unit Assault, Scout

This multirole fighter is the basic air unit of the Chinese side. In the early stages of a war, the Chinese can dominate the air and do considerable damage. Each is armed with two napalm missiles, and groups of MiGs can create firestorms. The MiG can be upgraded with Black Napalm at the War Factory and with MiG Armor at the Air Field.

CHINA UNIT UPGRADES



Uranium Shells

Developed at the Nuclear Missile structure, Uranium Shells increase the firepower of Battlemaster and Overlord tanks by 25%.



Nuclear Tanks

Developed at the Nuclear Missile structure, Nuclear Tanks increases the speed of Battlemaster and Overlord tanks by 25%. Upgraded vehicles are volatile when destroyed.



Black Napalm

Developed at the War Factory, Black Napalm increases the firepower of all flame units and the Inferno Cannon by 25%.



Chain Gun

Developed at the War Factory, the Chain Gun increases the damage of all Gatling weapons by 25%.



MiG Armor

Developed at the Air Field, MiG Armor increases the protection of MiG Fighters by 25%.



Nationalism

Developed at the Propaganda Center, Nationalism increases the Horde effect on all Red Guard, Tank Hunter, and Battlemaster Tank units. For more information on the Horde effect, *China Units* on p. 19.

CHINA STRUCTURES

Spare in design, Chinese construction is sound in principle and, when upgraded, can produce leading-edge technologies. Defenses follow a strategy of protection by volume.

★ All Chinese structures can be protected by mines. To mine a Chinese structure, select it. Then, select the Mines icon in the Context Window.



Command Center

The first structure in a Chinese base, the Command Center generates Construction Dozers to build the rest. Upgrades include a Radar Map and Mines. When they are acquired, the Cash Hack, Emergency Repair Vehicles ability, Cluster Mines, Artillery Barrage, and EMP Pulse are deployed from here.



Supply Center

The Chinese Supply Center receives and holds resources that are found and delivered by the Supply Trucks it creates. Building extra Supply Trucks speeds your gathering of supplies.



Bunker

A Chinese Bunker can garrison up to five soldiers guarding an area. Units can be evacuated individually or simultaneously from the Bunker. It's best to garrison with a variety of Chinese infantry.



Nuclear Reactor

A strong yet volatile source of power, the Nuclear Reactor should be built a safe distance from other structures. When switched into Overcharge mode, the Nuclear Reactor generates additional power yet takes damage. If left in Overcharge mode, the reactor eventually explodes.



Barracks

All Chinese infantry, including the Red Guard, Tank Hunter, Hacker, and Black Lotus, are trained and released from the Barracks. The Capture Building upgrade is developed here.



War Factory

The Chinese War Factory builds and repairs Chinese vehicles. The Chain Guns and Black Napalm upgrades are developed here.



Air Field

The Air Field can produce, rearm, and maintain up to four MiG aircraft. The MiG Armor upgrade can be developed here.



Gatling Cannon

A vicious machine gun, the Gatling Cannon can be targeted against air and ground attackers. A steady stream of bullets from the Gatling Gun can make short work of most enemy units—especially infantry. Its rate of fire can be increased by 25 percent with the Chain Gun upgrade from the War Factory.



Propaganda Center

From the Propaganda Center come inspiring messages to troops in the field. Upgrades can inspire Nationalism among Chinese units. Nationalism and Subliminal Messaging upgrades are developed here.



Nuclear Missile

The Chinese special weapon, the Nuclear Missile can nearly destroy an enemy base with a single blow. While the Nuclear Missile takes time to set up and arm, its missile can destroy multiple structures and irradiate the vicinity of its detonation. It requires plenty of power to build and arm. The Uranium Shell and Nuclear Tank upgrades are developed here.



Speaker Tower

When the Red Army is hurting, its units turn to the Speaker Tower for inspiration. All units within range of its propaganda automatically heal their wounds. The Speaker Tower is a great way to heal units and get them back into the fight quickly.

CHINA STRUCTURE UPGRADES



Mines

When developed at any Chinese structure, Mines surround the structure and are invisible to the enemy.



Radar

Developed and deployed at the Command Center, Radar capability activates the Radar Map in the Command Bar.



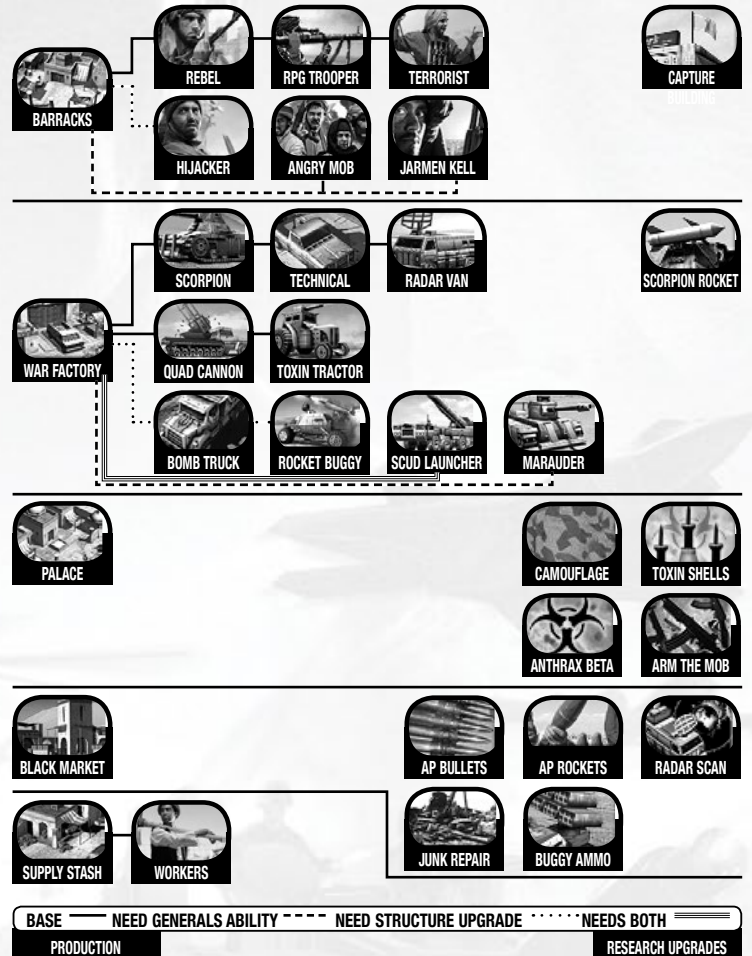
Subliminal Messaging

Developed at the Propaganda Center, Subliminal Messaging increases the effects of Speaker Towers by 25 percent.

GLA

Information has begun to trickle in on the organization and strategies of the Global Liberation Army. A loosely aligned worldwide network of terror, the GLA prizes speed over destructive force. Relying heavily on the dedication of fanatics, the GLA sends soldiers into the teeth of its enemies and always has an escape route for its hardcore veterans.

Built to hit and run, the GLA is poorly suited for direct, large-scale battles. Generals of the GLA seek advantages in the terrain. Without official backing of any national government, the GLA has become expert in making do with whatever is at hand. GLA units have been known to scavenge resources from the field of battle. Through its network of tunnels, GLA forces can appear at locations all over the map. If they are successful in defeating their enemies, GLA units earn money from the cause's unknown backers.



GLA UNITS

The GLA fighting units tend to be lightweight and low-cost. However, the most effective of them self-destruct, making a sustained campaign against enemy forces difficult for the GLA to maintain.

The GLA has become expert in scavenging dated weapons from the Soviet era. Through Arms Dealers and the Black Market, it can assemble squads of tanks and Technicals which, when rapidly deployed, can put a dagger through unsuspecting enemy defenses.



Worker

Purpose: Builder, Supply Collector

The basic construction unit of the GLA, the Worker can be directed to erect GLA structures and repair them. When a structure is mined or a bomb is set, the Worker can remove it. Cheap to build, he has little natural protection against enemy attack.



Rebel

Purpose: Anti-Infantry, Urban Terrain Acquisition

The GLA Rebel has more spirit than training or equipment. The basic unit of infantry for the GLA carries a simple rifle. The Rebel can be upgraded with Armor Piercing bullets at the Black Market, with Camouflage at the Palace, and with Capture Building at the Barracks.



RPG Trooper

Purpose: Anti-Tank, Anti-Air, Urban Terrain Acquisition

The RPG Trooper is the basic GLA weapon against armored vehicles. Upgrade to AP Rockets at the Black Market for more destructive force. RPG Troopers are especially useful in garrisoned structures guarding against quick tank assaults.



Terrorist

Purpose: Anti-Structure, Anti-Tank

There are few defenses against the motivated Terrorist. The GLA Terrorist costs little to train. Armed with several kilos of C4, the Terrorist charges opposing units or structures and self-destructs on impact. Terrorists can capture cars for faster, more lethal attacks.



Hijacker (Generals Ability)

Purpose: Anti-Vehicle

These daring thieves have been recruited to steal vehicles for the GLA. When he is idle, the Hijacker blends invisibly into the crowd. When he is directed to attack, he jumps into a vehicle, kills the driver, and takes control of the wheel. He cannot take Elite or Heroic units.



Jarmen Kell (Structure Upgrade)

Purpose: Scout, base Infiltration

This mercenary is an outstanding sniper with stealth capabilities. Working alone, he can occupy structures without detection from the enemy. Using a scope, he can pluck infantry or drivers inside vehicles. When an enemy driver is dropped, the vehicle loses its side and can be taken over by GLA infantry.



Radar Van

Purpose: Radar, Surveillance

From a moving Radar Van, the GLA can keep track of enemy movements. This mobile unit can be hidden or repositioned based on the evolving battlefield conditions. Upgrade to the Radar Scan at the Black Market to temporarily show all the enemy's positions across the map.



Technical

Purpose: Transport, Anti-Infantry

A mounted machine gun on the back of a truck, the Technical can be an effective weapon against infantry and other light vehicles. When an enemy is destroyed, a Technical can salvage parts to upgrade its own gun and bullets. Infantry can pile into a Technical, making it an impromptu troop transport for the GLA. It can be upgraded with Armor Piercing bullets at the Black Market.



Scorpion Tank

Purpose: Anti-Structure, Anti-Tank

These light and ancient tanks are a vital leg of the GLA hit-and-run attack strategy. Fast and lightly armored, the Scorpion is a poor match against heavy weapons. It can be upgraded with the Scorpion Rocket at the Arms Dealer and with Toxin Shells at the Palace.



Rocket Buggy (Structure Upgrade)

Purpose: Siege

This light all-terrain vehicle carries a small battery of long-range rockets across most surfaces on the map. When attacking an enemy, the Rocket Buggy launches all of its rockets and must then reload. So, attack and then move away quickly to reload. The Rocket Buggy can be upgraded with Armor Piercing Rockets and Buggy Ammo at the Black Market.



Angry Mob (Structure Upgrade)

Purpose: Anti-Infantry, Anti-Structure

The GLA can incite an Angry Mob to attack enemy positions. Starting with a group of five, an Angry Mob can grow in size. GLA generals can arm the Mob with AK-47s and direct it to make a fire bomb attack against an enemy unit or installation. It can be upgraded to "Arm the Mob" at the Palace.



Toxin Tractor

Purpose: Anti-Infantry, Clear Garrisoned Structures

From several on-board tanks, the Toxin Tractor releases a vicious poison that can contaminate the ground for a period of time, inducing illness and even death in infantry that touch it. When parked, the tractor can continuously contaminate the area, creating an effective defense against enemy personnel. The Toxin Tractor is especially effective at clearing out enemy garrisoned buildings. It can be upgraded to Anthrax Beta at the Palace.



Bomb Truck (Structure Upgrade)

Purpose: Anti-Structure

Disguised as any enemy vehicle, the Bomb Truck can catch the enemy by surprise with terrible consequences. The fanatic at the wheel drives the truck into an enemy unit or structure to detonate the bomb on-board. Upgrades add more explosiveness or biological effects and can be used in combination.



Quad Cannon

Purpose: Anti-Air

Acquired through the Arms Dealer, these Soviet-era weapons can protect GLA units from airborne attack. Equipped with four heavy machine guns, the Quad Cannon can target both air and ground units. When an enemy unit is destroyed, the Quad Cannon may be able to salvage it to upgrade its own weapon systems. It can be upgraded to Armor Piercing bullets at the Black Market.



SCUD Launcher (Generals Ability & Structure Upgrade)

Purpose: Siege

Dating from the Soviet era, these ground-to-ground missile systems can do significant damage against enemy installations. The SCUD launcher can be toggled to launch one of two projectiles: a high-explosive shell or an anthrax bomb that poisons the area where it detonates. It can be upgraded to Anthrax Beta at the Palace.



Marauder Tank (Generals Ability)

Purpose: Anti-Structure, Anti-Tank

Acquired via the Arms Dealer, these tanks have improved range and defensive capabilities over the Scorpion. The Marauder Tank can salvage its defeated enemies to improve its cannons. One-star generals can develop the Marauder Tank. It can be upgraded to Toxin Shells at the Palace.

GLA UNIT UPGRADES



Camouflage

Developed at the Palace, Camouflage hides non-firing Rebels from enemy sight. For more information, *GLA Units* on p. 24.



Arm the Mob

Developed at the Palace, Arm the Mob places AK-47s in the hands of the Angry Mob. Used by the Angry Mob. For more information, *GLA Units* on p. 24.



Armor-Piercing Bullets

Developed at the Black Market, Armor-Piercing Bullets increase the firepower of Rebel, Technical, Quad Cannon, and Jarmen Kell units by 25 percent.



Armor-Piercing Rockets

Developed at the Black Market, Armor-Piercing Rockets increase the firepower of all rocket units by 25 percent.



Rocket Buggy Ammo

Developed at the Black Market, Rocket Buggy Ammo increases the number of Rocket Buggy rockets fired per volley by 25 percent. For more information, *GLA Units* on p. 24.



Scorpion Rocket

Developed at the Arms Dealer, Scorpion Rocket adds a side-mounted rocket to the Scorpion Tank. After firing, it requires a short reload time.



Anthrax Beta

Developed at the Palace, all toxin units do 25 percent more damage.



Toxin Shells

Developed at the Palace, Toxin Shells add a small amount of anthrax to the shells of Scorpion and Marauder tanks. The anthrax contaminates the target area for a short period of time.



Bio Bomb

Used by the Bomb Truck, the Bio Bomb contaminates the target area with biological toxins. It can be used in conjunction with the High Explosive Bomb upgrade to better effect.

- To add a Bio Bomb to a Bomb Truck, select the truck and then click the icon in the Context window.



High Explosive Bomb

Used by the Bomb Truck, the High Explosive Bomb increases the explosive damage of the truck by 100 percent. It can be used in conjunction with the Bio Bomb upgrade to better effect.

- To add a High Explosive Bomb to a Bomb Truck, select the truck and then click the icon in the Context window.



Junk Repair

Developed at the Black Market, Junk Repair allows all GLA vehicles to auto-repair.



Radar Scan

Developed at the Black Market, Radar Scan allows Radar Vans to reveal stealthed units and targeted areas of the map. Its effects are limited in duration and require time to recharge.

- To deploy Radar Scan, select a Radar Van, and then click the icon in the Context window. Click an area of the map to reveal.

GLA STRUCTURES

In a large city, GLA structures tend to blend into the community around them. Hoping that they go unnoticed, GLA generals have chosen not to fortify their structures, knowing that new ones can be erected quickly and cheaply in a new location.

★ When a GLA structure is destroyed, a hole remains. If the hole is not destroyed, a worker emerges from the hole and starts rebuilding the structure.



Command Center

GLA recruits and trains its workers at the Command Center. When they are acquired, the Ambush, Anthrax Bomb, and Emergency Repair ability are deployed from here.



Supply Stash

The GLA stores its resources in one or more Supply Stashes. When created, the Supply Stash is manned by a Worker, who immediately begins gathering supplies.



Tunnel Network

The Tunnel Network can put GLA fighters in the enemy camp very early in the battle. You can build multiple entrances to the Tunnel Network, which can hold up to ten units at a time. Each unit can be directed to a different exit. Manned by two RPG Troopers and a gun turret.



Demo Trap

These hidden bombs can provide excellent perimeter and choke point security. A Demo Trap can be activated in either of two modes: Proximity detection or Manual control.

- To put a Demo Trap in Manual mode, click it and then click the Manual Control icon in the Context window. To detonate it, click the Detonate icon.



Barracks

All GLA infantry including the Rebel, Terrorist, Angry Mob, RPG Trooper, and Jarmen Kell are trained in the Barracks. The Capture Building upgrade is developed here.



Stinger Site

To protect its bases against aerial bombardment, the GLA uses shoulder-launched Stinger missiles. Behind the barricade of sand bags at each Stinger Site, three soldiers can target inbound aircraft. When one soldier drops, the other two keep fighting until a replacement arrives. The Stinger can be used against ground forces, too. The Stinger Site can be upgraded with Armor Piercing Rockets at the Black Market.



Arms Dealer

When the GLA needs vehicles, it comes here. The local Arms Dealer can acquire or build fine weapons from all over the world. The Scorpion Rockets upgrade is developed here.



SCUD Storm

Under serious threat, the GLA can unleash its SCUD storm. The nine SCUD rockets of this super-weapon contain biological weapons that can damage or kill enemy units on impact. It can be upgraded with Anthrax Beta at the Palace.



Palace

The source of secrets for the GLA, the Palace can create important upgrades to weapons, defense, and biological attacks. Up to five GLA fighters can garrison the Palace, and it cannot be captured by enemy units. Camouflage, Anthrax Beta, Arm the Mob, and Toxin Shells are developed here.



Black Market

The GLA knows how to use the shifting hidden markets of the world. Through its Black Market, the GLA can acquire hard-to-find ammunition and technologies. Additionally, through its activities in the market, the GLA can earn a small yet steady income. Armor Piercing Bullets, Junk Repair, Radar Scan, Armor Piercing Rockets, and Buggy Ammo upgrades are developed here.

COMMUNICATOR

Through the Communicator, you can chat and arrange games with your in-game buddies.

- To open the Communicator during Multiplayer gameplay, press **[TAB]**. In the Diplomacy screen, click COMMUNICATOR.
- To send a message to all players in the current game, enter your text message in the Chatbox, and press **[RETURN]**.
- To send a message to a specific player, select the player's name in the top pane. Then, enter the chat message in the Chatbox at the bottom of the screen. Press **[RETURN]** to send the message.
- To prevent display of messages from a player, right-click the player's name. Then, click IGNORE. The player's name is added to your Ignore list, and his name is grayed out in the Player List in the Custom Lobby.

BEACONS

In Multiplayer games, you can use beacons to identify rally points, weaknesses in the enemy's position, or resources for your allies to gather. When you place a beacon on the map, only your allies can see it.

- To place a beacon, click the icon in the Context window. Click where you want to place the beacon. All of your allies can see the beacon.
- To place a message on your beacon, left-click on it. In the Context window, type your message and press **[RETURN]**.
- To remove your beacon from the screen, click it. Then, click the Delete Beacon icon in the Context window.
- To remove an ally's beacon from your view, click on it. In the Context window, click the Delete button. The beacon is hidden from your view.

LOCAL PLAY

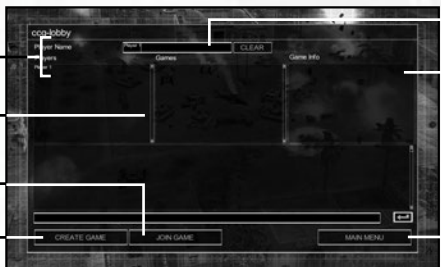
Command & Conquer Generals lets you match wits and armies across a Local Area Network. Or you can play 1-on-1 against a friend over the Internet.

NOTE: Online Play is provided by GameRanger. Please be sure to contact GameRanger for all online play technical issues. All other issues should be directed to the Aspyr Customer Support department. Refer to the back of this manual for support information.

- To begin a Multiplayer Local game, select MULTIPLAYER in the Main Menu. Then, select LOCAL. The Local Setup screen appears.

LOCAL SETUP SCREEN

In the Local Setup screen, you can search for, join or create Multiplayer local games in head-to-head or cooperative battles.



To change your player name, click and type your name. Then press **RETURN**.

Information on the selected game

Return to the Multiplayer Main Menu

Available players

Available games

Click to join a local game.

Click to create a local game.

- To create a game, click **CREATE GAME**. The Game Options Screen appears. For more information, *Game Options Screen* below.
- To join a local game, click on the name of the game in the Games pane. Then, click **JOIN GAME**.
- To chat with other players in your current game, use the Chat window at the bottom of the screen.
- To return to the Main Menu, click **MAIN MENU**.

GAME OPTIONS SCREEN

In the Game Options screen, you can configure your local or Game Center game. Enter your nickname, army, team color, and other options. If you created the game, you can select the map to use.

NOTE: Except as noted below, the Game Option screen works like the Skirmishes Setup screen. For more information, *Skirmishes on p. 7*.

- To join the game, click **ACCEPT**. All players who have accepted have a green icon next to their name.
- To begin a game that you have created and configured, click **PLAY GAME**. Players who have accepted are in the game.

CREDITS

COMMAND & CONQUER GENERALS WAS DEVELOPED BY ELECTRONIC ARTS PACIFIC
Command & Conquer Generals was inspired by the original *Command & Conquer* created by Westwood Studios

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