

18
NEW MISSIONS

COMMAND
&
CONQUER
TIBERIAN SUN

FIRESTORM

OFFICIAL
TIBERIAN SUN
MISSION DISK



TO INSTALL COMMAND & CONQUER TIBERIAN SUN FIRESTORM™

Before getting started, be sure to note the location of your Tiberian Sun directory.

WINDOWS® 95/98/NT AUTOPLAY

1. Insert the CD-ROM into your CD-ROM drive and click on "Install".
2. Click "Next" and read through the license agreement. When finished, click the check box to agree or click "Cancel" to exit.
3. Follow the prompts to finish the installation.

WINDOWS® 95/98/NT MANUAL INSTALL

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

Note: The installer program will locate the original Tiberian Sun and install Firestorm into the same directory. You must have the original Tiberian Sun installed to play the game.

AFTER THE INSTALL...

When you start, you will have the option of playing either the original Tiberian Sun or Firestorm. Make your selection and you will be presented with the Main Menu.

TO UNINSTALL

1. Click on "Start" and highlight "Settings".
2. Click on "Control Panel" and double-click on "Add/Remove Programs".
3. Select "Tiberian Sun Firestorm" and click OK.

OR THROUGH THE AUTORUN FEATURE

1. Insert the Firestorm CD in the CD-ROM drive.
2. When the AutoPlay window pops up, click "Uninstall".
3. Follow the on-screen instructions.

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This product has been rated by the Entertainment Software Rating Board. For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at 1-800-771-3772.

Personal Log: Commander Michael McNeil
Access: Red-7-Delta-Delta-9
December 12th, 2030

Lately, I look around and wonder how we got to this point. We continue in this struggle to survive the Tiberian insanity. This bickering over food, the wars for supremacy, and the out of control mutations are increasing at what seems like an exponential rate. Tiberium was supposed to change the world for the better, a limitless resource with unimaginable properties. It may have started out as our best hope for a new and exciting future, but that future is not one that we designed. I wonder how the earth will look in another 50 years and if we will even recognize it? I just don't know anymore. All I know now is that Kane is dead. There's no way he's going to snake out of this one, I saw that evil light drain from his eyes when I ran him through. It's too bad that the rest of the snake's body is still wriggling around striking at anything that moves. Nod is broken and the new power players are stepping up to the plate. I know Slavik is licking his wounds and hatching new plans.

The turbulent and gloomy weather that we are seeing lately is a reflection of my faith. I can't fight nature and this Tiberium beast which is ravaging us all. I can only roll with the punches and keep pounding against the onslaught of doubt I have. Give me a hoard of Nod's elite guards; those I can handle and beat, but this Tiberian plague is hard to grasp. It is hard to even comprehend where to begin. I can only rely on the scientists and doctors who are diligently working on the problem. With Kane gone and his temple now in our hands, maybe we can decipher what he was working on. We have the pieces of the puzzle now; we just have to figure out how they all fit together. Maybe the Tacitus can help lead us to those answers. Another week is what they say it will take to pack this place up and ship it out. It's not soon enough; I hate sitting around waiting and watching.





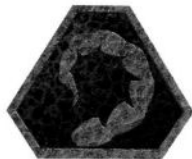
Log Entry 635 - Slavik, Anton - Commander

Entry Date: 12-17-2030

Entry Time: 19:30 hours

Access Level: Gold-7-Epsilon-Gamma-62866

Burn them all! Nod has enough problems with the GDI jackals digging through the ruins of Kane's temple, but now these new "Generals", more like fools, continue to bicker and vie for power. I cannot allow this infighting to continue. The inner circle is divided and I need to remind them that even though Kane is gone, his plans live on. I have not survived death time after time and stood at Kane's right hand this long to see everything crumble all around us. Our lack of communication and inaccurate information is a severe hindrance - without CABAL's presence, we are deaf and blind to the rest of the world. I cannot let anger distract me from my path. Kane's plan will become reality - I will see to that. The steps have been taken and the machine has been set in motion. I will not let Nod degenerate into chaos as it did in the past. We are stronger than that - I am stronger than that, but first things first. Tomorrow is going to be a busy day..





An analysis of Tiberium flora and fauna: Their ecological connections and possible impact. Prepared for the Global Tiberium Crisis Symposium of 2030

By G. Boudreau, PhD, MD, MA

A Summary of our problem

Tiberium has changed all of the rules. We are now certain that the substance is extra-terrestrial in nature, although we are still not certain what the far-reaching effects of its presence will be on our planet. Dr. Moebius' work into the nature of Tiberium has only scratched the surface. What we do know is that Tiberium is changing our planet - terra-forming it if you will - into something that will soon be unable to support human life, or in fact any standard terrestrial life forms.

Thousands of species, flora and fauna, are being driven to the point of extinction, or worse, they are rapidly evolving into something unknown to us. We are seeing the laws of evolution set down by Darwin being torn asunder. Mutations and aberrations are occurring on a global scale with more frequency and with speeds that defy all known science. The mysterious path leading to the root of our crisis stems in part from the information recently gathered by GDI forces from the mysterious artifact known as the Tacitus. This artifact, which was part of Kane's experiments with Tiberium, is slowly revealing its secrets. Our new alliance with the Forgotten's leader Tratos is yielding fantastic new information on this artifact and the mysteries of Tiberium. It is our hope that more useful information will be made available on this subject very soon.

Tiberium

It would be best to start with Tiberium itself, named for the Tiber river near where the first meteor containing the substance was found. The effects of Tiberium were thought relatively harmless at first, if not beneficial, but shortly after impact, Tiberium began leaching the heavier metals and minerals from the soil. It's crystal formations gathered together and rose to the surface where they were easily collected and processed. Unfortunately, the terrible truth was eventually brought to light: Tiberium is highly toxic and spreads rapidly like some type of ecological virus.



BATTLE ASSESSMENT

The only barrier to its march across our planet is that all forms of Tiberium seem to have trouble spreading in extremely cold or dry climates. This is not to say that it will not grow there, but the harsh conditions seem to slow the process.

There are several forms of Tiberium and each has its own unique method for proliferating across the planet. The green formations are the most commonly found Tiberium crystals and have spread by three methods. The first and original way is via meteor bombardment. These meteors have appeared in increasing numbers and frequency, seeding new Tiberium patches and causing a great deal of collateral damage. The second method is by altering the genetic code of nearby plant life into "blossom trees" which release Tiberium spores into the surrounding air stream. The final growth pattern is simple self-replication: given time, the smallest Tiberium patch, even without a blossom tree, will spread to consume vast areas.

The second and newer forms of Tiberium are blue crystals. Blue Tiberium has two growth stages; in the first it appears much like the green variety except for its color - that is, crystalline growth spreading across the ground. Much like its green counterpart, blue Tiberium leeches minerals from the ground, but is able to do so in larger concentrations. These greater concentrations have the unfortunate side effect of making blue Tiberium highly volatile and explosive, making harvesting of the crystals extremely dangerous. Blue Tiberium spreads by self-replication, but not nearly as fast as Green Tiberium.

A recent discovery has revealed another form of blue Tiberium. It is believed that this blue Tiberium forms larger crystalline structures that tower over the landscape, and it is far more dangerous than its green counterpart. It is highly unstable and prone to explode, spreading its stored mass of crystals over the entire area quickly, seeding the nearby landscape. We have witnessed whole convoys of troops decimated by a chain-reaction. The exact function of these blue monoliths is unknown, but it is theorized that it may be a new method for the distribution of Tiberium.

The third known form of Tiberium is the scourge of the seas and has been working its way through the crust of our planet for decades. Green and blue Tiberium have been noticed on the sea floor along with colonies of a new form of algae floating on the surface of nearly every ocean. Highly toxic in nature, these colonies are

connected to small strands that attach back down to the sea floor; currently making sea voyages nearly impossible. This altered form of Tiberium does not seem to have any of the beneficial side effects of its land-based counterparts (i.e. the leeching of useful elements). Unfortunately, these colonies are slowly spreading towards our inland waterways. This development threatens to damage our drinking water supply, and if we cannot stem the growth of this process, we may have much less time than we think.

The "Visceroid"

Visceroids were among the first mutated creatures to appear; many having been sighted during the first Tiberium War. The original specimens were weak, spherical creatures that could expel small clouds of toxic Tiberium gas. The newest forms are a collection of pre-sentient protoplasm. While smaller versions of the visceroids are relatively harmless, larger specimens can destroy entire cities. Using lightning-quick pseudopods to attack their prey, they can absorb a great deal of the kinetic energy, which contributes to their survival rate. Contact with these creatures is as deadly as touching pure Tiberium.

The Visceroid population has increased dramatically, primarily due to the elevated levels of Tiberium poisoning in our atmosphere. Tiberium gas corrupts and breaks down virtually all living tissue that comes into contact with it (both plant and animal matter). While limited exposure can be treated, long term exposure, even with protection, causes a spontaneous breakdown of the tissues. This change is virtually instantaneous once saturation levels in the cells reach a certain point. Smaller visceroids can merge to form larger versions, which are the more dangerous specimens. There have been some unsubstantiated reports of visceroids reproducing, but most seem to be formed from the breakdown of terrestrial tissues.

Because of their direct connection to Tiberium, the visceroids appears to use the substance to repair damaged tissue, making them all but impossible to destroy in a Tiberium field. It is unclear at present what use the visceroids are to this newly forming ecosystem.

The "Tiberium Fiend"

While I would prefer to call this creature Canus Tiberius, the popular nomenclature declares that it is a fiend, and in retrospect, that may be accurate. Indeed, even the appellation of Canus is misleading, for the fiend is canine in shape only.

This "Fiend" is another example of Earth's life forms being changed or re-engineered by the Tiberium poisoning. Unlike Visceroids, which break down and change the consistency of the living tissues, the Tiberium fiend is some sort of forced evolution from existing life forms. The fiend usually appears as a quadruped similar in shape to a terrestrial dog, but more the size of a large horse or small elephant. The underlying skin is usually a blackish-brown to red color, but in most cases this is completely covered by a growth of pure Tiberium crystals on its back.

The fiend has also adapted to its environment; it shares the visceroid's ability to heal itself in Tiberium, and is well camouflaged against detection when it burrows in a Tiberium field. In addition, the fiend has the ability to launch Tiberium shards from its body with incredible force, causing severe punctures and/or lacerations, as well as poisoning from the Tiberium itself.

The fiend is obviously meant to be the predator of this new ecosystem. It is incredibly aggressive, yet remarkably intelligent as well. There are documented cases of members of the Forgotten training (if not domesticating) fiends for use as "guard dogs". Specimens have also been seen responding to perceived acts of kindness.

The "Veinhole"/Tiberium Veins (a.k.a. Veinhole Monster, VHM)

Veinholes are a phenomenon newly discovered during the second Tiberium War. Similar to the crystalline forms, Tiberium veins spread, but at a much more alarming rate. Unlike blue or green Tiberium, the veins do not seem to leech the soil of nutrients, but they cover it completely. Invariably, the veins originate from a large central mass, which has several animal aspects, including a "mouth" of sorts. Many witnesses have seen living creatures torn apart by the veins, with those parts moved to the central mouth and (it is rumored) consumed. It is highly agitated by vibrations and kinetic energy, and will tear apart anything using pseudopods formed from the vein materials. Smaller units such as our infantry and light vehicles can usually cross before sufficiently agitating the veins.

I suspect that the "veinhole monster", as it is called, is similar to a terrestrial Venus flytrap, collecting living tissues in order to spread its mass further. Thankfully, this creature is relatively easy to dispatch, as the life of the whole is tied to the mouth. Killing the central mass destroys the whole; the remaining vein mass withers and slowly dies. As observed in field tests, hover-capable vehicles, aircraft, or infantry are highly recommended for this task. However, the defense mechanism of the VHM is still deadly - it emits clouds of highly concentrated Tiberium gas when its life is threatened. This gas can damage any vehicles near it and even kill infantry.

On a side note, as with all fanatic groups of late, Nod has found a use for the VHM. The veins seem to be composed of a solidified version of the gas that the crystalline Tiberium emits. Nod has found a way to harvest this substance and place it in a warhead delivery system. Using such a weapon is an unspeakable act, since the detonation of such a device would not only corrode most materials in the area, but also subject any living tissues to the Tiberium gas, almost certainly dissolving those within the blast, potentially turning them into visceroids.

We must examine all of these new life forms and determine if we are seeing the birth of new species or the extinction of our own. We must understand and control this Tiberium plague before it consumes our world.

Blue Level Access - Eyes Only

GDI Briefing 26-8/A: The Technological Advancements of the Second Tiberium War (TWII)

Presented by First Lieutenant Chandra.

War breeds innovation and it seems that only through conflict can we rapidly advance our military technology. We have spent many resources and man-hours analyzing the battle data reports. Improvements have been made and innovations attained. We will not fall behind in our race to quell the growing darkness that is enveloping our world. What is contained within this briefing is a detailed analysis of the latest GDI and Nod innovations. With Nod splintered, we have been fortunate enough to acquire more accurate and up to date information from the Nod war labs.

GDI ARSENAL UPDATES:

JUMP JET INFANTRY



The jump jet troopers primary advancement is in its sensor package. We have increased its sensory range and its ability to locate cloaking fields while in flight. Unlike the earlier models of the jump suits, new models move faster and can detect cloaked bases or units from the air. The increase in Nod's stealth technology and the loss of many jump-troopers in flight made this upgrade a dire necessity.

DEPLOYABLE SENSOR ARRAY (DSA)



The addition of the Limpet Drones to the GDI (and, it is rumored, Nod) arsenal made it necessary to upgrade the DSA to detect these drones. The DSA can now detect most forms of otherwise invisible drones and mines in addition to the cloaked and subterranean units it can already locate.

ELECTROMAGNETIC PULSE CANNON (EMP CANNON)



We have upgraded all of our EMP Cannons to reflect the ever-changing arms race. The addition of the mine/drone technology inspired this change to the EMP technology. A higher resonance factor incorporated into the EM pulse blast causes all drones in its area of effect to detonate instantly, making minefield clearing fast and efficient. The resonance factor also short circuits subterranean units' guidance systems, causing them to surface immediately.

NEW GDI & NOD ARSENAL ADDITIONS:

MOBILE EMP CANNON (MEMP)



RANGE: Medium (circular area of effect)

ARMOR: Light

WEAPON: Electromagnetic Pulse Wave

GDI Arsenal

The Mobile Electromagnetic Pulse Cannon is a new addition to the GDI arsenal. This lightly armored unit now allows us to take down small groups of vehicles in a quick radial blast. The pulse blast is capable of incapacitating vehicles, destroying cloaked drones, and even shorting out subterranean unit's guidance systems, causing them to surface. Sacrifices had to be made, of course; this unit has a lengthy capacitor recharge rate as well as a severe decrease in effective range compared to a fixed placement EMP cannon.

JUGGERNAUT



RANGE: Long

ARMOR: Light

WEAPON: 3 120mm Cannons

GDI Arsenal

Analysis of our previous battle data during the last campaign brought to light the fact that GDI forces lacked effective long-range support fire. Using a modification of both the Titan delivery system and ship-based artillery technology, our technicians have come up with a tremendously powerful weapon. The Juggernaut, although slow, can deliver a lethal barrage of shells at long range. This unit is a much-needed addition to our arsenal and can soften up even the most well protected bases with relative ease. The limitations of the Juggernaut come from the fact that it has a slow firing rate and has to deploy to fire. It is utterly defenseless when un-deployed. Being a long-range weapon, it has another drawback: its effective minimum range is limited, so be cautious deploying this unit close to the front lines of battle.

DROP POD CONTROL PLUG



RANGE: Global

ARMOR: N/A

WEAPON: Veteran Infantry Drop Pods

GDI Arsenal

This new addition to the Upgrade Center has finally been perfected. GDI may now make use of the Infantry Drop Pods in combat on a global scale. Unlike paratroopers of the 20th century, these drop pods can deliver their troops from the orbital command stations to any battle location with greater accuracy and speed. Only veteran infantry members have been chosen for these decisive strikes. We never want to send our troops in unprotected, so the drop pods have been equipped with an anti-personnel weapon built into the exterior to help clear the path for your deploying troops.

MOBILE WAR FACTORY (MWF) / FIST OF NOD (FON)



RANGE: N/A

ARMOR: Heavy

WEAPON: N/A

GDI & NOD Arsenal

The Mobile War Factory affords us countless new opportunities. This new unit allows us to move unit production to wherever our forces need it most. Although slow and costly to produce, this unit allows you to set up a mobile staging ground anywhere the battle lines move. Protect this unarmed unit as you move your forces around the battlefield. Our production site worked hard and fast on this unit. However, recent reports indicate that Nod forces have a similar vehicle in production named the Fist of Nod.

LIMPET DRONES



RANGE: Short
ARMOR: None
WEAPON: N/A
GDI & NOD Arsenal

The Limpet Drone was developed as an optional method of detecting Nod bases blanketed with a stealth generation field and has been used by our covert operations teams. When deployed, the drone buries itself and waits for any passing vehicle before it attaches itself to the underside of that unit. The device requires a mass larger than a man before it activates. The drone has two effects: first, it interferes with the electrical system of the vehicle, slowing it down to a crawl. Second, it contains a highly sophisticated sensor/camera device that reveals terrain and relays the recon data back to the radar facility. You will see what the "limped" unit sees. The drone attaches itself by spot-welding, so it can only be removed using an automated repair bay or the equivalent. It is rumored that Nod has also procured this technology.

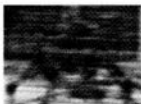
MOBILE STEALTH GENERATOR (MSG)



RANGE: Medium (circular area of effect)
ARMOR: Light
WEAPON: Cloaking field
NOD Arsenal

The information on this unit is incomplete and only one has been seen in the field to date. The MSG is Nod's mobile version of their stealth generator. Fortunately, early reports show that the MSG must be fully deployed in order to function (movement seems to interfere with the stealth fields when used on such a large scale). This unit also has a much smaller area of effect than its immobile equivalent.

REAPER



RANGE: Medium/Short

ARMOR: Light

WEAPON: Multiple missile launcher & Anti-personnel netting launcher
NOD Arsenal

The existence of this Nod unit is only a rumor, though it is already a staple topic of gossip. The reaper appears to be a cyborg torso attached to an all-terrain walker base. From early reports, it seems to be equipped with dual cluster-missile cannons (similar to Nod's larger and more powerful multi-missile) and an anti-personnel net launcher. Only blurred recon photos of this unit exist (most believe the photos are doctored or are of some new Tiberium-spawned life forms).

Addendum:

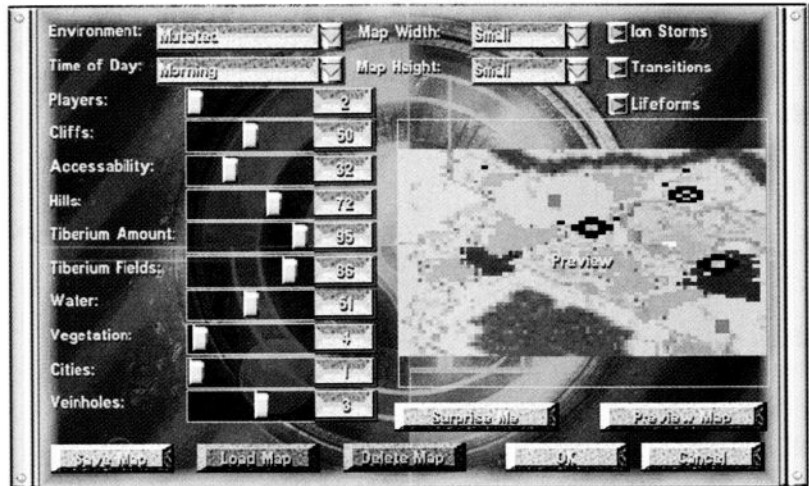
Rumors exist of other Nod inventions that were never fully produced, and with Kane now dead and the remaining Nod forces in disarray, it is doubtful we shall ever see them. Keep in touch with our intel division to follow up on any other details that might arise.

NEW KEY ASSIGNMENTS

We have modified Firestorm to make selecting specific unit types easier. To select all units of one type, first select a unit and then press the "T" key. All units of that particular type (only units seen on the playing screen) will be selected.

RANDOM MAP GENERATOR

The random map generator has been updated with many new features designed to add even more possibilities to the multiplayer experience.



New Environment: MUTATED

This environment represents the increasingly devastated landscape caused by Tiberium poisoning. It includes the new flora and landscapes found in the Firestorm solo missions.

Updated Slider: TIBERIUM FIELDS

The random map generator will now add blue Tiberium and green Tiberium blossom trees to your Tiberium fields. This will allow for more strategic resource collection and longer games on random maps.

New Slider: VEINHOLES

This option adds the deadly Veinhole Monsters to a random map. You can add up to 5 veinholes to your map, but beware: the veins will spread quickly.

New Buttons: ION STORMS, TRANSITIONS, LIFEFORMS

Ion Storms: Selecting this button will cause ion storms to occur on your map at random intervals.

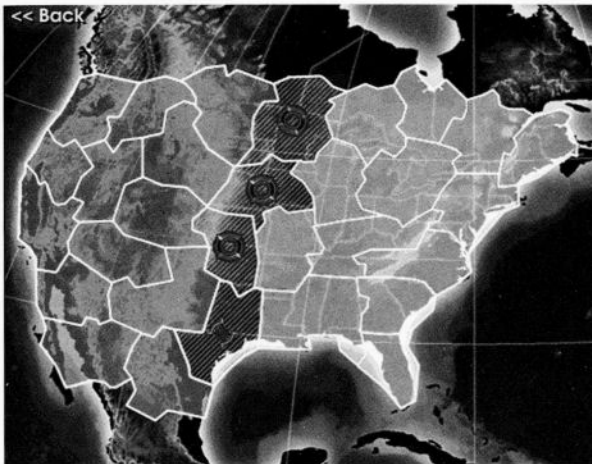
Transitions: Selecting this will cause night and day transitions on your map, beginning from the time of day that you selected with the "Time of Day" drop-down menu.

Lifeforms: Selecting this button will place a random number of Tiberium lifeforms on your map (this includes adult and baby Visceroids, Tiberium Fiends and Tiberium Floaters).

Note: Maps created with the Firestorm updated random map generator will not function with a previous version of Tiberian Sun without Firestorm.

NEW GAME FEATURE: WORLD DOMINATION TOUR (WDT)

The World Domination Tour (WDT) feature takes the battle between GDI and NOD to a whole new level. WDT pits GDI and NOD players against one another in a multiplayer slugfest to control the world. Players battle in various contested territories with pre-defined map conditions set for each territory. At the end of the day, the outcome of all battles fought in each territory determines which side controls that territory. The battle lines between the two sides push forward or fall back based on who controls each territory. As the battle lines move, new territories become contested. Over time, one side eventually wins control and the bragging rights for their faction.



Texas Gulf

Fog of War, 4
Starting Units,
Very Abundant
Tiberium, Tiny
Map, Very
Scarce Water,
MCV Not
Redeployable

GAME ENHANCEMENTS

Once you have navigated through a few menu options you are brought into the current battle map display (see p. 16). On this map you see the NOD territories (red regions), GDI territories (gold regions), and contested territories (striped regions). You can choose to fight in any of the contested territories. Each territory has been setup to provide a diverse range of multiplayer games. When you move the cursor over any contested territory, a listing of the battle conditions set for that map are displayed. For example, the Tech level might be lower or you might start with less money. Some contested territories are harder to take over than others, so look over this information before jumping into any game. When you move the cursor over any GDI or NOD territory, you will see statistical information about that territory; Population, GNP, or threat levels let you see how the rest of the world is surviving.

This is just a general overview of WDT; please refer to the `HELP.HTM` file for a more in-depth discussion and the latest information on this option. This file is located in the `HELP` folder of the Firestorm CD.



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Special Thanks

Fizmo 2000