Warning: To Owners of Projection Televisions

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

Epilepsy Warning

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

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

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

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

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

Precautions to Take During Use

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

Contents

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, Guardian GIs, Desolators, Yuri Clones and other units all have secondary powers. You can also use this key to exit 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 and 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 immediately.
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	Click 1-9	Selects a team you have already created.
Centre on Team	Click 1-9 twice	Centres Tactical Map on selected team.
Ally with chosen side	A	Press to avoid attacking friends.

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Name	Key	Definition
Type Select	T	Left-click on TYPE SELECT button in the Advanced Command Bar or press T once to select all the units of a given type on the screen. Double-click to select all units of a given type on the map.
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)	BACKSPACE to bring up chat cursor, ENTER to send message, right click to cancel message	Sends messages to all allies
Chat to all Players (in Multiplayer)	\ to bring up chat cursor, ENTER to send message, right-click to cancel message	Sends messages to all players
Place Beacon	B, ENTER to write message, ENTER to send message DELETE to delete beacon	Writes messages to allies and sets them on the battlefield,
Enter Way Point mode	Click on unit, press and hold Z, set down Way Points, release key to initiate movement command	Sets Way Points.
Set Rally Point	Click on structure and select rally point by left-clicking on the battlefield	Rallies your units to a spot on the battlefield after they are produced.
Go to Event on Radar	SPACE BAR	Centres your view on latest radar map ping.

Name	Key	Definition
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 viewpoint follows selected unit.
Guard Destination	CTRL/ALT + click area	Moves to area and then guards 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.
Structures Tab	Q	Hotkey to Structures.
Defence Tab	W	Hotkey to Armoury.
Infantry Tab	E	Hotkey to Infantry.
Vehicle Tab	R	Hotkey to Units.
Next Unit	N	Selects the next unit in order of creation.
Previous Unit	M	Selects the previous unit you selected.
Select All	P	Selects all units on the battlefield.
Veterancy Navigation	Y	Selects all veteran or all elite units.
Page User (during Game)	U	Pages user from in game.
Modify Selected Units	Hold SHIFT and click on selected unit to deselect. Click on unselected unit to add to group	Remove or add specific unit(s) from a group of units.

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Name	Key	Definition
Centre Tactical Map on Base	Hold H	Centres your view on your base. Normally, this centres on 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 may 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.

Welcome Back Commander

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

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

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

Situation Report

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

While the Allies celebrate their victory, Yuri reveals himself. He has created his own army of mind-altered warriors and genetic mutations. He has spent his time creating a number of new technologies, the most insidious of which is

the Psychic Dominator, a device that allows Yuri complete control of its victims. Yuri has planted many Psychic Dominators around the globe, threatening to control the minds of the world's population when they are activated.

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

Clean Up Your System before Running the Game

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

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

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

What is DirectX™?

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

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

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

How do I install DirectX 8.0a?

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

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

Windows 95/98 users:

1. Click START on your Windows taskbar, highlight FIND and click FILES OR FOLDERS.

2. In the NAMED box, type **dxsetup**.

3. Ensure the LOOK IN box is set to the drive letter of your CD-ROM (e.g. D:) drive, then click FIND NOW.

4. When the file appears, double-click on the **dxsetup** icon in the *Name* column.

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

Windows ME (Millennium Edition)/Windows 2000 users:

1. Click START on your Windows taskbar, highlight SEARCH and click FOR FILES OR FOLDERS.

2. In the SEARCH FOR FILES OR FOLDERS NAMED: box, type **dxsetup**.

3. Ensure the LOOK IN box is set to the drive letter of your CD-ROM (e.g. D:) drive, and that the *Command & Conquer™ Red Alert™ 2 Yuri's Revenge™* CD is in the drive, then click SEARCH NOW.

4. When the file appears, double-click on the **dxsetup** icon in the *Name* column.

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

Check your system!

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

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

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

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

- To check your video card drivers, click on the DISPLAY tab, or the DISPLAY 1 tab if you have one.

- To check your sound card drivers, click on the SOUND tab.

- Some 3D accelerators have their own tab, called DISPLAY 2, so you may need to check this also.

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

- If your driver is reported as 'Certified: Yes' your device has DirectX 8.0a support and should work properly with *Command & Conquer™ Red Alert™ 2 Yuri's Revenge™*.

- If your driver is reported as 'Certified: No' your device does not have DirectX 8.0a support and you may experience problems running *Command & Conquer™ Red Alert™ 2 Yuri's Revenge™*. Please consult the notes section at the bottom of the DirectX Diagnostic Tool window.

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

Installation

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

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

Windows™ 95/98/2000/Me/Nt Autoplay

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

Windows™ 95/98/2000/Me/Nt Manual Installation

1. Insert the *Yuri's Revenge* CD into your CD-ROM drive.
2. Click on the START button and select the RUN… option on the menu.
3. Click BROWSE… and go to your CD-ROM drive.
4. Double click on the Setup.exe file. This may appear as Setup on some systems, but will always have a CD icon before it.
5. Click OK to continue.
6. Follow the procedures outlined in the Autoplay section above, starting at point 2.

To Uninstall

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

To Uninstall Through The Autorun Feature

1. Insert the *Yuri's Revenge* CD into the CD-ROM drive.
2. When the Autoplay window pops up, click UNINSTALL.
3. Follow the on-screen instructions to complete the uninstall process.

Tactical Update: New Game Modes

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

Westwood Online

Quick Match

Quick Match remains essentially unchanged. However, Quick Matches are now the only way to gain points and be ranked at Westwood Online. We have also added

the ability to play in any screen resolution you choose.

Quick Co-op

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

Custom Match

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

New Network Game Options

Team Alliance

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

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

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

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

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

Tactical Update: Gameplay Changes

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

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

2. When in Observer Mode in multiplayer games, you can now see the statistics of the players in combat.

3 . In games at Westwood Online or a Local Area Network, you may now select your starting position. Additionally, you can now ally with other players before the start of the battle.

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

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

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

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

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

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

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

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

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

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

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

15. Tanya no longer shoots vehicles with her weapon. When Tanya targets a vehicle, she plants a C4 charge on the vehicle and

detonates it just as she does against buildings.

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

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

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

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

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

Tactical Update: New Units and Structures

New Tech Buildings

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

Civilian Power Plant

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

Machine Shop

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

Secret Tech Lab

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

Force Shield

Each army now possesses an additional defensive system called the Force Shield. This device begins charging up as soon as you place your Battle Lab. Once charged, the Force Shield can be used on any friendly structure or group of structures, including those of an ally. When used, the Force Shield makes the selected structures completely invulnerable to all damage, even

from super weapon attacks. However, the strain of using this device is difficult for your power structure to handle. When you invoke the Force Shield, your base will be without power for a short duration.

Spies

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

If a Spy enters…

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

New Allied Units and Structures

The Allies have gained several new, unique units that increase their ability to fend off both Soviet forces and Yuri's diabolical minions. They also gain a building designed specifically to fight Yuri's mind-control ability.

Barracks → GI | Engineer | Attack Dog | Guardian GI

Barracks + Air Force Comm. → Rocketeer | SEAL

Barracks + Battle Lab → Spy | Tanya | Chrono Legionnaire

War Factory → Chrono Miner | Grizzly Tank | IFV | Nighthawk

War Factory + Service Depot → Allied MCV

War Factory + Robot Control → Robot Tank

War Factory + Battle Lab → Prism Tank | Mirage Tank | Battle Fortress

Air Force Comm. → Harrier

Naval Yard + Air Force Comm. → Aegis Cruiser

Naval Yard → Destroyer | Amphibious Transport

Naval Yard + Battle Lab → Dolphin | Carrier

Country Specific Units

America

Air Force Comm. → Paratroopers

Korea

Air Force Comm. → Black Eagle

Germany

War Factory + Air Force Comm. → Tank Destroyer

France

Allied Con Yard + Air Force Comm. → Grand Cannon

Britain

Barracks + Air Force Comm. → Sniper

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Guardian GI

Like a normal GI, the Guardian GI fires a powerful machine gun from a standing position. When deployed, the Guardian GI can not be crushed and switches to a powerful anti-tank weapon that is effective against vehicles and aircraft. Guardian GIs cannot be used to garrison structures.

Navy SEAL

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

Robot Tank

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

ALLIED TECH TREE

CONSTRUCTION YARD

POWER PLANT

ORE REFINERY

BARRACKS

AIRFORCE COMMAND HQ

NAVAL YARD

WAR FACTORY

PATRIOT MISSILE SYSTEM

PILLBOX

WALLS

PRISM TOWER

BATTLE LAB

ROBOT CONTROL CENTER

SERVICE DEPOT

ORE PURIFIER

WEATHER CONTROL DEVICE

CHRONOSPHERE

SPY SATELLITE UPLINK

GAP GENERATOR

FORCE SHIELD
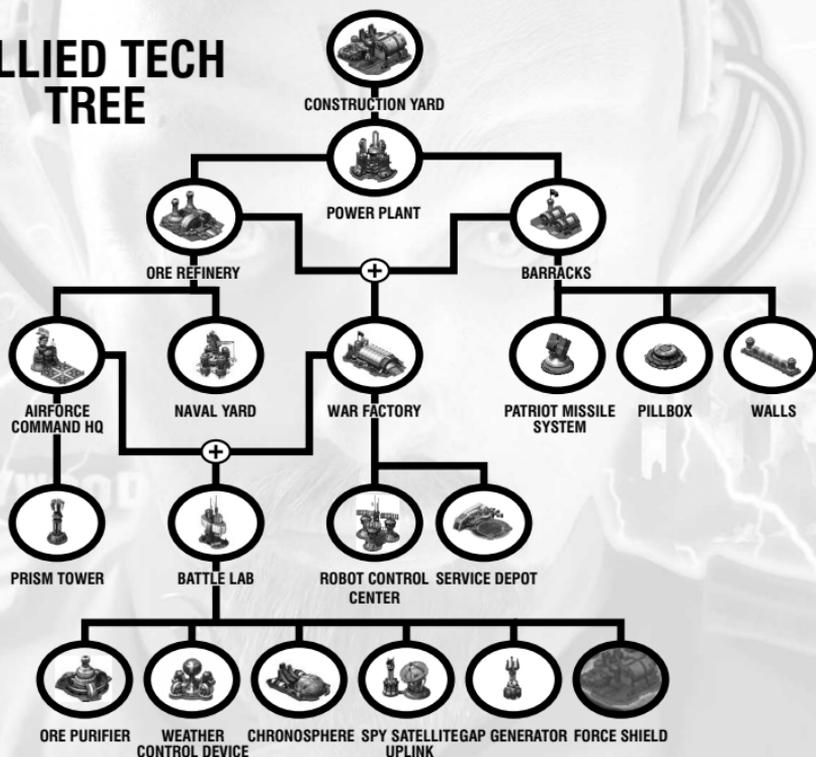
Battle Fortress

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

Robot Control Center

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

New Soviet Units and Structures

Because Yuri defected from the Soviet Union, taking all of his mind control units with him, the Soviet engineers have developed several new infantry units and vehicles to more than compensate for the loss. Additionally, Yuri took the technology for the Psychic Radar and the Cloning Vats, leaving holes in the Soviet arsenal. New structures have been developed to shore up these sudden gaps in the Soviet defence.

Boris

Boris is highly effective against infantry, thanks to his rapid rate of fire. Rather than using C4 charges to eliminate structures, Boris is able to call in an airstrike of MiG fighters to bombard any structure he targets with his laser designator.

Siege Chopper

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

Spy Plane

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

SOVIET TECH TREE

Battle Bunker

This new defensive structure has no actual defences of its own, but it can be fortified by Conscripts to provide formidable firepower. When Conscripts are placed inside a Battle Bunker, it operates exactly like a garrisoned building. Because it is a Soviet structure, the Battle Bunker can be repaired when damaged.

Industrial Plant

When built and placed, this structure significantly reduces the cost of all vehicles. Additionally, the Industrial Plant reduces the build time of these units accordingly.

Yuri's Army

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

Yuri's Units
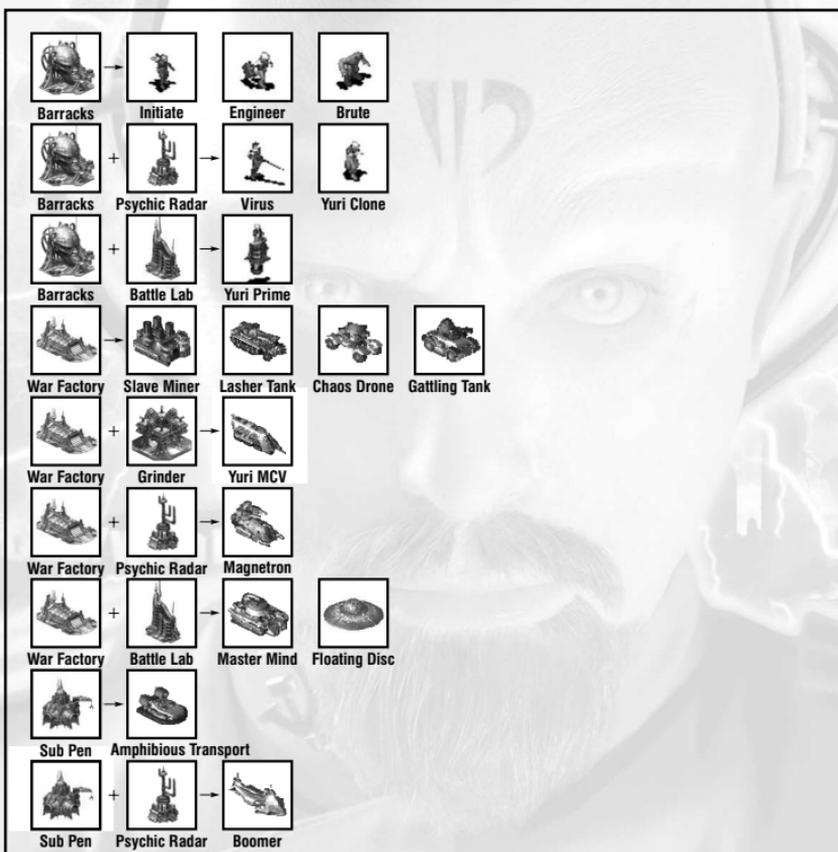
Yuri's units are a combination of power, finesse and deviousness. With psychic and genetic technologies, the Yuri player can quickly acquire enemy technologies and even coerce civilians and wild animals to serve his purposes.

Initiate

The base infantry unit of Yuri's army, Initiates use the power of their minds to do damage. Like GIs and Conscripts, Initiates can garrison civilian buildings.

Engineer

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

Brute

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

Virus

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

Yuri Clone

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

Yuri Prime

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

Lasher Tank

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

Chaos Drone

When deployed, this small vehicle releases clouds of hallucinatory toxins that drive enemies berserk. Berserk units' attack power is greatly magnified and

they will automatically target friendly units before they attack enemies.

Gattling Tank

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

MCV

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

Magnetron

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

Master Mind

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

Floating Disc

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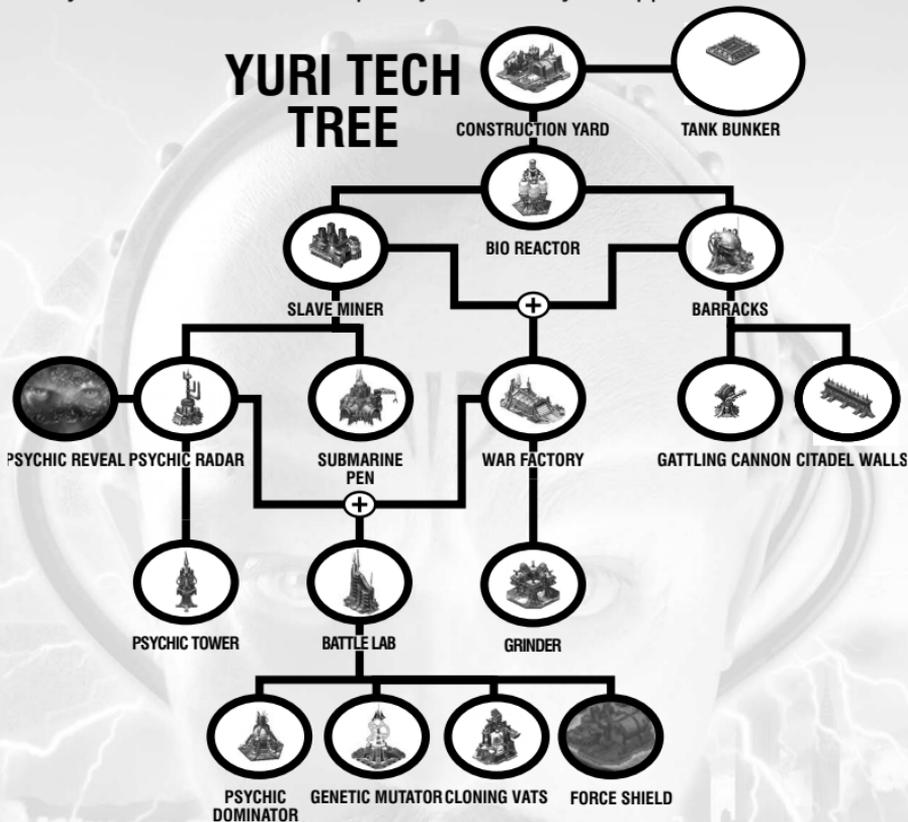
Amphibious Transport

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

Boomer Submarine

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

Yuri's Structures

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

YURI TECH TREE

CONSTRUCTION YARD — TANK BUNKER

BIO REACTOR

SLAVE MINER — BARRACKS

PSYCHIC REVEAL — PSYCHIC RADAR — SUBMARINE PEN — WAR FACTORY — GATTLING CANNON — CITADEL WALLS

PSYCHIC TOWER — BATTLE LAB — GRINDER

PSYCHIC DOMINATOR — GENETIC MUTATOR — CLONING VATS — FORCE SHIELD

Construction Yard

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

Bio Reactor

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

Slave Miner

Rather than using a standard miner, Yuri's forces depend on the Slave Miner for their economy. The entire structure moves next to a mining site and deploys, releasing Slaves to gather ore for processing. When mobile,

damaged Slave Miners auto-repair, and when deployed, the structure can be repaired by sending an Engineer into it. Any Slaves killed by enemy action are automatically replaced by the Slave Miner.

Barracks

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

War Factory

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

Submarine Pen

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

Psychic Radar

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

Psychic Reveal

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

Grinder

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

Battle Lab

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

Citadel Walls

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

Tank Bunker

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

Gattling Cannon

This defensive structure operates on the same principles as the Gattling Tank,

with sustained fire causing additional damage and mayhem. This weapon is always effective at ripping through infantry, regardless of the speed at which the cannons are spinning.

Psychic Tower

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

Cloning Vats

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

Genetic Mutator

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

Psychic Dominator

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

Credits

Game Production

Executive Producers: Mark Skaggs, Wayne Townsend

Producer: Frank Hsu

Associate Producer: Julio Valladares

Production Coordinator: Julie Brugman

Game Designers

Director of Design: John Hight

Lead Designers: Todd Owens, Dustin Browder

Designers: Eric Beaumont, John Lee, Bryan Wiegele, Bryan Hansen

Additional Design: Brett Sperry

Story Development: Design Team

Game Engineers

Technical Director: Michael S. Booth

Game Programmers: Graham Smallwood, Geoff Finger

Online Technical Director: Jeffrey Brown

Network Programmers: Matt Campbell, Bryan Cleveland, Chris Huybregts, Steve Tall, Denzil Long, Greg Underwood

Installer: Maria del Mar McCready Legg

Additional Programming: Tommy Rolfs

Game Artists

Lead Artists: Phil Robb, Josh Taylor

Concept Art: TJ Frame, Tom Baxa

Modelers: Todd Williams, Sean Keegan, Jason Hasenauer, Larry Mast

Animation: Jason Zirpolo

Shell/Interface: Rose Kang

Additional Art: Chris Ashton, Khanh Nguyen, Ido Magal

Computer Animation

Computer Graphics Director: John Hight

Computer Graphics Art Director: Cris Moras

Computer Graphics Artists: Insun Kang, Michael Jones

Additional Computer Graphics: Patrick Perez & Potbelly Goblin, Inc., Shant Jordan & Wandering Eye, Inc.

In-Game Audio

Lead Sound Designer: Mical Pedriana

Sound Designer: David Fries

Music: Frank Klepacki

Video Production

Producer & Supervising Director: Donny Miele

Director: Joseph Kucan

Screenplay: Wynne McLaughlin

Editor: Curt Weintraub

Visual Effects Supervisor: Kevin Becquet

Production Recording & Cinematic Sound: Dwight Okahara, Paul Mudra

Casting: Marilee Lear, CSA

Computer Graphics Supervisor: Chuck Carter

Virtual Sets: Bob Marker, Chuck Carter, Margo Angevine, Miles Ritter

Video Compression: Tim C. Fritz

Director of Photography: Kurt Rauf

Gaffer: Stuart Bicknell

Key Grip: Jeff Milesky

Grip: Jeremy Settles

Boom Operator: Richard Rasmussen

Foley Recordist: David E. Nelson, Outpost Studios

Foley Artist: Diane Langolis

Set Construction: Bobby Z

Lead Sculpture: Daniel Miller

Assistant Sculpture: Jerry Garcia

Set Decorator: Kari Nowell

Property Master: Cliff Bernay

Props Assistants: Giovanni Tartaglia. James Walsh

Key Makeup: Ron Wild

Key Hair: Karen Stephens

Hair: Cindy Chamberlain, Sung Park

Makeup Assistant: Peggy Hanna

Wardrobe: Tracy Bohl

Wardrobe Assistants: John Stone. Sergio Kiss

Production Coordinator: Kim Houser

Assistant Coordinator: Ramiro Gomez

Production Assistants: Estaban Matinata, Nicholas Savalas, Patience Becquet, Susan Simone

Script Supervisor: Mark Thomas

Teleprompter: David Washburn

Ultimate Operator: Bob Kertesz, Blue Screen, LLC

Concept Artist: Chuck Wojtkiewicz

Storyboard Artist: Jeff Parker

Reader: Finley Bolton

Movie Cast

Yuri: Udo Kier

President: Ray Wise

Tanya: Kari Wurher

General Carville: Barry Corbin

Romanov: Nicholas Worth

Lieutenant Eva: Athena Massey

Zophia: Aleksandra Kaniak

Einstein: Larry Gelman

Chairman Bob: Rick Ginn

Soviet Officers: Alexander Moiseev, Andrei Skorobogatov, Igor Jijikine

Allied Gis: Brett Logan, Lamar Lucas, Michael Rouleau, McKenzie

Woodcock

Prison Guards: Anrian Vanderwalt, Sly Smith

Secret Service: Robert Garretson, Spike Measer

White House Aides: Al Conahan, Eugene Harris, Matt Mooney, Peter Conklin, Rosie Heeter

Air Force Generals: Dave Crockett, Robert Eustice

Army Generals: Bruce Mastracchio, Sylvester Smith

Navy Admiral: Michael Pfleegor

Medevac: Wayne Young

Moroccan Bar Girl: Cezette Gregory

Belly Dancer: Laura McDonald

Soviet "Tyme" Commando: Elena Nekrassova

Voice Cast

Andrew Ableson, Billy Pope, Diane Michelle, Elya Baskin, Hamilton Camp, Joe Nipote, John DiCrosta, John Francis, Keith Szarabajka, Marcello Tubert, Mari Weiss, Mark Worden, Patrick Pinney, Phil Morris, Quinton Flynn, Sherman Howard, Steve Vinovich, Vanessa Marshall, Wesley Mann, David Fries, Adam Greggor, Stuart Nesbit, Grant Albrecht, Michael Bell, Douglas Rye, Gregg Berger, Glenn Burtis, Julie Brugman, Sam McMurray, Stefan Marks, Adoni Maropis, Andy Milder, Phil Proctor, Gustavo Rex, Neil Ross, Douglas Rye, Heidi Shannon, Phil Tanzini, John Vernon, Douglas Rye

All celebrity voices are impersonated.

Quality Assurance

QA Director: Glenn Sperry

QA Lead Supervisor: Lloyd "Leachy" Bell

Sr. QA Analyst: Doug "Falcon" Wilson

QA Analyst: Ben Galley

Install/Gui Specialist: Mike Smith

Solo Specialist: Michael Ruppert

Multiplayer Specialist: Steve Shockey

Specialists: Chris Blevens, Shane Dietrich, Thomas Quitoni

Sr. Tech: Beau "Supertech" Hopkins

Data Entry: Rhoda Anderson

Bug Review: Chad Fletcher

QA Testers/Las Vegas: Alex Colom, Brandon Aanderud, Brian Dilley, David Nygren, David Reese, David Russell, DeMarlo Lewis, Frank Yoder, Gregory Devore, Jason Campbell, Jason Renfroe, Jeremy Perkowski, Jon Jett, Jonathan Craig, Joseph Perry, Josh O'Bryan, Justin Lewis, Justin Reckling, Michael Sloan, Michael Lofti, Michael Ward, Nicholas Sherba, Richard Rassmusen, Shawn Mathews, Steve Lawton, Steve Tarantino, Thomas Riccardi, Tim Villaverde, Tony Castle

QA Testers/Pacific: David Fleischmann, Gavin Simon, Greg Baldwin, Greg Black, Jim Corbin, Jon Goudrault, Michael Jorgensen, Samuel Luk

Marketing

Vice President of Marketing: Laura Miele

Marketing Product Manager: Aaron Cohen

Public Relations Managers: Amy Farris, Michael Shelling

Director of Graphic Services: Victoria Hart

Online Director: Ted Morris

Online Graphic Artists: Jordan Robins, Greg Casey

Online Community Manager: Chris Rubyor

Graphics Intern: David Lamoreaux

Marketing Assistant: Wanda Flathers

Manual: Stephen Honeywell

Support

Operations Manager: Shawn Ellis

MIS Manager: Wayne Hall

MIS Technicians: Glenn Burtis, Mick Love

HR Manager: Christine Lundgren

Administrative Assistance: Tanya Pereira, Crystal Tucker

Legal Assistance: Jennifer Hoge

Special Thanks

Brett Sperry, Louis Castle, Steve Wetherill, Bing Gordon, Luc Barthelet, Harvard Bonin

Worldwide Localisation

Localisation Director, Westwood Studios: Thilo W. Huebner

Korea

Localisation Manager: Chan Park

Localisation Engineers: Justine Kim, Andrew Kim

Translations: Chan Park, Justine Kim

Recording and Editing Studio: Junco Multimedia Studio

Recording Engineer: Yeajun Hwang

Dept. General Manager: Jungwon Hwang

Marketing Manager: Michel Kim

Product Manager: Richard Kwon

Voice Actors: Jungmi Bae, Myunghwa Cha, Sujung Ham, Gwang Chang, Haemoo Yuh, Wankyung Seong, Hobi Chang, Inseong Oh, Dongkyun Yuh, Yunghee

Byun, Hoseop Won, Jangwon Lee, Yongjun Jeon, Kwongjae Seo, Yunseok Seo, Sujoong Kim

Balancing Testers: Changhwan Kim, Jooyeon Choi, Sooil Park, Jeongwhan Oh

Taiwan

Project Manager: Christine Kong

Localisation Manager: Jerry Lee

Localisation Engineer: Maxwell Peng

Translations: Edward Hsu

European Localisation Team

Software Localisation Manager: Sam Yazmadjian

Audio Manager: David Lapp

Project Manager: Nathalie Fernandez

European Localisation Team

Software Localisation Manager: Sam Yazmadjian

Audio Manager: David Lapp

Localisation Project Manager: Nathalie Fernandez

European CQC Operations Manager: Linda Walker

European CQC Test Manager: Jean-Yves Duret

European CQC Platform Specialist Manager: James Featherstone

European CQC Supervisor: David Fielding

European CQC Test Leaders: Fabio Mastrangioli, Andrew Chung

European CQC Associate Test Leaders: Paul 'Jester' Richards, Ben Jackson

Account Executive: Jenny Whittle

Production Planner: James Cherry

Documentation Layout and Translation Coordination: Abdul Oshodi

Web Localisation Coordination: Petrina Wallace

Materials Coordination: Silvia Byrne

Studio Ops: Anne Miller, Phil Jones

UK Marketing: Rosemarie Dalton

France

Localisation Manager: Christine Jean

Translation Coordination: Nathalie Duret

Translations: Around the Word

Test Coordination: Lionel Berrodier

Language Tester: Emmanuel Delva

Recording and Editing Studio: Lotus Rose, Paris

Voice Actors: Marc Saez, Martial Le Minoux, Françoise Cadol, Sophie Riffont, Gilbert Lévy, Céline Mauge, Hervé Caradec, Gérard Dessalles, Michel Castelain, Xavier Fagnon, Jean Barney, Florence Dumortier, Serge Thiriet, Denis Boileau

Marketing Manager: Christophe Maridet

Product Manager: Raphaele Martinon

Germany

Localisation Manager: Michaela Bartelt

Localisation Coordination: Bettina Bachon

Translations: Rolf D. Busch

Test Coordination: Dirk Vojtilo

Language Tester: Marco Nuhsbaum

Recording and Editing Studio: Toneworx, Hamburg

Voice Actors: Udo Kier, Marianne

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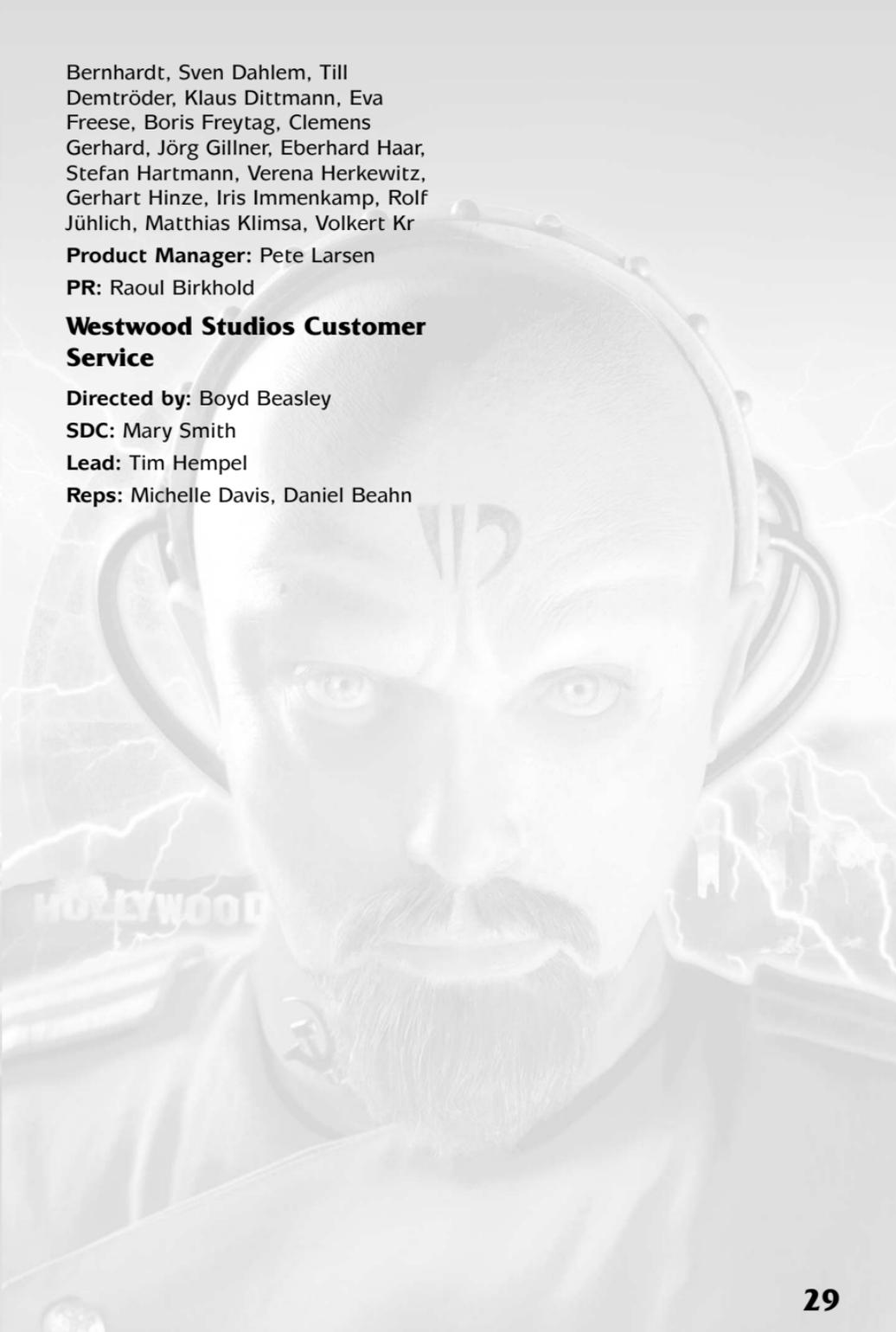
Bernhardt, Sven Dahlem, Till Demtröder, Klaus Dittmann, Eva Freese, Boris Freytag, Clemens Gerhard, Jörg Gillner, Eberhard Haar, Stefan Hartmann, Verena Herkewitz, Gerhart Hinze, Iris Immenkamp, Rolf Jühlich, Matthias Klimsa, Volkert Kr

Product Manager: Pete Larsen

PR: Raoul Birkhold

Westwood Studios Customer Service

Directed by: Boyd Beasley

SDC: Mary Smith

Lead: Tim Hempel

Reps: Michelle Davis, Daniel Beahn

Customer Services – Can We Help You?

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

Electronic Help file

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

On-line Services

Westwood Studios Support website: http://www.westwood.com/

- From the Westwood Studios front page click the SUPPORT button for Technical Support information. This site includes an extensive Quick Solutions guide in an easy question and answer format, and the latest update files and FAQ information are also available for download. The Westwood Studios Support website also includes details of the various Westwood E-mail Support services on offer.

- The Electronic Arts UK website also offers Technical Support information and FAQ's for *Command & Conquer Red Alert 2 - Yuri's Revenge*. Point your Internet browser to **http://www.uk.ea.com/** and from the front page click the TECH SUPPORT button. This site also has information of how to contact us via our E-mail Support service.

Email Warranty queries: uk-warranty@ea.com

- Lost your manual? Disc scratched? Email us here. Please do not send technical queries to this address.

FTP sites: ftp.ea.com and ftp.ea-europe.com

- Our FTP sites contain the latest patches and updates, as well as movie clips and demos for selected games. The European site is recommended if you have problems downloading files from the USA.

Still stuck? Give us a call

If you're still having problems, or if you'd just prefer the personal touch, Electronic Arts offers **free** technical support on all our products (standard BT national call rates apply). All we ask is that you register for support when you call. Registration is free, takes less than a minute, and entitles you to:

- Priority telephone support during office hours
- 24-hour automated support

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- A monthly email newsletter
- And more!

When you call, we will ask your name, address, date of birth, and a contact telephone number or email address, so please have these details to hand.

We will be able to answer your question more quickly if you take a couple of minutes to prepare before you call.

Creating an Easy Info report

1. Click START on your Windows taskbar, highlight FIND and click FILES OR FOLDERS. In the NAMED box type **EZ.exe** and ensure the LOOK IN box is set to the drive letter of your CD-ROM/DVD (e.g. D:) drive, then click FIND NOW. When the file appears, double click on the icon in the Name column.

2. When the EAsy Info program appears click 'OK' to begin system examination, the Electronic Arts System Information screen appears.

3. Click 'SAVE INFO' to save the report file to your desktop or click 'OK' if you want to close the EAsy Info report without saving a copy to your desktop.

- If you chose to 'SAVE INFO' a file called **EAsy_EA.txt** will be placed on your desktop. Simply double-click on this icon to view the file.

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

Our easy to use automated attendant will transfer you either to our automated technical support service, or to the technician best equipped to answer your query. Please listen carefully to the options you are given, and make your choices using the number keys on your phone.

Please check our automated system for the answer to your question first. If you do not find the answer, you can easily request assistance from a technician.

Now, get a pen and paper, and you're ready to call:

0870 2432435

Note: This is a National Call rate number charged at BT's standard national call rates (7.9p per minute at peak times and 3.95p per minute off peak. These costs include VAT. These charges are correct at the time of publication).

Manned lines open from 9am–6pm Monday to Thursday and 9am–4:30pm on Fridays. Outside these hours, our automated services are available.

Alternatively, you may write to us at the following address, including a daytime telephone number and an EAsy Info report:

Electronic Arts UK Ltd
Customer Services
PO Box 181
Chertsey
KT16 0YL

Or fax us, including an **EAsy Info** report, on:

0870 241 3231

When contacting us by fax or letter, please include a daytime telephone number whenever possible, so we can contact you if necessary.

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If you want to keep up-to-date with all the news, reviews or gossip directly from Electronic Arts then why not register and get the official *EA-zine* delivered directly to your inbox. It is a quick and simple process and will keep you in the "know" as to what is new and hot from the EA Studios. Simply go to:

http://register.ea-europe.com

And while you're on-line, check out the UK web site at **http://www.uk.ea.com** for more in-depth news and reviews on our games. Here you will also find Technical Support, Downloads and details of what can be found on our **Official** EA Hints & Tips line.

So why not log on and see us today!

24-Hour Hintline - Gameplay Hints and Tips

Stuck? It happens to the best of us. Then call our **Official** hintline for hints, tips and cheats. If you want to make sure your game is included on the hintline before you call, feel free to check out our web site at **http://www.uk.ea.com** or call Customer Services – we'll be happy to give you a list of all games included on the hintline. However, please remember that Customer Services cannot give out hints or cheats directly.

The Electronic Arts Hintline number is:

09067 53 22 53

Or, for Irish residents:

1 560 923 580

Note: This is a premium charge line (calls cost 75p per minute). Callers must be 16 or over. Please obtain permission to call this number from the person who pays the phone bill, **before** you call.

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Limited Warranty

Returns After Warranty

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