
PlayStation
NTSC U/C
PlayStation 2
COMMAND & CONQUER®
TEEN
T
AGES 13+
CONTENT RATED BY ESRB
SLUS-00379/410
88026
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Westwood STUDIOS™

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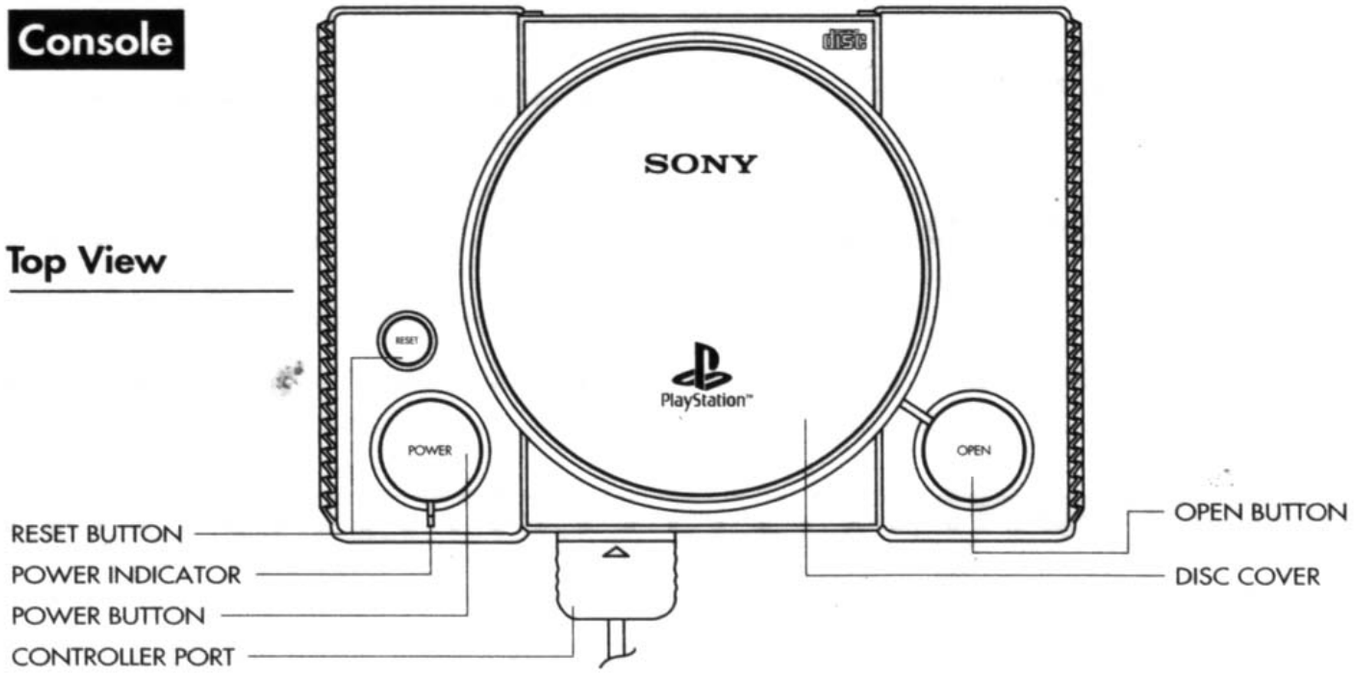
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STARTING UP

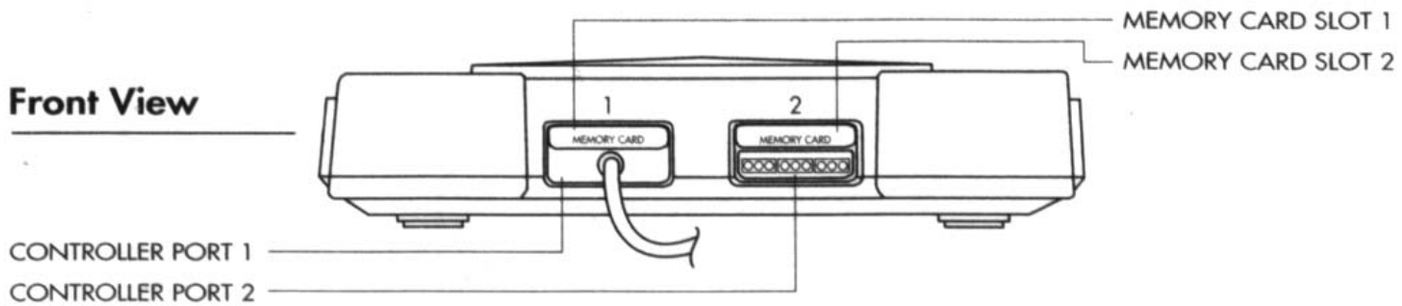
Set up your PlayStation™ according to the instructions in its Instruction Manual. Make sure the power is off before inserting or removing a compact disc. Insert either Command & Conquer PlayStation™ disc and close the Disc cover. Insert a Controller into Controller port 1 and turn on the PlayStation™. Follow on-screen instructions to start a game. It is advised that you do not insert or remove peripherals or Memory cards once the power is turned on.

Console

Top View



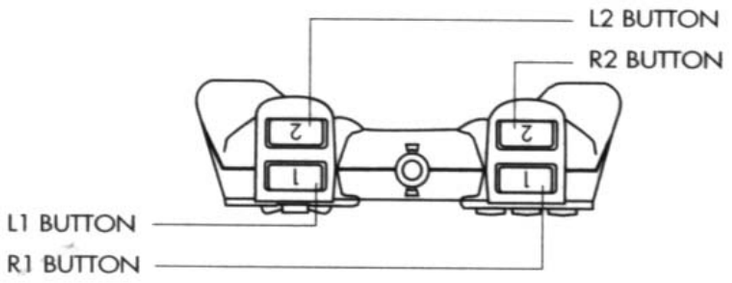
Front View



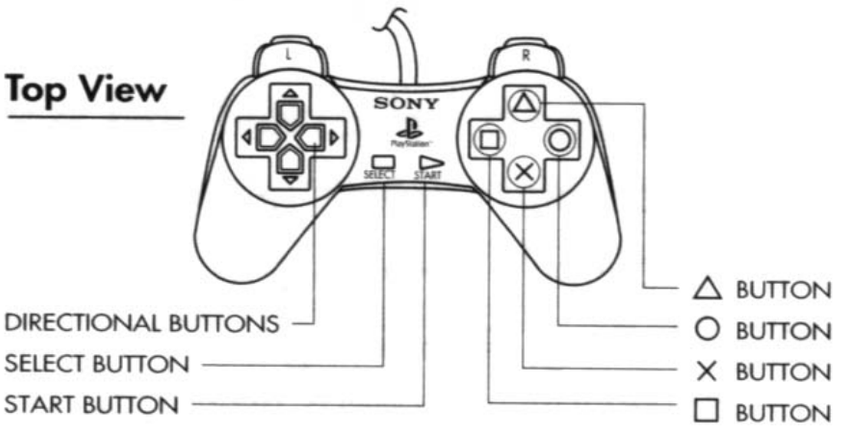
GAME CONTROLS

Controller

Front View



Top View



BUTTON(S)	WHAT IT DOES FOR YOU
Basic Manoeuvres	
Directional button	Gives you cursor and map movement.
X button	Affirms an action. Use this button to select units, structures, etc.
○ button	Negates an action. Use this button to deselect units, structures, etc.
△ button	Goes to and opens sidebar. Remembers last cursor location on sidebar.
□ button	Cycles through special cursors (Repair, Sell, Guard).
Creating Teams	
After selecting units...	
L2 + □ button	Creates "Team □"
L2 + △ button	Creates "Team △"
L2 + ○ button	Creates "Team ○"

GAME CONTROLS

BUTTON(S)	WHAT IT DOES FOR YOU
Moving Teams	
L1 + □ button	Selects and goes to team "□"
L1 + △ button	Selects and goes to team "△"
L1 + ○ button	Selects and goes to team "○"
Building, Selling, Repairing	
R1 button	Speeds up cursor.
R1 + ○ button	Rebuilds the last object you built.
△ button	Opens and closes sidebar.
R1 + △ button	Opens the sidebar permanently on screen; Use △ button to switch between the play area and the sidebar. The same buttons can be used to close the sidebar.
R1 + R2 button	Guard area
R1 + L1 button	Force fire
R1 + L2 button	Force move
R2 button	(With units selected) scatters units.
START button	Pauses the game and brings up Options Menu.
REPAIR Cursor	Repairs a Structure.
SELL Cursor	Sells a Structure.
GUARD Cursor	(After selecting guarding units) guards area or unit selected.

Starting the Game

Choosing Your Side: GDI or the Brotherhood of Nod

You can play one of two sides—GDI (the Global Defence Initiative peacekeeping force) or the Brotherhood of Nod, a secretive terrorist organisation that has remained hidden for centuries... until now. Choose whatever side you want to ally with by inserting that particular CD-ROM.

If you choose the Brotherhood disc, you will fight against GDI. If you choose GDI, you will fight against the Brotherhood. Each side has its own characteristics and style of playing, as well as radically different units, buildings, and tactics.



Title Screen menu

Title Screen Menu

When you start the game, you'll be treated to C&C's spectacular introduction. After that, you'll taken directly to the Title Screen menu:

SPECIAL OPS

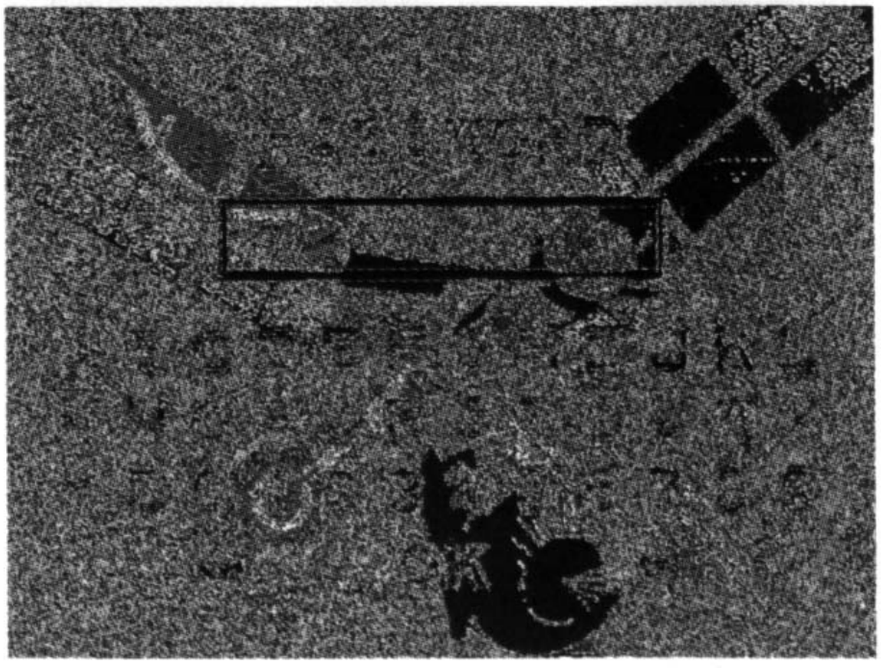
Select this option using the X button. Once selected, you will be taken into missions created specifically for the PlayStation™. It is recommended that you select NEW GAME until you are very familiar with Command & Conquer™, as the Special Ops missions can be very difficult.

NEW GAME

To start a new game, choose this option. You'll go straight to the mission briefing for the first mission.

ENTER PASSWORD

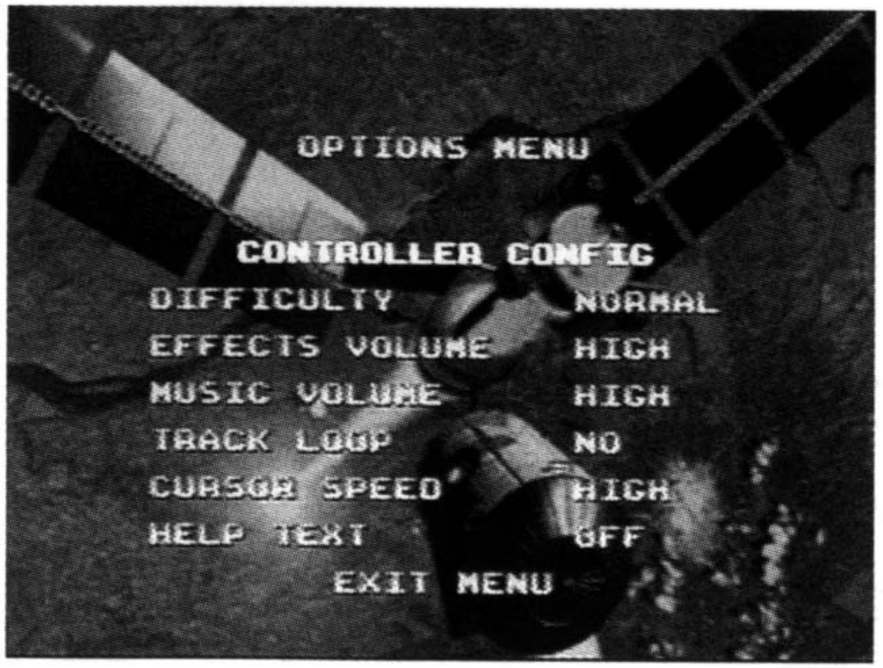
This screen allows you to enter a password and continue at the beginning of a level that you have the password for. A password is available at the beginning of every mission in the INGAME OPTIONS.



Enter Password screen

OPTIONS

Selecting this option, by pressing the X button, will allow you to access the options below. To change an option, use the up and down Directional buttons to move the selection box to the option you wish to change. Next use the left and right Directional buttons to change the option.



Options menu

Controller Config.

Selecting this option displays a picture of the Controller along with the functions of the buttons. From here you can cycle through the four different configurations.

Effects Volume

This option allows you to adjust the volume level for the sound effects in the game.

Music Volume

This option allows you to adjust the volume level of the music in the game.

Track Loop
Setting this option to "YES" will cause the ingame music to loop.

Cursor speed
This option controls the speed at which the cursor moves. This also affects the rate at which you can scroll around the screen.

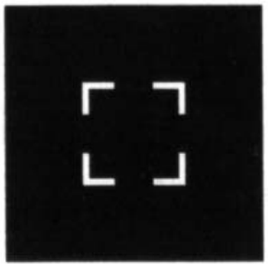
Help Text
This option turns the "Explainer Text" on and off. With this option on, placing the cursor over items in the game will bring up a brief description of the item.

Exit Menu
Selecting this returns you to the previous menu.

Playing the Game

Scrolling Around

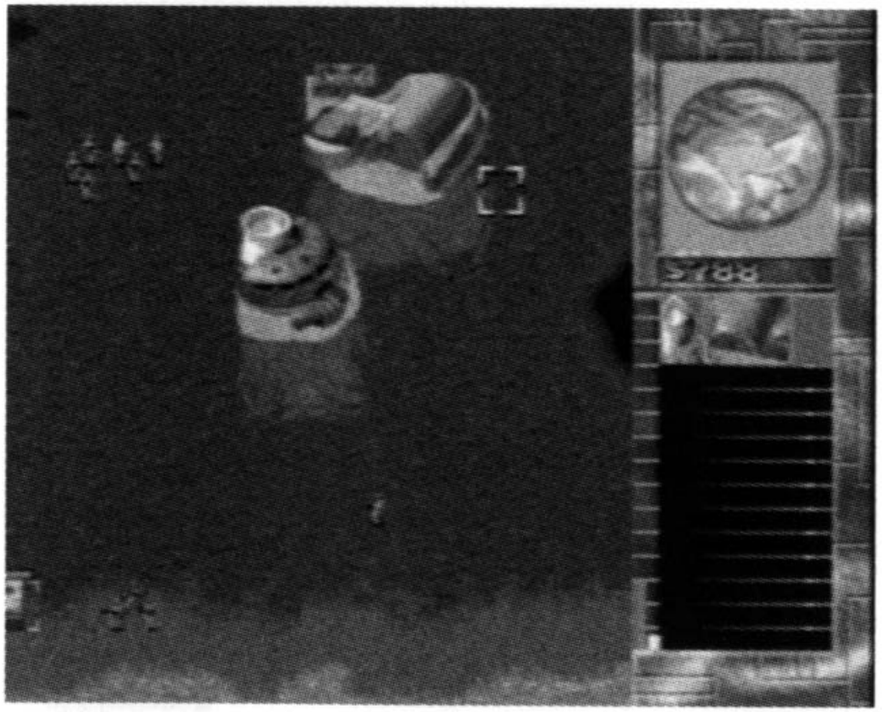
To scroll the main viewing window around the battlefield, move the cursor using the Directional buttons.



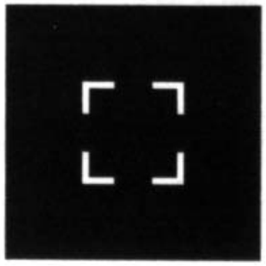
Ordering Your Troops Around

To get your troops to act, press the X button when the cursor is on top of a unit. A bracket will appear around the selected unit and the unit's health will be displayed above the unit. Move the cursor to the location on the game map where you want the unit to go. If the cursor is over a potential target, it will change to the targeting cursor. Pressing the X button here will cause the unit to attack the target. Otherwise, it will move the unit to that location, unless it is impassible (i.e. a cliff or trees).

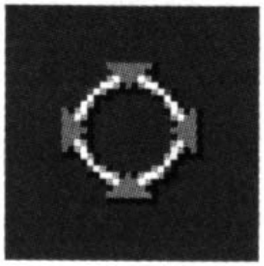
To cancel out of this mode (or any mode), press the ○ button and the unit will be deselected.



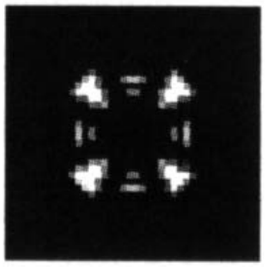
Main Game screen



Selection cursor



Targeting cursor

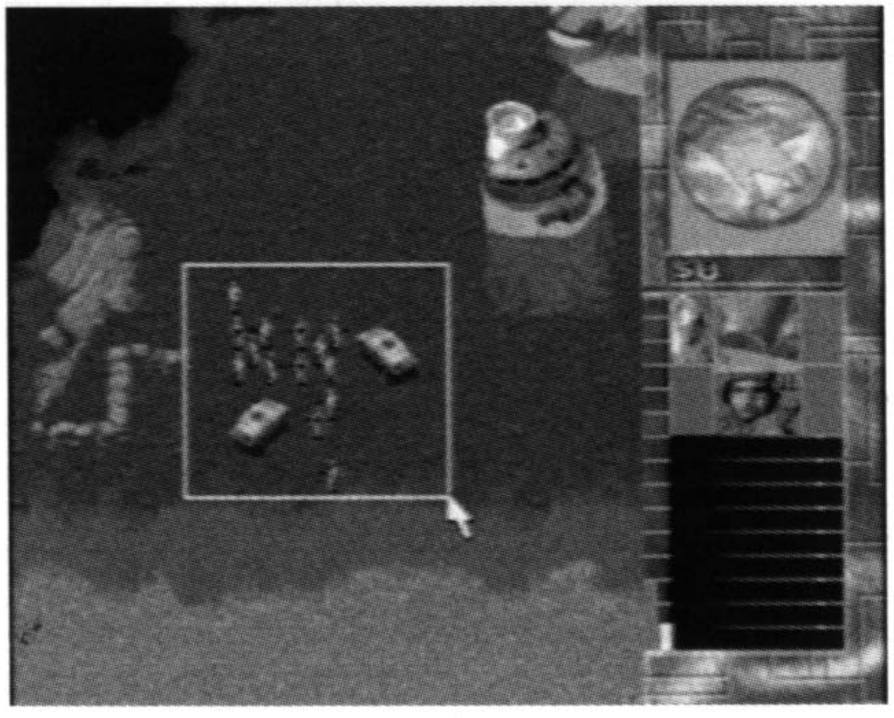


Movement cursor

How to Select a Group of Units

To save time, you can combine your troops into groups. Press and hold the X button, then move the cursor to include all the troops you want selected. A white box outline indicates

the range of this selection. Release the X button, and all the units within the white box will be selected. You can give that group an order the same way you'd give a single unit an order.



Selecting many units at once

Sidebar

From the Main Game screen, the Sidebar may be opened by pressing the △ button. R1 + △ button opens the Sidebar permanently on screen; use the △ button to switch between the play area and the Sidebar.

You can build units and buildings by positioning your cursor on the corresponding icons in the Sidebar and pressing the X button. The Sidebar will also show you a radar map of the area (if you have radar stations) and also tell you how much power your base is producing versus how much it needs. Press the R1 button to switch radar map zoom level.



Sidebar open

Credit Indicator

Between the radar and the Sidebar icons is the amount of credits you may spend. This indicator keeps track of the amount of money you have available to build structures and units. Your total credits will decrease as you build or repair units and structures. Credits will increase when a building is sold or when a Harvester unloads Tiberium at a Refinery.

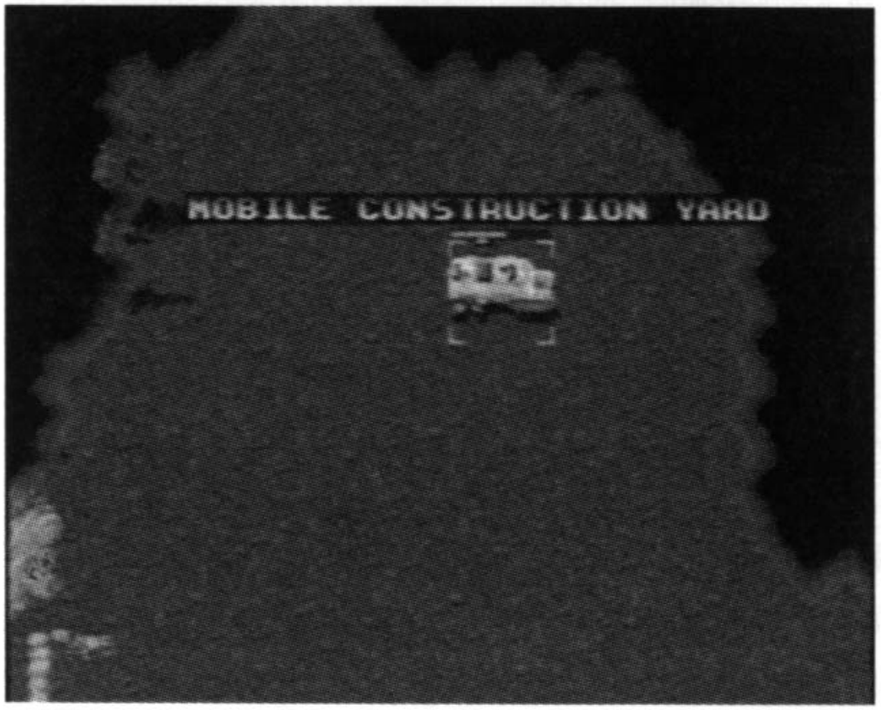
Production and Non-Production Missions

There are two types of missions: production and non-production. In production missions, you are given either a construction site or a Mobile Construction Vehicle (MCV).

In non-production missions, you must finish the mission with units you begin with. (This may sometimes lead to production situations. For instance, if you begin with an Engineer unit and manage to capture an enemy production structure, then the mission type may change.)

Building Things

Critical to the success of many missions is constructing your own field base, and constantly maintaining and defending this base during combat. A strong base is often necessary to win.



Deploying your MCV

To begin building your base, you need a Construction Yard. Unless the Yard is set up when the mission begins, you'll have to deploy the Mobile Construction Vehicle (MCV).

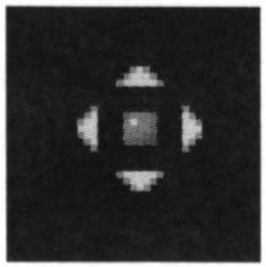


Construction Yard complete

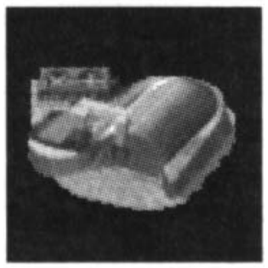
Move the cursor to the MCV to select it, then move it to where you want the Construction Yard to be placed. If you try to deploy the MCV where there isn't enough room, the deploy cursor will not appear. If there is enough room, press the X button to deploy the MCV, and it will turn into a Construction Yard.



MCV



Deploy cursor



Construction Yard

In the upper portion of the Sidebar, you will see the symbol of your side (GDI or Nod). Later, this area becomes a radar display when you've built a Radar Facility and have enough power to support it.



Underneath the money indicator are up to five rows of icons. The top row displays which structures your Construction Yard can build; the second row displays the infantry you can create, the third row shows vehicles, the fourth row shows aircraft and the fifth row shows special weapons.

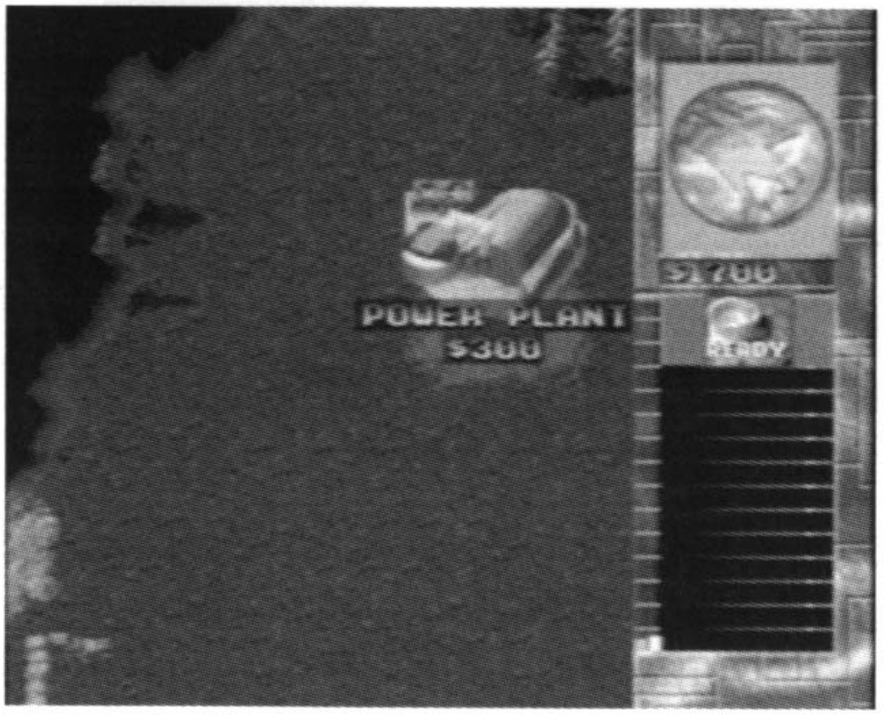
Use the left and right Directional buttons to choose different items on a particular row. Use the up and down Directional buttons to move between rows.



Choosing a structure in the Sidebar

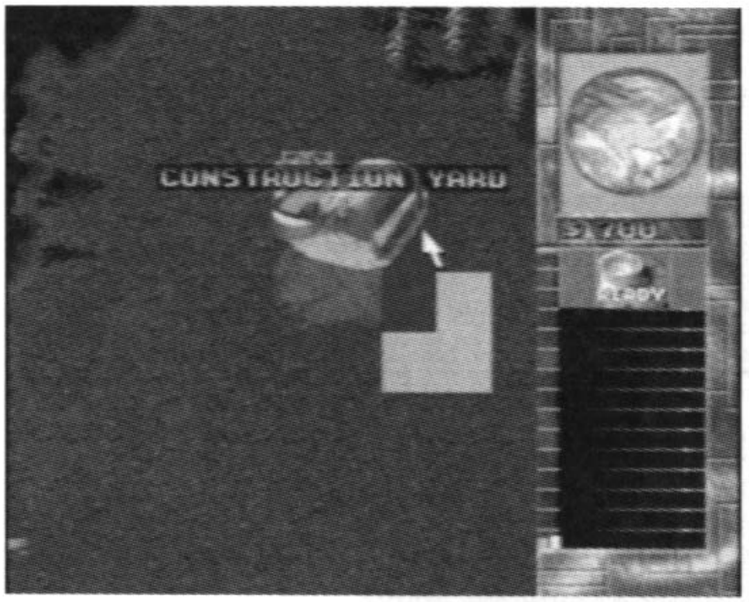
To build a structure or unit, move the cursor to the appropriate icon in the Sidebar, then press the X button. Construction will take a period of time, as indicated by the greyed-out effect over the icon. Cost for construction and/or purchasing will be automatically deducted from your available credits. Only one item from a given row can be built

at any one time. When the Help Text feature is turned on, if you move the cursor over the icon (without pressing the X button), you'll see the icon's name and how much it would cost you to build, buy, or train it.



Ready to place

Once construction is completed, the word READY will appear on top of the icon in the Sidebar.To place the structure, first press the X button when the cursor button is on top of it. Press the X button, and the cursor will turn into a placement grid on the battlefield. The grid gives you an idea of how large the building will be on the field. Move the grid (using the Directional buttons) to where you want the building placed. The grid should be entirely white. Any red in the grid indicates that the placement area is blocked, and you will not be able to deploy the building. Once you've found a suitable location, press the X button again and the building will be placed where you indicated. Your new building must be adjacent to one of your existing structures or the entire placement grid will be red.

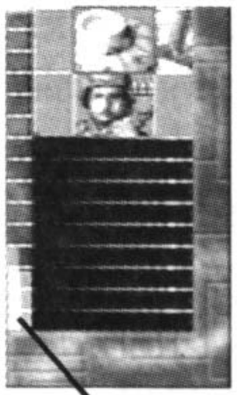


Area blocked



Area clear!

While there is a grid on the field, you will not be able to build anything else. You'll have to either place the building or cancel its placement. To cancel, press the ○ button while the placement grid is still up. The grid will disappear, and READY will appear on the building icon (in the Sidebar) again. Pressing the ○ button again on the icon in the Sidebar will cancel the building and refund your credits.



Low power

Power

To the left of the construction icons is your power bar—keep an eye on it! Every building that you place requires power to run. Being aware of how much power you have and how much power you are using is very important.

The white "threshold" bar shows how much power your base (and all its structures) needs to function optimally, while the vertical power production bar shows how much power your base is producing. If the vertical

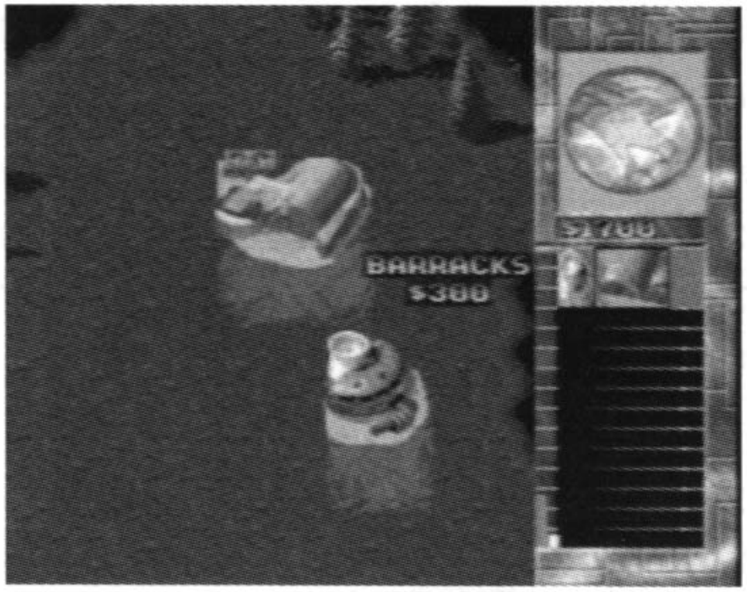
bar is yellow or red, your base doesn't have enough power! If it's green, your base has enough power to run all the structures you have built.

Lack of full power will cause construction to go slower, and will also shut down radar (if it was built), as well as deactivating some of the high-tech base defenses available in the game. Power plants are good targets to go after if the enemy has defenses that are tough to destroy. Without power, the enemy is denied information, quick response time, and base defence.

The output of any power plant depends on how well they are functioning. Make sure to keep all of your power plants fully repaired, or you may find yourself losing power at an inopportune moment. Build an extra power plant or two to be safe.

Creating Additional Units

If you have a Construction Yard and enough credits, build a Power Plant and then build the Barracks or Hand of Nod, which will allow you to train infantry. At first, the type of troops you can train will be limited. As you win missions you'll receive new technologies and upgrades. Once you do this, new troops with unique abilities will become available.



Ready to build barracks



Barracks built



With barracks built, now you can train infantry

As the game progresses and you build up your base, you'll have a chance to construct a Weapons Factory or an Airfield. With these, you can acquire new and more powerful units like Hum-vees, Attack Cycles, Dune Buggies, and eventually, Tanks. Keep in mind that all the units and buildings mentioned above won't be available for both sides.

Tiberium and Harvesting

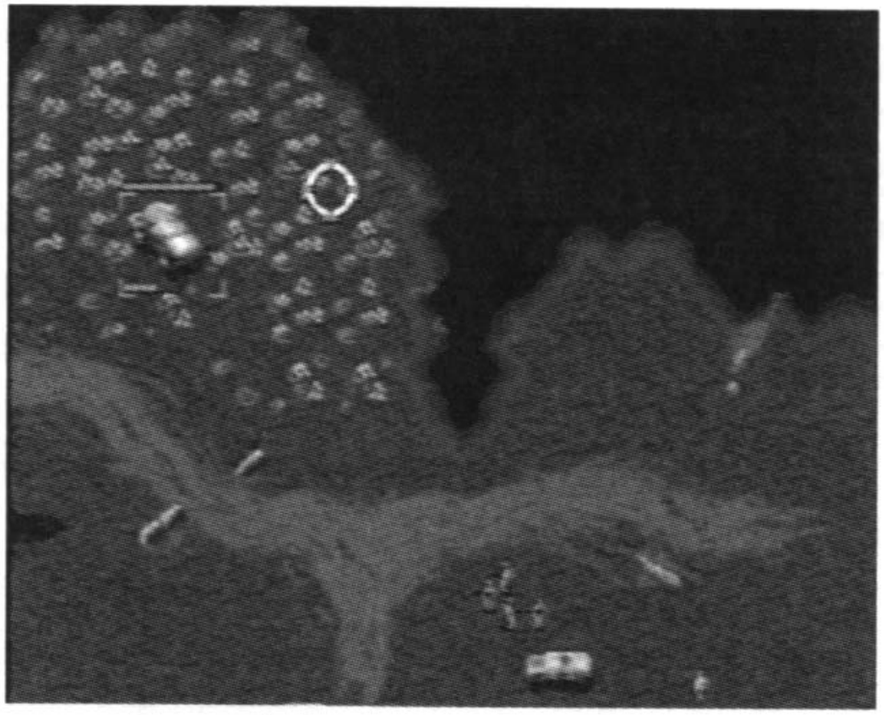
In order to make money, you need to harvest Tiberium. To harvest Tiberium, you need to build a Refinery and a Harvester. Every Refinery that you build comes with a Harvester, and you can build extra ones if you want to collect Tiberium faster. Once construction of the Refinery is complete, place the Refinery in a clearing. The closer the Refinery is to Tiberium, the faster you will make additional credits.

When the Refinery is built, a Harvester will appear with it. The Harvester will move to the nearest patch of Tiberium visible on your map, and proceed to harvest it. The Harvester will try to remember where it was collecting from, and after dumping all of the collected Tiberium into the Refinery, it will attempt to return to the Tiberium patch and continue harvesting from it. This process is automatic, but can be interrupted by you at any time by redirecting the Harvester to another location or by any obstacles which get in the way.



Selecting your Harvester

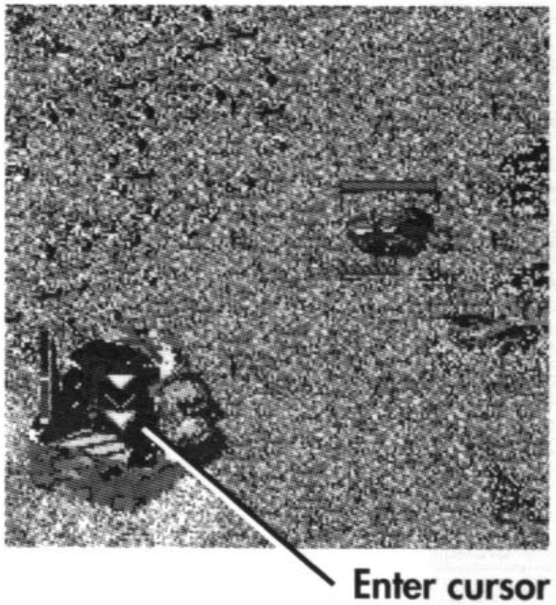
If there is no visible Tiberium around when you place your Refinery, the Harvester will appear, but will not move. Take one of your other units and scout around your base until you find some Tiberium. Once you find some, select the Harvester by pressing the X button, then moving the cursor over the Tiberium. You will see it change to an Attack cursor. Since the Harvester doesn't have a weapon, this cursor tells it to start harvesting. Press the X button again, and the Harvester will proceed to the Tiberium and begin to harvest it. The automatic harvesting process will be started.



Telling your Harvester where to harvest



Automatic harvesting has begun



You can force the Harvester to return to the Refinery early by selecting the Harvester, then moving your cursor over the Refinery until it changes into the Enter cursor. Press the X button when the Enter cursor is on the Refinery. If the Enter cursor does not appear, this means there is a Harvester already on its way back to this particular Refinery. Press the X button when the cursor button is on top of another Refinery or wait until the returning Harvester has delivered its Tiberium.

NOTE: If you move the Harvester somewhere, and do not tell it to collect Tiberium, it won't. When it reaches its destination, it will stop there until you order it to move again. The automatic collection only happens when you have a Refinery, a Harvester and Tiberium in sight.

KEEP AN EYE ON YOUR HARVESTER! There is nothing worse than not watching your Harvester, only to have it wander into enemy territory in order to collect Tiberium. It is the weakest link in your financial operations—remember to protect it with additional units to keep it safe!

Managing Your Money

Always be sure that your base has enough storage space for excess Tiberium. Your Refinery can only hold 1000 credits worth of Tiberium, but a Silo can hold up to 1500 credits worth. If you don't have enough storage space, any new credits that are brought in by your Harvester will be lost!

Loading Units Into Transports

Some units are capable of carrying infantry. These are the APC and the chinook, each of which can carry five infantry. To load infantry into these units, press the X button when cursor button is on top of a group (or the individual you wish to load) and then move the cursor over the APC or chinook. This should give you the Enter cursor. Press the X button again on the APC or chinook, and the troops will move to, then enter the unit. To deploy these troops, move the cursor over the unit (this should give you a Deploy cursor). Press the X button on the unit and your troops will leave the unit, ready for fighting.



Capturing Enemy Buildings

As the game advances, a special infantry unit, the Engineer, will become available. Engineers are unarmed, but they allow you to capture enemy buildings. To do this, move your cursor to the Engineer, press the X button, and place the cursor over an enemy building. If it is one you can take, you will see an Enter cursor. Some buildings cannot be captured. Press the X button if you want the Engineer to try and capture the building. If you are successful, the colour of the building you targeted will change to the colour of your side.

This building is now part of your base. You can build base structures around it, or sell it, or just leave it there, denying your enemy of its use. Depending on the structure you captured, you may be able to build some units or structures that are normally unavailable to you! Your enemy may attempt to re-take the building, so if you don't plan on attacking from within, sell it or be prepared to defend it!



Repairing Structures

Repair damaged buildings to keep them operating at full efficiency. Press the □ button until you see the Wrench cursor. Move the Wrench to the building you want repaired and press the X button. Repair will begin immediately, indicated by a large, blinking wrench. The cost of repair will be deducted from your account automatically. Several buildings can be repaired at once by starting the spinning wrench on them. If you wish to stop the repair process, press the X button a second time on the structure in question. If you run out of credits while repairing, the repair process will cease. To cancel out of Repair mode, press the ○ button.



Selling Structures

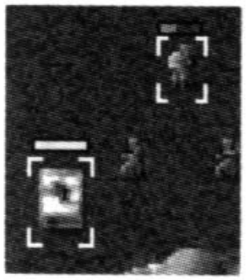
To sell a building, press the □ button until the cursor turns into a $ sign. Press the X button on the building you want to sell. It will deconstruct, and you'll be credited half of the structure's original cost. To cancel out of Sell mode, press the ○ button.

BE CAREFUL! As long as the cursor is in $ mode, any building you press the X button on will be deconstructed and sold!



Guarding Units

To guard a unit (e.g. your Harvester) with another unit (or units—e.g. a group of Tanks), first select the units you wish to guard with; next, press the □ button until the cursor turns into the Guard cursor "shield" and then press the X button on the unit you wish to guard. The guarding units will follow the guarded unit and defend it against nearby threats. To cancel out of Guard mode, press the ○ button.



Check-Up

To check the health status of a unit or structure, select it by pressing the X button on it when the cursor is in Select mode (press the ○ button to deselect). As long as the bar is green, it's healthy. As the bar shrinks and turns red, it's closer to being destroyed. This will affect the speed of the unit. In later missions, vehicles can be repaired if you build a repair facility and send them to it.

Some units (APCs, Harvesters, Orcas, Apaches) have a carrying capacity or a limited ammo supply, indicated by a series of tiny boxes in the lower left corner of the unit (when selected). This will tell you at a glance how much your unit is carrying. When all the boxes are full, so is the unit.

Options in the Game

Choosing the Options mode will stop all the action on the field while you adjust your game controls. To access the Options Menu, press the START button.



Game Options Menu

GAME CONTROLS

Cursor speed

This option controls the speed at which the cursor moves. This also effects the rate at which you can scroll around the screen.

Help Text

This option turns the "Explainer Text" on and off. With this option on, placing the cursor over items in the game will bring up a brief description of the item.

Main Menu

This option returns you to the Game Options screen.

SOUND CONTROLS

Effects Volume

This option allows you to adjust the volume level for the sound effects in the game.

Music Volume
This option allows you to adjust the volume level of the music in the game.

Music Track
Using the left and right Directional buttons, you can select any of the fourteen different songs available.

Track Loop
Setting this option to "YES" will loop whichever song is currently playing. If no song is currently playing, it will loop the first song to play when you go into a mission.

Main Menu
This option returns you to the Game Options screen.

MISSION BRIEFING
This option restates the main objectives for the current mission.

Main Menu
This option returns you to the Game Options screen.

RESTATE PASSWORD
This screen displays the password for the current level.



Restate Password Screen

RESTART MISSION
Selecting this option completely restarts the mission from the beginning.

ABORT MISSION
Press the X button when the cursor is on top of Abort Mission if you decide you don't like how things are going and want to escape to the Title Screen. A confirmation window will come up, just to make sure.

RETURN TO MISSION
Selecting this option will return you to the mission that is currently in progress.