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This product has been rated by the Entertainment Software Rating Board. For information about the ESRB rating please visit www.esrb.org.

CHECK OUT EA ONLINE AT WWW.EA.COM.

INSTALLING THE GAME

NOTE: For system requirements, see www.commandandconquer.com.

To install *Command & Conquer™ 3: Kane's Wrath*:

1. Close all open programs and background tasks, including virus scanners (see *Performance Tips* on p. 37 for more info).

2. Insert *Command & Conquer 3: Kane's Wrath Disc* into your DVD-ROM drive. The Autorun menu appears.

NOTE: If the Autorun menu does not automatically appear, click the **Start** button from the Windows Taskbar and select **Run…**. Type **D:\autorun.exe** in the Run dialog box, then click OK (substitute the correct letter of your DVD-ROM drive if other than 'D:').

3. Click the INSTALL button on the Autorun menu, then follow the on-screen instructions to complete the installation.

STARTING THE GAME

To start *Command & Conquer 3: Kane's Wrath* (with disc already in drive):

1. Close all open programs and background tasks, including virus scanners (see *Performance Tips* on p. 37 for more info).

2. In Windows XP, click the **Start** button from the Windows Taskbar and select **All Programs** (or **Programs**) **> Command & Conquer 3: Kane's Wrath > Command & Conquer 3: Kane's Wrath**.

    In Windows Vista, click the Start button from the Windows Taskbar and click **Games** (or **Programs > Games > Games Explorer**) to launch the Games Explorer. Double-click the *Command & Conquer 3: Kane's Wrath* icon to start the game.

COMPLETE CONTROLS

Memorize the following commands in order to give yourself a competitive edge in *Command & Conquer 3: Kane's Wrath*. You can customize most of the following controls by accessing the Hot Keys tab of the Settings menu.

NOTE: All instances of "click" and "double-click" refer to the left mouse button unless otherwise specified.

SELECTION COMMANDS

ACTION	KEYBOARD/MOUSE
Select a unit	Click
Add a unit to selection	**SHIFT** + click
Select a group of units	Click and drag a box around the desired units
Select all combat units on the map	**Q**
Select all on-screen units of a certain type	**W** or double-click unit
Select all units of a given type on the map	Click unit and double-tap **W**
Define selected units as a group	**CONTROL** + **0 – 9**
Select numbered group	**0 – 9**
Select and jump to numbered group	Double-tap **0 – 9**
Place rally point	**CONTROL** + **R**
Jump to last Mini Map event	**SPACEBAR**
Select next Harvester	**N**
Show all Health Bars	**CONTROL** + **~**
Fast forward mode (during replays only)	**>**

MOVE AND ATTACK COMMANDS (WITH UNITS SELECTED)

Move units or attack targets	Right-click
Attack move	**A** + right-click
Assault move	**F** + right-click
Reverse move	**D** + right-click
Force move	**G** + right-click
Formation move	Hold both mouse buttons
Stop units	**S**
Force attack	**V** + right-click
Scatter	**CONTROL** + **X**
Planning mode	**CONTROL** + **Z**
Waypoint mode	**ALT**
Aggressive stance	**ALT** + **A**
Guard stance	**ALT** + **S**
Hold Ground stance	**ALT** + **D**
Hold Fire stance	**ALT** + **F**

PRODUCTION AND SIDEBAR COMMANDS

ACTION	KEYBOARD/MOUSE
Toggle Objectives menu	**O**
Intel Database	**I**
Sell mode	**Z**
Power mode	**X**
Repair mode	**C**
Contextual tab	**~**
Structure tab	**E**
Support structure tab	**R**
Infantry tab	**T**
Vehicle tab	**Y**
Aircraft tab	**U**
Next subtab/Previous subtab	**TAB**/**CONTROL** + **TAB**
Sidebar slot 1-10	**F1 – F10**
Unit ability buttons	**CONTROL** + **A/S/D/F**
Support powers	**CONTROL** + **F1 – F8**

SCREEN AND CAMERA CONTROLS

ACTION	KEYBOARD/MOUSE
Open Pause menu	**ESC**
Scroll the screen	Arrow keys, or move the mouse to the edge of the screen
Rapid scroll	Right-click and drag mouse
Jump to primary base	**H**
Set camera bookmark 1	**CONTROL** + **J**
Set camera bookmark 2	**CONTROL** + **K**
Set camera bookmark 3	**CONTROL** + **L**
Set camera bookmark 4	**CONTROL** + **;**
Go to bookmark 1	**J**
Go to bookmark 2	**K**
Go to bookmark 3	**L**
Go to bookmark 4	**;**
Rotate camera left/right	Numeric keypad **4/6**, or hold and drag the middle mouse wheel and drag mouse left/right
Zoom camera in/out	Numeric keypad **8/2**, or hold and drag the middle mouse wheel and drag mouse up/down
Reset camera to default position	Numeric keypad **5** or double-click middle mouse wheel
Toggle interface graphics	**F9**
Capture screenshot	**F12**

MULTIPLAYER CONTROLS

ACTION	KEYBOARD/MOUSE
Toggle voice chat	**CONTROL + V**
Voice chat	**V**
Chat with allies	**BACKSPACE**
Chat with everyone	**ENTER**
Place beacon	**B**

GLOBAL CONQUEST CONTROLS

ACTION	KEYBOARD/MOUSE
Next Phase	**SPACEBAR**

MAIN MENU

Begin a single-player or multiplayer game, adjust settings, review the Intel Database, and more. For more information on these modes, refer to the *Command & Conquer 3 Tiberium Wars™* manual.

CAMPAIGN	Start or continue a campaign as The Brotherhood of Nod campaign.
SKIRMISH	Set up a single match with up to seven AI-controlled opponents.
GLOBAL CONQUEST	Play a turn-based game against two AI-controlled opponents over a strategic world map.
MULTIPLAYER	Play with up to seven opponents via a network or online connection.
PROFILES	Manage player profiles, view the Intel Database, or watch unlocked Campaign movies.
OPTIONS	View the credits, or adjust any of the following settings: Graphics, Audio, Hot Keys, Network, and General.
QUIT	Exit the game.

TO ACCESS ONLINE FEATURES, YOU MUST REGISTER THIS GAME WITH THE ENCLOSED SINGLE USER REGISTRATION CODE. ONLY ONE USER MAY REGISTER THIS GAME. INTERNET CONNECTION REQUIRED. EA TERMS & CONDITIONS AND FEATURE UPDATES CAN BE FOUND AT www.ea.com. YOU MUST BE 13+ TO REGISTER WITH EA ONLINE. EA MAY RETIRE ONLINE FEATURES AFTER 30 DAYS NOTICE POSTED ON www.ea.com.

SETTINGS

For more information on all the Settings options, refer to the *Command & Conquer 3 Tiberium Wars* manual.

CAMPAIGN

In the aftermath of the Second Tiberium War, the Brotherhood of Nod lies in ruins. Kane, the cult's messianic leader, is presumed dead and the surviving members have split into warring splinter factions, leaving the Global Defense Initiative dominant over the Tiberium-ravaged earth.

Unbeknownst to anyone, Kane is far from dead. Horrifically injured and seething with anger, he bides his time in a bunker deep beneath the earth's scarred crust, preparing for his final, most desperate gambit.

➤ To begin a Campaign, select CAMPAIGN then NEW CAMPAIGN from the Main menu.

➤ You may review your Campaign progress at any time by selecting CAMPAIGN then SELECT MISSION from the Main menu. From here, you may replay missions or continue your campaign by selecting the mission title, and clicking PLAY. You may also change the difficulty of a mission by using the slider after selecting the mission's title.

CAST OF CHARACTERS

During the course of the campaign in *Command & Conquer 3: Kane's Wrath,* you'll encounter several elite members and artifacts from The Brotherhood of Nod.

Kane
Played by Joe Kucan

The charismatic, Machiavellian leader of the Brotherhood of Nod, Kane has been neither seen nor heard from since the close of the Second Tiberium War. Most believe him to be dead. Most, but not all.

Brother Marcion
Played by Carl Lumbly

Once the leader of the Brotherhood's religious wing, Marcion grew disillusioned with the Brotherhood and Kane as the Second Tiberium War drew to a close. Within a year of his break with Nod, Marcion had organized his followers into a disciplined theocratic army—the 'new' Black Hand.

Alexa Kovacs
Played by Natasha Henstridge

Rising quickly through the ranks of Nod Intelligence, Alexa developed a reputation for coldness, reserve, and religious dogmatism that segregated her from her peers—and drew the attention of Kane himself.
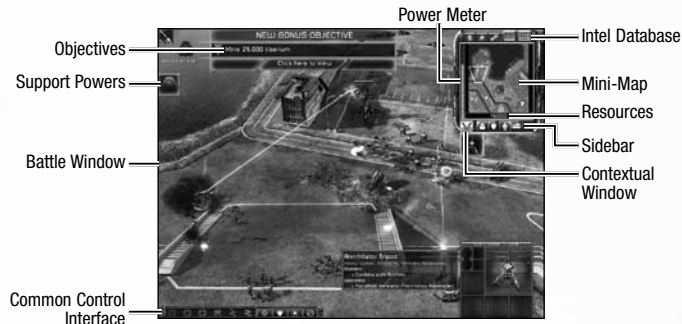
CABAL

CABAL, or Computer Assisted Biologically Augmented Lifeform, was a tactically brilliant combat intelligence developed by Kane to defeat GDI in the Second Tiberium War. After Kane's death, CABAL declared war on humanity, his cyborg armies wreaking havoc across the Tiberium-scarred earth.
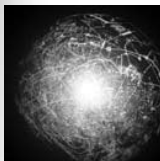
The Tacitus

An artifact of unknown age and alien origin, long sought after by Kane. The Nod leader briefly managed to acquire the device during the Second Tiberium War, only to have it recaptured by GDI. The Tacitus has since remained safe in GDI's fortified Cheyenne Mountain complex.

GAME SCREEN

Objectives · Support Powers · Battle Window · Common Control Interface · Power Meter · Intel Database · Mini-Map · Resources · Sidebar · Contextual Window

BATTLE WINDOW

In the Battle Window you can build and place structures, order your units to move and attack, use special powers, and much more. The Battle Window displays only part of the overall map at any time.

NOTE: During Campaign missions, waypoint markers always appear on-screen to guide you toward objectives.

➤ To scroll the Battle Window, move the mouse to the edge of the screen in the direction that you want to move. The Battle Window begins to scroll. To stop moving, move the mouse towards the center of the screen. You can also scroll the Battle Window by using the arrow keys.

➤ To scroll more quickly, hold down the right mouse button while moving the mouse.

Mouse wheel camera controls: To zoom your view in or out using your mouse wheel, roll the mouse wheel forward or backward. To rotate the camera, hold the wheel down and move the mouse. To return the camera to the default view, double-click the mouse wheel.

THE FOG OF WAR

Each unit has a range of vision, so what you see in the Battle Window is the sum of all that your units can see. Areas of the map beyond this range are covered by a semi-transparent mist, called the **Fog of War**. This mist hides enemy units and structures and reveals only terrain and civilian buildings. The Fog of War is only removed when your units return to the area.

In some Campaign missions, an additional layer—a black **Shroud**—covers unexplored terrain. As you explore the map you slowly peel back the shroud to reveal the terrain, structures, and units beneath it. Once the shroud is peeled back, it is gone permanently. However, anything past your units' range of vision is still cloaked in the Fog of War. As in standard Campaign missions, the Fog of War is removed when you are once again within range.

CAMERA BOOKMARKS

Camera bookmarks allow you to mark locations on the map and instantly jump to them with a single press of a key.

➤ To set a camera bookmark, press **CONTROL** + **F1** – **F8**.

➤ To jump to a defined camera bookmark, press **F1** – **F8**.

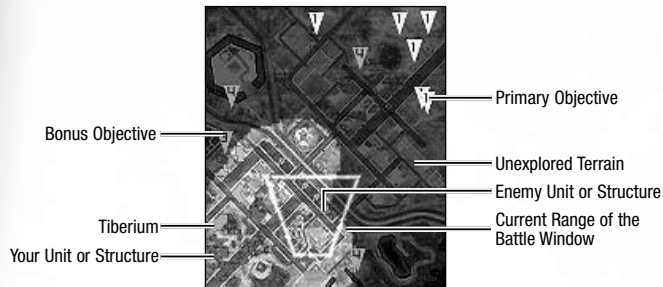➤ To jump to your Construction Yard or Drone Platform, press **H**.

SIDEBAR

Use the Sidebar to manage your base and your forces. Regardless of where you are and what you see in the Battle Window, you can always build new units and structures in the Sidebar. You need not view your base each time you want to initiate production.

➤ The Sidebar includes a **Contextual Window** that provides information on any selected units, structures, and more. To learn more about anything in the Sidebar, hover your mouse cursor over its icon.

➤ During Campaign missions, icons to open your primary and bonus objectives and your Intel Database also appear in the Sidebar.

RADAR MINI-MAP

The Sidebar includes your battlefield radar, also known as the mini-map. Keep an eye on your radar, as it often reveals enemy troop movements before you spot them in the Battle Window. Beware, however: In certain circumstances, your radar may be disabled. Left-clicking the active Mini-Map jumps the battle window to that location.

Primary Objective

Bonus Objective

Unexplored Terrain

Enemy Unit or Structure

Current Range of the Battle Window

Tiberium

Your Unit or Structure

OBJECTIVES (CAMPAIGN ONLY)

To review your mission goals, click the Objectives icon. You must complete all of your primary objectives in order to complete a mission. (Note that your primary objectives may change during the course of battle.) Completing bonus objectives is optional but grants you additional resources or other rewards.

TIP: When all primary objectives are completed, the mission automatically ends in victory. If you plan on completing bonus objectives, be sure to do so with at least one primary objective remaining.

INTEL DATABASE (CAMPAIGN ONLY)

The Intel Database is a valuable reference tool that hosts a wide variety of information about your fighting forces as well as any secret info you happen upon over the course of your Campaign.

➤ To access the Intel Database during gameplay, click the Intel Database icon in the upper-right corner of the screen.

➤ To access the Intel Database from the Main menu, select PROFILES, then click INTEL DATABASE.

COMMON CONTROL INTERFACE

Located along the bottom of the Battle Window, the Common Control Interface lets you set unit behavior and combat tactics. While there are keyboard shortcuts for all of these options, the Common Control Interface lets you easily access them with a mouse click.

GAMEPLAY BASICS

To get a complete understanding of all the basic gameplay in *Command & Conquer 3: Kane's Wrath*, from building structures to powering your base, refer to the *Command & Conquer 3 Tiberium Wars* manual.

INTERMEDIATE TACTICS

Once you've mastered the basics of *Command & Conquer 3: Kane's Wrath*, make sure you familiarize yourself with other necessary tactics by referring to the *Command & Conquer 3 Tiberium Wars* manual.

CORE FACTIONS

GDI

GDI forces have one mission: to save the world from the spread of Tiberium. Their aim is to abolish The Brotherhood of Nod terrorist organization and reverse the effects of Tiberium on the ecosystem so that the world can return to a sustainable level of habitability.

Resourceful, organized, and heavily armed, GDI forces are direct and dependable. The GDI does sometimes need to cut through bureaucratic red tape to get things done, but once it gets up to speed, it is virtually unstoppable.

In general, GDI forces prefer to stick with the tried-and-true over new-but-questionable technologies. However, GDI is a resourceful organization built to withstand punishment and respond well to unexpected emergencies.

THE BROTHERHOOD OF THE NOD

Followers of The Brotherhood of Nod do not consider themselves part of any army so much as part of a religion. They believe their leader Kane to be on the forefront of a movement to elevate the human race. Their loyalty to Kane is thought to be absolute and their convictions, unshakable. They are willing to sacrifice everything to bring victory to the Brotherhood.

Nod's forces are an unusual combination of poorly-equipped third-world militias with highly-trained mercenaries armed with exotic weaponry. Nod's ethos is a guerilla warfare approach on the battlefield. They like to move quickly to attack and then escape without a trace. Their mixture of high-end and low-tech military gear can be exceptionally lethal, but also unpredictable.

SCRIN

Proof that humankind was not alone in the universe came suddenly when the Scrin appeared on Earth and commenced their attack. They seem to thrive in Tiberium and, unlike us, appear to actually be healed, not harmed, by the substance.

The Scrin's numbers are unknown and their technology seems to be far superior to ours. Most interestingly, their technology seems to have afforded them a level of resiliency to our foreign environment. Humanity has little intel on their motives, but, unless proven otherwise, they will be treated as a serious threat.

NEW FACTIONS

STEEL TALONS

This elite, unconventional combat battalion quickly rose to prominence in the splinter faction skirmishes that followed Nod's implosion, becoming known for both their ruthless efficiency on the battlefield and for the shroud of secrecy they maintained at all other times.

Willing to accept substantial technological uncertainty in exchange for even a temporary firepower advantage, the Steel Talons endorse a flexible force doctrine in order to ensure that their soldiers can, with appropriate investment, outgun any foe.

ZOCOM

Most soldiers cannot endure significant Tiberium exposure for more than a few weeks at a time without risking serious physical and psychological damage. There are exceptions, however: men and women who find the experience of living and fighting in a near alien environment to be an enervating, engaging experience. These individuals quickly find themselves assigned to ZOCOM, and few, if any, would be happy anywhere else. ZOCOM soldiers are hardy, battle-hardened veterans, capable of bunkering down and withstanding even the most powerful assault before pushing back with equally devastating force. Between their heavy, Tiberium-resistant battle armor and their experimental, high-impact sonic weaponry technologies, they are as dangerous a foe as one would ever wish to face in the Red Zones.

BLACK HAND

Few who have faced Black Hand on the battlefield have lived to tell the tale; with their fast, aggressive style and religiously inspired focus on flame-based "purification" weapons, they are truly a force to be feared and respected. Perhaps the most unusual aspect of the Black Hand is that, due to their deeply religious nature, they reject both the role of stealth and "soulless machines" in combat. The Black Hand prefer instead to use live, visible humans whenever possible—the key exception being their devastating, flame-spewing Purifier combat mech, each of which must be blessed by a Black Hand abbot before entering combat.

MARKED OF KANE

The Marked of Kane balance finesse with massive, near overwhelming force, eschewing the hit and run tactics common to Nod in favor of substantial raids capable of devastating even the strongest encampment. With a preference for both heavy arms—their most basic infantry are comparable to the elite forces of their enemies—and carefully targeted EMP and Tiberium attacks, these cyborg warriors are as judicious in their tactics as they are terrifying in appearance.

REAPER-17

With their religious beliefs leading them to forgo both mind control and aerial combat, Reaper-17 eschew the traditional Scrin Stormrider offensive in favor of directed ground attacks, modifying their forces with Tiberium-based conversion beams and shard weapons. Always at the front of such a charge is the Reaper Tripod, a mammoth assault walker that dwarfs even the Scrin Annihilator, emblematic of Reaper's approach in its favoring of power over subtlety or tactical superiority.

TRAVELER-59

Fast, nimble, and flexible in approach, Traveler-59 substitutes brute force for a more finessed combat methodology, leaning heavily on their teleportation and mind-control abilities. Traveler-59 flank, infiltrate, and trap, often using their implanted slaves to lure stronger enemy forces within range of their Prodigies. While their flexibility doctrine precludes Traveler-59 from utilizing bulky Scrin forcefield generators, the massively increased movement speed provided by their advanced articulation technology more than compensates.

NEW UNITS, STRUCTURES, AND POWERS

Command & Conquer 3: Kane's Wrath delivers an array of new units, structures, and powers to use at your disposal.

GDI
GDI UNITS

VEHICLES

Most GDI vehicles are built at the **War Factory**.

Slingshot	One of the fastest moving units on the battlefield, the Slingshot is perfect for chasing down enemy aircraft. **Requirements:** Command Post **Abilities:** Call for Transport **Upgrades:** Tungsten Shells
Shatterer	Best utilized against structures and the slower vehicles, a blast from a Shatterer can rip through multiple targets in a single shot. **Requirements:** Command Post **Abilities:** Call for Transport
M.A.R.V.	The largest vehicle in GDI's arsenal, the M.A.R.V. comes with a giant sonic cannon and can harvest Tiberium directly off the battlefield. Infantry can permanently garrison the M.A.R.V. to upgrade its abilities. **Requirements:** Reclamator Hub **Abilities:** Harvests Tiberium, Garrison Infantry

AIRCRAFT

Most GDI aircraft are built at the **Airfield**.

Hammerhead	Hammerhead is GDI's most versatile aircraft and never needs to return to the Airfield to reload. **Abilities:** Garrison Infantry **Upgrades:** AP Ammo, Ceramic Armor (ZOCOM only)

GDI STRUCTURES

GDI PRODUCTION STRUCTURES

Reclamator Hub — The Reclamator Hub deploys GDI vehicles and constructs the M.A.R.V.
Requirements: Tech Center

GDI SUPPORT STRUCTURES

Combat Support Airfield — Repairs and rearms, but cannot build GDI aircraft.
Requirements: Airfield

GDI SUPPORT POWERS

Sonic Repulsion Field — Deploys a Defensive Sonic Field around buildings and prevents the structure from being captured or targeted with explosives, while also increasing armor.
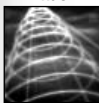**Enabled At:** Command Post

Supersonic Air Attack — Several Supersonic Fighters perform an air-to-air strike against enemy aircraft.
Enabled At: Space Command Uplink

Orbital Strike — Launches a series of highly destructive slugs down from space, crushing vehicles and structures.
Enabled At: Space Command Uplink

GDI UPGRADES

AP Ammo — Increases the damage of all gun-based units.
Units Affected: Rifleman Squad, APC, Hammerhead, Watchtower
Researched At: Command Post

EMP Grenades — Allows Grenadiers to throw disabling EMP Grenades.
Unit Affected: Grenadiers
Researched At: Armory
NOTE—Not available for Steel Talons.

Hardpoints — Adds additional weapon hardpoints to GDI aircraft, allowing them to carry more missiles.
Unit Affected: Orcas, Firehawks
Researched At: Airfield
NOTE—Not available for ZOCOM.

Tungsten Shells — Upgrades ammo to Tungsten Shells and increases damage.
Unit Affected: Slingshot, AA Turret
Researched At: Tech Center

GDI ABILITIES

EMP Grenades — Causes all mechanical units and structures in the area of effect to become temporarily disabled.
Unit Affected: Grenadiers
Requirements: EMP Grenades upgrade
NOTE—Not available for Steel Talons.

STEEL TALONS
STEEL TALONS UNITS

INFANTRY

All Steel Talons infantry units are trained at the **Barracks**.

Combat Engineer — With a trusty sidearm, the Combat Engineer is very useful when it comes to taking down enemy Engineers.
Abilities: Call for Transport, Pistol

VEHICLES

Most Steel Talons vehicles are built at the **War Factory** or **Reclamator Hub**.

Wolverine — The Wolverine is a perfect scout unit—fast enough to stay ahead of the pack while packing enough weaponry and armor to get itself out of any unexpected difficulties.
Upgrades: AP Ammo
Abilities: Call for Transport

Titan — Slower but tougher than the standard GDI Predator tank, the Titan is an effective combat unit capable of crushing other vehicles.
Upgrades: Railguns, Adaptive Armor

Heavy Harvester — Outfitted with an infantry-capable garrison pod, the Heavy Harvester can be adapted to counter whatever threat is deemed most pressing.
Abilities: Garrison Infantry, Call for Transport

Mobile Repair Transport — In addition to standard APC functionality, the Mobile Repair Transport swaps the machine gun for the ability to repair nearby vehicles.
Abilities: Repair Vehicles, Garrison Infantry

Behemoth — Highly customizable, the Behemoth provides long range artillery support and can also garrison a squad of infantry.
Abilities: Garrison Infantry

STEEL TALONS SUPPORT POWERS

Railgun Accelerator — The Railgun Accelerator increases the refire rate of railgun equipped vehicles, but also damages those units while the accelerator is active.
Enabled At: Tech Center

STEEL TALONS UPGRADES

Adaptive Armor — Purchasing the Adaptive Armor upgrade allows units to activate the ability on the battlefield.
Units Affected: Titan, Mammoth Tank
Researched At: Tech Center

Railguns — GDI's magnetic-accelerator weapons technology offers numerous advantages over conventional ballistics. Chief among them is intensely superior firepower.
Units Affected: Titan, Mammoth Tank, Guardian Cannon, Battle Base
Researched At: Tech Center

STEEL TALONS ABILITIES

Adaptive Armor — Adaptive Armor increases armor and confers EMP immunity but reduces rate of fire.
Units Affected: Titan, Mammoth Tank
Requirements: Adaptive Armor upgrade

ZOCOM

ZOCOM UNITS

INFANTRY

All ZOCOM infantry units are trained at the **Barracks**.

Zone Raider

Zone Raiders fire area-of-effect Sonic Shells and shoulder-mounted anti-air rockets, and come equipped with all the benefits of Red Zone armor.

Abilities: Jump Jets, Call for Transport, Stealth Detection

VEHICLES

Most Steel Talons vehicles are built at the **War Factory**.

Zone Shatterer

The Zone Shatterer can use its Overload Beam to fire an extra devastating shot, but it disables the Zone Shatterer for a brief moment afterward.

Abilities: Overload Beam

AIRCRAFT

ZOCOM aircraft are built at the **Airfield**.

ZOCOM Orca

Equipped with area-of-effect Sonic Shells, the ZOCOM Orca is powerful against vehicles and structures.

Upgrades: Sonic Cannon

ZOCOM SUPPORT POWERS

Zone Raider Drop Pods
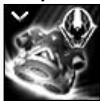
Deploys several veteran squads of Zone Raiders anywhere on the battlefield.

Enabled At: Space Command Uplink

ZOCOM UPGRADES

Tiberium Field Suits

Increases armor and hit points, decreases damage from Tiberium attacks, and provides immunity to Tiberium exposure damage.

Units Affected: Riflemen, Rocket Soldiers, Grenadiers

Researched At: Armory

Ceramic Armor
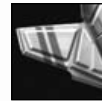
Increases armor and hit points of GDI Aircraft.

Units Affected: ZOCOM Orca, Hammerhead, Firehawk

Researched At: Airfield

THE BROTHERHOOD OF NOD

NOD UNITS

NOD VEHICLES

Most Nod vehicles are built at the **War Factory** or **Redeemer Engineering Facility.**

Reckoner

Protecting infantry throughout the battlefield, the Reckoner APC can deploy into a bunker manually or automatically after taking significant damage.

Upgrades: Dozer Blades

Abilities: Garrison Infantry, Deploy into Bunker

Specter

Nod's Specter Stealth Artillery tank was designed as the ultimate evolutionary product of artillery-based guerilla warfare.

Abilities: Bombard Beacon, Call for Transport

NOTE—Does not stealth for Black Hand.

Redeemer

A massive combat mech equipped with shoulder-mounted garrison pods, an Obelisk-derived tri-part laser and a 'rage generator'. In Global Conquest Mode, Strike Forces with the Redeemer increase the Unrest of nearby cities.

Abilities: Rage Generator

Upgrades: Garrison Infantry

NOD STRUCTURES

NOD PRODUCTION STRUCTURES

Redeemer Engineering Facility

A massive pyramid large enough to support the scaffolding necessary to construct the Redeemer, this facility also doubles as a War Factory for standard vechicles.

NOD SUPPORT STRUCTURES

Voice of Kane

Propelling the messages of the prophet himself, this statue inspires nearby troops to fight with extreme fervor, increasing refire rate and armor.

Combat Support Airfield

These smaller air-pads can rearm and repair aircraft, but cannot create units like the Air Tower.

NOTE—Not available for Black Hand.

NOD SUPPORT POWERS

Laser Fencing

This fence protects a structure from being captured by Engineers or targeted with explosives, while also increasing armor.

Enabled At: Operations Center

Redemption

Believing a follower never truly dead, Militants who fall in the vicinity of this power resurrects them as Awakened cyborgs.

Enabled At: Operations Center

Tiberium Vein Detonation

Utilizing the research of Tiberium scientists, Nod has discovered how to weaponize Tiberium at its source.

Enabled At: Tiberium Liquidation Facility

NOD UPGRADES

Quad Turrets

Purchasing this upgrade adds an extra turret to all defenses.

Structures Affected: Shredder Turret, Laser Turret, SAM Turret
Researched At: Operations Center

Disruption Pods

Purchasing this upgrade allows Vertigo Bombers to drop stealth-emitting pods.

Units Affected: Vertigo Bomber
Researched At: Air Tower

Tiberium Core Missiles

Infusing warheads with the volatile crystal itself, these upgraded rockets do substantially more damage.

Units Affected: SAM Turrets, Stealth Tanks, Mantis (Black Hand only)
Researched At: Tech Lab

NOD ABILITIES

Disruption Pods

These pods are dropped from the air by Vertigo Bombers and stealth any units in the area.

Units Affected: Vertigo Bomber
Requirements: Disruption Pods upgrade

Deploy Artillery Beacon

The Shadow team can work in conjunction with the Specter artillery to drop an Artillery Beacon for long range bombardment.

Unit Affected: Shadow Team

Bombard Beacon

Utilizing the Shadow Team's beacon, the Specter can bombard within the beacon's vicinity from anywhere on the map.

Unit Affected: Specter

Deploy Reckoner

The Reckoner can deploy into a bunker only once, allowing garrisoned units to fire out and adding an extra garrison slot.

Unit Affected: Reckoner

BLACK HAND
BLACK HAND UNITS
INFANTRY

All Black Hand infantry units are trained at the **Hand of Nod**.

Confessor Cabal
Armed with machine guns and psychotropic hallucinogenic grenades, the Confessor Cabal also increases the combat effectiveness of nearby troops.
Upgrades: Black Disciples, Charged Particle Beams
Abilities: Hallucinogenic Grenades

BLACK HAND VEHICLES

Most Black Hand vehicles are built at the **War Factory** or **Redeemer Engineering Facility**.

Mantis
Fearing the superiority of GDI aircraft, Marcion demanded a dedicated anti-air vehicle. The Mantis droid is armed with a salvo of ground-to-air missiles.
Upgrades: Tiberium Core Missiles

Purifier
A predecessor to the Avatar, the Purifier comes equipped with a flame-thrower and laser, while also increasing the combat effectiveness of nearby troops.
Upgrades: Purifying Flame

BLACK HAND SUPPORT POWERS

Power Signature Scan
Seeking out the enemy's source of energy, this reveals all Power Plants on the map.
Enabled At: Operations Center

Decoy Temple of Nod
Using deception to lure the enemy into the open, this decoy Temple can fool all but the most loyal Nod followers.
Enabled At: Tech Center

BLACK HAND UPGRADES

Black Disciples
With this upgrade, Black Hand flamethrower troops lead their fellow infantry squads into battle.
Enabled At: Secret Shrine

Purifying Flame
This blazing blue flame does horrific damage to enemy infantry and structures.
Units Affected: Black Hand, Flame Tank, Purifier
Researched At: Secret Shrine

Charged Particle Beams
A rapid firing green laser, these beams allow the quick decimation of infantry units.
Units Affected: Confessor Cabal, Shredder Turrets
Researched At: Tech Center

BLACK HAND ABILITIES
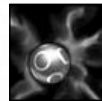
Hallucinogenic Grenades
These grenades are loaded with a chemical gas capable of forcing enemy soldiers to fire upon each other.
Units Affected: Confessor Cabal

MARKED OF KANE

MARKED OF KANE UNITS

INFANTRY

All Marked of Kane infantry units are trained at the **Hand of Nod**.

The Awakened
Equipped with arm-mounted direct-fire weaponry and a high-impact EMP emitter, these emotionless cybernetic warriors strike absolute fear in their enemies.
Abilities: EMP Blast, Call for Transport

Tiberium Trooper
Nod's ongoing experiments with Liquid Tiberium have finally begun to bear fruit in the form of portable, battlefield-ready weaponry.
Abilities: Slow down vehicles, Call for Transport
Upgrades: Cybernetic Legs

The Enlightened
A Crusader of the Brotherhood, these white-plated cyborgs fire penetrating particle beams at their targets.
Abilities: Improved EMP Blast, Call for Transport
Upgrades: Supercharged Particle Beams, Cybernetic Legs

MARKED OF KANE SUPPORT POWERS
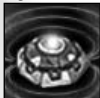
Magnetic Mines
These special mines attach to vehicles and eat away at their hulls, dealing damage over time.
Enabled At: Operations Center

MARKED OF KANE UPGRADES

Cybernetic Legs
Promoting the merging of flesh and metal, Cybernetic Legs increase the movement speed of affected troops.
Units Affected: Saboteur, Tiberium Troopers, The Enlightened
Enabled At: Secret Shrine

Supercharged Particle Beams
These white-hot beams allow equipped units to deal increased damage, virtually melting their targets.
Units Affected: Venoms, Shredder Turrets, The Enlightened
Researched At: Tech Center

MARKED OF KANE ABILITIES

EMP Blast
This powerful ability can temporarily disable enemy vehicles and structures.
Units Affected: The Awakened, The Enlightened

SCRIN

SCRIN UNITS

SCRIN INFANTRY

All Scrin infantry units are transported via the **Portal**.

Ravager
The fastest infantry unit in the game, capable of performing precise hit and run attacks against Harvesters and bases.
Requirements: Nerve Center, Stasis Chamber
Abilities: Tiberium Agitation

SCRIN VEHICLES

All Scrin vehicles are transported via the **Warp Sphere**.

Mechapede
A multi-segmented monstrosity that can spawn new segments from its own body, each equipped with its own form of destructive weaponry.
Requirements: Technology Assembler
Abilities: Add Weapon Segments

Eradicator Hexapod
A mobile lifeform recycling system, the Eradicator Hexapod gains resources for enemy units destroyed in its radius. Infantry can permanently garrison the Eradicator to upgrade its abilities.
Requirements: Warp Chasm
Abilities: Garrison Infantry, Teleport Eradicator

SCRIN STRUCTURES

SCRIN PRODUCTION STRUCTURES

Warp Chasm
Deploys Scrin vehicles and the Eradicator Hexapod.

SCRIN SUPPORT POWERS

Tiberium Infestation
Summons a Tiberium Hive that infects a Tiberium field, damaging all units within the infected Tiberium field over time.
Enabled At: Nerve Center

Ichor Seed
Creates a miniature Tiberium field in the targeted area.
Enabled At: Nerve Center

Overlord's Wrath
Hurls a devastating Tiberium-saturated asteroid into the targeted area, causing extreme damage.
Enabled At: Signal Transmitter

SCRIN UPGRADES

Attenuated Forcefields
Absorbs a portion of damage and one EMP blast.
Researched At: Nerve Center
Unit Affected: Gun Walkers, Seekers, Shard Walkers (Reaper-17 only)
NOTE—Not available to Traveler-59.

Shard Launchers
Replaces Plasma discs with corrosive and powerful Tiberium shards, increasing weapon damage.
Researched At: Technology Assembler
Unit Affected: Seekers, Photon Cannons, Plasma Disc Launchers

SCRIN ABILITIES

Tiberium Agitation
Causes extreme damage by detonating Tiberium contained within a refinery or harvester.
Unit Affected: Ravager

Add Weapon Segment
The Mechapede spawns an extra weapon segment, of which eight can be added.
Unit Affected: Mechapede

REAPER-17

REAPER-17 UNITS

REAPER-17 VEHICLES

All Reaper-17 vehicles are transported via the **Warp Sphere** or **Warp Chasm.**

Shard Walker
By launching hazardous Tiberium shards, the Shard Walker positions itself as one of the strongest anti-infantry and anti-aircraft units.
Upgrades: Blue Shards, Attenuated Forcefields

Shielded Harvester
Protected with a forcefield, the Shielded Harvester can withstand more damage than the standard Scrin Harvester.

Reaper Tripod
Using its Tiberium-charged Conversion Beam, the Reaper Tripod packs a punch with a green laser that can tear through even the toughest armor.
Requirements: Technology Assembler
Abilities: Conversion Beam
Upgrades: Forcefield Generator, Conversion Reserves

REAPER-17 STRUCTURES

REAPER-17 SUPPORT STRUCTURES
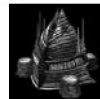
Growth Stimulator
When placed in the middle of Tiberium Field, the Growth Stimulator increases Tiberium regeneration and provides a constant flow of additional resources.

REAPER-17 SUPPORT POWERS

Shock Pods
Spawns several veteran squads of Shock Troopers to the targeted location.
Enabled At: Signal Transmitter

REAPER-17 UPGRADES

Blue Shards
Increases the damage of Tiberium shard-equipped units.
Researched At: Technology Assembler
Unit Affected: Seekers, Shard Walkers, Ravagers
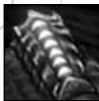
Conversion Reserves	Increases the Conversion Beam storage capacity, allowing for more green laser shots. **Researched At:** Technology Assembler **Unit Affected:** Devourers, Reaper Tripods

TRAVELER-59

TRAVELER-59 UNITS

TRAVELER-59 INFANTRY

All Traveler-59 infantry are transported via the **Portal**.

Cultists	Naturally unarmed, Cultist units use mind control on enemy units to turn them against their creator. **Abilities:** Mind Control
Prodigy	Equipped with Blink Packs, the Prodigy is capable of blink-teleporting onto the edges of an enemy encampment, seizing control of an entire regiment, and staging a mutiny without ever drawing attention to itself. **Abilities:** Teleport Allies, Blink Pack, Mind Control, Area Mind Control

TRAVELER-59 SUPPORT POWERS
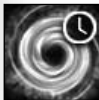
Temporal Wormhole	Significantly reduces the rate of fire and speed of all units within a targeted area. **Enabled At:** Technology Assembler

TRAVELER-59 UPGRADES

Advanced Articulators	Increases the movement speed of infantry units. **Researched At:** Stasis Chamber **Unit Affected:** Disintegrators, Assimilators, Shock Troopers, Ravagers, and Cultists
Traveler Engines	Equips Devastator Warships and Planetary Assault Carriers with a permanent speed boost. **Researched At:** Technology Assembler **Unit Affected:** Devastator Warships, Planetary Assault Carriers

GLOBAL CONQUEST

The Global Conquest is a strategic game of territory control and world war, fought over the Tiberium-infected Earth of 2047. You and up to two other players can choose one of the three primary factions to play, with each faction also encompassing your sub-factions. However, each game must always have three players, with the core factions represented by either a player or computer opponents. Your goal is to eliminate the other players from the map, or achieve your faction's alternate victory condition.

To start a Global Conquest game, click GLOBAL CONQUEST in the Main menu then click NEW GLOBAL CONQUEST. If you are new to Global Conquest, check out the Tutorial to familiarize yourself with the rules and user interface.

SETTING UP GLOBAL CONQUEST

From the Global Conquest setup screen you can select the faction you'd like to play, along with the difficulty and personalities of your computer opponents. To choose your faction, click the dropdown in the Side column and select your faction.

Select the difficulty of the AI in the Player dropdowns, as well as their RTS personality in the AI Personality column. As the computer increases in difficulty, they gain more resources at the strategic level, and become smarter and faster in real-time battles.

When you are finished setting up, click PLAY.

GLOBAL CONQUEST GAMESCREEN

Support Powers · Mini-Map · Resources · Global Condition Bar (see *Victory Conditions* on p. 33) · Next Base/Next Strike Force · Sidebar · Contextual Window · Command Bar

GLOBAL CONQUEST BASICS

Each player begins the game with four bases placed around the world, and each faction is denoted by a house color on the world map.

➤ GDI—Gold
➤ Nod—Red
➤ Scrin—Purple

BASES

Bases are the foundation of your army, and are denoted by a Construction Yard portrait on the world map. Select your base by left-clicking on the portrait image. The contents of the base will be displayed in the sidebar on the right side of the screen. For details on base abilities, see *Base Abilities* on p. 31.

STRIKE FORCES

Strike Forces are compositions of units that can move freely around the world. Strike Forces are denoted by a Diamond icon on the world map, and share the same house color of the primary faction. Select a Strike Force by left-clicking on the Diamond. The contents of the Strike Force will be displayed in the Sidebar on the right side of the screen. Strike Forces are recruited from bases. For details on Strike Force abilities, see *Strike Force Abilities* below.

AREAS OF INFLUENCE

All bases and Strike Forces have an Area of Influence, denoted by a large ring that surrounds them. The Area of Influence determines what your bases and Strike Forces will affect in the world, and also how far away your Strike Forces can interact with bases. For Strike Forces, this ring also denotes their movement range.

RESOURCES

Your resources are displayed under the Mini-Map in the upper right of the UI. Resources are used to upgrade bases, recruit Strike Forces, deploy Support Powers, and more. At the beginning of every turn, players earn additional resources from Tiberium and Cities.

TIBERIUM

Tiberium blankets the Earth in 2047, and can be seen as the green substance covering the world map**.** Tiberium within your base's Area of Influence are harvested every turn, contributing to your resources. The thicker the Tiberium looks on the world map, the more resources that area generates. As the Tiberium gets harvested, those areas become worth less every turn, so remember to expand your operations into new areas to maintain a steady income.

CITIES

Cities are denoted by small rectangles on the world map, and have two primary attributes—Population and Unrest. Population is denoted by the number of white frames around the city, ranging from no frames (tiny population) to a full frame (full population). Unrest is denoted by the color of the city, ranging from blue (little Unrest) to red (full Unrest).

Cities within the Area of Influence of a base are considered to be controlled. Each faction influences controlled Cities in different ways, and also gains additional resources from those Cities each turn.

GDI Bases	➤ Increase Population and Decrease Unrest
	➤ The higher the Population, the more resources GDI receives
Nod Bases	➤ Increase Unrest
	➤ The higher the Unrest, the more resources Nod receives
Scrin Bases	➤ Decrease Population
	➤ The Scrin receives resources each Population level that is decreased

STRATEGIC STRUCTURES

Strategic Structures can be purchased at Tier 3 bases by left-clicking the Build Strategic Structure button in the Command Bar. Strategic Structures unlock new Support Powers, and may also grant new technology like Epic Units.

NOTE: The Scrin Threshold Tower Strategic Structure is required for their alternate victory condition.

EPIC UNITS

Each faction has a special unit known as the Epic Unit. These include the GDI M.A.R.V., the Nod Redeemer, and the Scrin Eradicator. For more information, see *Units* on p. 13. These units can be part of any Strike Force, but the base requires a special Strategic Structure in order to recruit them. These include the GDI Reclamator Hub, the Nod Redeemer Engineering Facility, and the Scrin Warp Chasm. After building these Strategic Structures, Strike Forces with the Epic Units become available.

SUPPORT POWERS

Just like the tactical game, Support Powers are special weapons you can deploy to gain a strategic advantage. Support Powers are unlocked via upgrading base Tiers, and eventually building Strategic Structures. As you gain Support Powers, they are displayed along the left side of the screen. Most Support Powers cost resources to use, and only one of each Support Power may be used at a time.

BASE ABILITIES

Bases can perform the following actions via the Command Bar at the bottom of the screen:

Recruit Strike Force	This button allows you to recruit Strike Forces composed of your favorite units. For more information on Recruiting Strike Forces, see p. 30.
Upgrade Base Tier	Bases can upgrade from Tier 1up to Tier 3. As a base gains new Tiers, its Area of Influence increases and the base unlocks new Support Powers and unit technology.
Build Strategic Structure	Tier 3 bases can build a Strategic Structure, which may unlock new Support Powers or lead to special units or victory conditions. For more information on Strategic Structures, see above.
Upgrade Base Defenses	Bases can be upgraded with extra defensive weapons. This makes the base stronger in both auto-resolve and real-time battles.
Upgrade Base Power	Bases can be upgraded with extra Power Plants. This makes the base stronger in both auto-resolve and real-time battles.
Repair Base	Bases that are damaged from battle can be repaired to full operational capacity.

STRIKE FORCES

Strike Forces are compositions of units, ranging from small scouting groups to devastating battalions. Strike Forces are denoted by diamond symbols on the world map, and can perform the following actions:

Move	Right-click the world map to issue a Movement Order. A Strike Force's movement range is denoted by the surrounding Area of Influence. If you give a Movement Order outside this radius, your waypoint path will have several markers and it will take multiple turns to reach your destination.
Attack	Right-click an enemy Strike Force or base to issue an Attack Order. Attack Orders follow the same waypoint rules as Movement Orders.
Build Base	Strike Forces with an MCV or Drone Ship can build a new base. To build a base, left-click the Build Base icon in the Command Bar. You must then place the new base by left-clicking the ghosted base image within the Strike Force's immediate movement range. The base will be completed at the beginning of the next turn, at which point the MCV or Drone Ship will be removed.
Upgrade Strike Force	When within the Area of Influence of a Tier 3 base, a Strike Force can Upgrade itself. This provides the Strike Force with all the available upgrades for the respective units.
Transport	Transport Move allows the Strike Force to move long distances around the world. Left-clicking the TRANSPORT button (when available) displays all the valid destinations throughout the world.
Port Move (GDI and Nod only)	Allows the Strike Force to move between two ports in the world. Ports are denoted by a City with an Anchor icon. To issue a port move, the Strike Force must be next to a Port.
Airlift Move	Allows the Strike Force to move between two Tier 2 or Tier 3 bases. To issue an Airlift Move, the Strike Force must be within a Tier 2 or Tier 3 base's Area of Influence.
Wormhole Move	Allows the Strike Force to move between two Wormholes. To issue a Wormhole move, the Strike Force must be close to a Wormhole. The Wormholes are spawned via the Scrin Wormhole Support Power.
Aggressive Stance	Selecting this icon puts the Strike Force into Aggressive Stance. The Strike Force then automatically engages and chases any enemy Strike Force or base in their Area of Influence.
Repair Strike Force	Strike Forces that are damaged can be repaired and have all their missing units replaced by using this ability. Strike Forces must be within the Area of Influence of a base in order to repair.

RECRUITING STRIKE FORCES

Strike Forces are recruited from bases. Each Strike Force has a required Resource Cost and Tier level based on the units it contains. For example, a simple Strike Force composed of basic infantry will be cheaper and can be built at a Tier 1 base. A Strike Force composed of Mammoth Tanks and Firehawks will be more expensive and can only be built at a Tier 3 base.

The Recruit Strike Force screen allows you to choose the Strike Force you'd like to purchase. Strike Forces that cannot be purchased are greyed out, and a flashing red symbol indicates what prerequisite is missing.

NOTE: For details on Custom Strike Forces, see *Creating Custom Strike Forces* on p. 34.

THE PHASES OF GAMEPLAY

Gameplay in the Global Conquest Mode is split into three specific phases. The Action Phase allows you to give orders to bases and Strike Forces, including movement and attack orders, and queue up support powers. The Powers Phase is when all queued Support Powers are executed, followed by Strike Force movement commands. The Battle Phase is when all battles are fought and resolved. After all battles are resolved, the game automatically transitions to the next turn, at which point all previous turn's build orders are executed and new resources are gained.

BATTLE

When enemy Strike Forces and/or bases collide on the world map, they engage in battle. Battles are denoted by a yellow square surrounding the participants, and can be easily found by clicking the crosshair icon in the Command Bar during the Battle Phase. The battle can be activated by left-clicking within the yellow square on the world map.

BATTLE ENGAGEMENT

The Battle Engagement screen shows what forces the player and the computer AI have in their arsenals. Unit portraits are displayed for Strike Forces, and structure portraits are displayed for bases. Battles can be resolved either in real-time or by auto-resolving.

AUTO-RESOLVING

Battles can be auto-resolved by clicking the AUTO-RESOLVE button at the bottom of the engagement screen. Auto-resolving fights the battle automatically at the world level, and determine a winner by calculating the strength of each army.

REAL-TIME

Battles can be fought in real-time by clicking the REAL-TIME button at the bottom of the engagement screen. Real-time battles occur in the tactical RTS game, with each side controlling the forces seen in the engagement screen. Strike Forces with MCVs or Drone Platforms can construct bases in the tactical game as well. Real-time battles end when one side has lost all of their units and structures. The winner can never return to the strategic layer with more forces than what they brought in, but losses in the real-time battle persist back to the strategic layer.

NOTE: The computer AI becomes more challenging in real-time battles as their difficulty setting increases.

VICTORY CONDITIONS

Military Victory	All sides can win the game by destroying all the other faction's bases.
Alternate Victory Condition	The Alternate Victory progress of each faction will be displayed in the Global Condition Bars, which are under the Mini-Map. The bars fill as each faction gets closer to achieving their Victory Condition.
GDI	Acquire 33% of the land area under their Area of Influence.
	You can expand your Area of Influence by constructing and upgrading the Tiers of more bases.
Brotherhood of the Nod	Raise 24 Cities to the full (red) Unrest level.
	Increase Unrest by gaining cities under your base's Area of Influence.
Scrin	Construct 9 Threshold Towers.
	Build Threshold Towers at Tier 3 bases through the Strategic Structures menu.

CREATING CUSTOM STRIKE FORCES

Players can create their own custom Strike Forces to use in the Global Conquest Mode. To create a new custom Strike Force, click GLOBAL CONQUEST MODE in the Main menu then select STRIKE FORCES. You may also click CREATE CUSTOM from the Recruit Strike Force screen during Global Conquest Mode.

To create a new Strike Force:

1. Click GLOBAL CONQUEST MODE in the Main menu then select STRIKE FORCES.

    a. Then click CREATE in the opening dialog box.

2. You may also click CREATE CUSTOM from the Recruit Strike Force screen during Global Conquest Mode.

3. Select your desired Strike Force faction by clicking the logos.

    a. **NOTE**—If entering the process directly from the Recruit Strike Force screen, only logos pertaining to your current Global Conquest faction will be available.

4. In the Customization Screen, double-left-click the name of the unit you'd like to add. You may right-click the name to remove a unit.

    a. Use the Tabs to cycle through different unit types.

5. When your customization is complete, click ACCEPT.

6. Click in the text box and type a name for your Strike Force.

7. Click ACCEPT to continue; you may then create or edit more Strike Forces.

Each unit in the game has an associated Global Conquest cost, Tier level, and size factor. The combination of these elements determine your Strike Force's cost, size, and what Tier base are required to recruit the Strike Force. Custom Strike Forces have a maximum of 50 slots, with larger units taking up multiple slots.

NOTE: The Size of the Strike Force affects the Strike Force's base cost. Light Strike Forces cost 500 points, Medium Strike Forces cost 1000, Heavy Strike Forces cost 2000, and Ultra Heavy Strike Forces cost 3000.

SAVING AND LOADING

You can load games through the Main menu and save them through the Pause menu. In Campaign mode, your game is automatically saved after each mission victory.

➤ To resume your most recently-played campaign from the last completed mission, select CAMPAIGN in the Main menu, then click CONTINUE CAMPAIGN.

➤ To load a manual campaign save game, select CAMPAIGN in the Main menu, then click LOAD CAMPAIGN.

➤ To save a game in progress, press **ESC** to open the Pause menu, then click SAVE. Select a saved game on the list to overwrite then click SAVE GAME.

NOTE: It is recommended that you manually save your progress from time to time.

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Producer: Nina Dobner
1st Assistant Director: Harry Jarvis
Talent Manager: Marci Galea
Production Services: BeachHouse Films
Executive Producers: Dave and Patti Coulter
Set and Prop Creation Studio: Renegade Effects Group
Director of Photography: Rich Schaeffer
Supporting Roles: Russell Duncan, Lorenzo T. Hughes, Jacqueline Johnson, Jonathan Khan, Daniel Kucan, Paul Kumar, Armonn Livingstone, Scott Parkins, Timothy Smith, David Taylor, Todd Todoroff

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Additional Music for COMMAND & CONQUER 3: KANE'S WRATH: Jamie Christopherson for Soundelux Design Music Group, Mikael Sandgren

"Act On Instinct"
Trevor Morris
Original by Frank Klepacki

GAMESPY
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PERFORMANCE TIPS

SYSTEM REQUIREMENTS

It is essential that your PC meets the Minimum Requirements as detailed on the game's packaging. If you are experiencing poor performance, check to make sure your system hardware supports the requirements.

BACKGROUND TASKS

In some cases programs that are running on your system can monopolize resources that the game needs in order to install, load, and run properly. Not all of these programs are immediately visible. There are a number of programs, called "background tasks," that are always running on your system.

IMPORTANT NOTE: While shutting down background tasks will optimize your system for running *Command & Conquer 3: Kane's Wrath,* these background tasks' features will be unavailable once shut down. Be sure to re-enable background tasks after playing *Command & Conquer 3: Kane's Wrath* by restarting your computer.

If your system is running anti-virus or crash guard programs you will need to close or disable them to run *Command & Conquer 3: Kane's Wrath*. To do this, find the icon for the program on the Windows Taskbar and then right-click the icon and select "close," "disable," or the relevant option. Please note that these programs will be reactivated the next time you restart your computer.

Once anti-virus and crash guard programs have been disabled, you should end all unnecessary general background tasks.

To view and close background tasks (Windows XP):

1. Hold down **CONTROL** and **SHIFT** and then tap **ESC**. Select the Windows Task Manager.
2. Click the **Processes** tab. This tab displays a list of all background tasks running on your system.
3. Click the **User Name** column heading. This sorts all the processes together by user name.
4. Select an item with a user name, but DO NOT select one from the SYSTEM, LOCAL SERVICE, or NETWORK SERVICE groups. Also, DO NOT select the *explorer.exe* or *taskmgr.exe* items.
5. Click END PROCESS. You may receive a warning message, if so click YES. The selected item disappears from the list.
6. Repeat steps 4 and 5 until only *explorer.exe* and *taskmgr.exe* remain in the user name group.

VIDEO AND SOUND DRIVERS

An outdated video or sound driver can lead to slow and choppy gameplay, or in some cases can prevent the game from running at all. To ensure an enjoyable experience with *Command & Conquer 3: Kane's Wrath,* be sure that you have the most recent video and sound drivers installed. These drivers are typically available for download from your system or hardware manufacturer's website. If you are not sure what type of video or sound card you have, or you don't know how to update the drivers on your system, please refer to the documentation that came with your system or peripheral.

INTERNET PERFORMANCE ISSUES

To avoid poor performance during Internet play, be sure that you close any file sharing, streaming audio, or chat programs prior to entering gameplay. These applications can monopolize your connection's bandwidth, causing lag or other undesirable effects.

Command & Conquer 3: Kane's Wrath uses the following UDP port(s) for Internet play:

UDP Ports: **8088-65535**

Please consult your router or personal firewall documentation for information on how to allow game related traffic on these ports. If you are attempting to play on a corporate Internet connection, contact your network administrator.

TECHNICAL SUPPORT

If you have trouble with *Command & Conquer 3: Kane's Wrath*, EA Technical Support can help. The *EA Help* file provides solutions and answers to the most common difficulties and questions about how to properly use this product.

To access the EA Help file (with *Command & Conquer 3: Kane's Wrath* already installed):
Click the **Start** button from the Windows Taskbar and select **All Programs** (or **Programs**) **> Electronic Arts > Command & Conquer 3: Kane's Wrath > Technical Support**.

To access the EA Help file (without *Command & Conquer 3: Kane's Wrath* installed):
1. Insert the *Command & Conquer 3: Kane's Wrath* disc into your DVD-ROM drive.
2. Double-click the My Computer icon on the Desktop. (For Windows XP, you may need to click the **Start** button and then click the My Computer icon).
3. Right-click the DVD-ROM drive that has the *Command & Conquer 3: Kane's Wrath* disc and then select OPEN.
4. Double-click the Support folder.
5. Double-click the EA Help folder.
6. Double-click the Electronic_Arts_Technical_Support.htm file in this folder.

If you are still experiencing difficulty after utilizing the information in the EA Help file you can contact EA Technical Support.

EA Technical Support on the Internet
If you have Internet access, be sure to check our EA Technical Support website at:
http://support.ea.com
Here you will find a wealth of information on DirectX, game controllers, modems, and networks, as well as information on regular system maintenance and performance. Our website contains up-to-date information on the most common difficulties, game-specific help, and frequently asked questions (FAQs). This is the same information our support technicians use to trouble-shoot your performance issues. We keep the support website updated on a daily basis, so please check here first for no-wait solutions.

If you are unable to find the information you need on our website, please feel free to contact EA Technical Support via e-mail, phone, or letter.

If you need to talk to someone immediately, call us at US 1 (650) 628-1001. This number is available Monday through Friday 8 AM – 5 PM PST. **No hints or codes are available from Technical Support.**

EA Technical Support Contact Info
Website: http://support.ea.com
Mailing Address:
EA Technical Support
P.O. Box 9025
Redwood City, CA 94063-9025

If you live outside of North America, you can contact one of our other offices.

In the **United Kingdom**, contact:
Electronic Arts Ltd.
P.O. Box 181
Chertsey, KT16 0YL, UK
Phone (0870) 2432435
http://eauk.custhelp.com

In **Australia**, contact:
Electronic Arts Pty. Ltd.
P.O. Box 432
Southport Qld 4215, Australia

In **Australia:** For Technical Support and Game Hints & Tips, phone: 1 902 261 600 (95 cents per minute) CTS 7 days per week 10:00 AM – 8:00 PM. If you are under 18 years of age, parental consent required.

LIMITED 90-DAY WARRANTY

Electronic Arts Limited Warranty

Electronic Arts warrants to the original purchaser of this product that the recording medium on which the software program(s) are recorded (the "*Recording Medium*") and the documentation that is included with this product (the "*Manual*") are free from defects in materials and workmanship for a period of 90 days from the date of purchase. If the Recording Medium or the Manual is found to be defective within 90 days from the date of purchase, Electronic Arts agrees to replace the Recording Medium or Manual free of charge upon receipt of the Recording Medium or Manual at its service center, postage paid, with proof of purchase. This warranty is limited to the Recording Medium containing the software program and the Manual that were originally provided by Electronic Arts. This warranty shall not be applicable and shall be void if, in the judgment of Electronic Arts, the defect has arisen through abuse, mistreatment or neglect.

This limited warranty is in lieu of all other warranties, whether oral or written, express or implied, including any warranty of merchantability or fitness for a particular purpose, and no other representation of any nature shall be binding on or obligate Electronic Arts. If any such warranties are incapable of exclusion, then such warranties applicable to this product, including implied warranties of merchantability and fitness for a particular purpose, are limited to the 90-day period described above. In no event will Electronic Arts be liable for any special, incidental, or consequential damages resulting from possession, use or malfunction of this Electronic Arts product, including damage to property, and to the extent permitted by law, damages for personal injury, even if Electronic Arts has been advised of the possibility of such damages. Some states do not allow limitation as to how long an implied warranty lasts and/or exclusions or limitation of incidental or consequential damages so the above limitations and/or exclusion of liability may not apply to you. In such jurisdictions, the Electronic Arts' liability shall be limited to the fullest extent permitted by law. This warranty gives you specific rights. You may also have other rights that vary from state to state.

RETURNS WITHIN THE 90-DAY WARRANTY PERIOD

Please return the product along with (1) a copy of the original sales receipt showing the date of purchase, (2) a brief description of the difficulty you are experiencing, and (3) your name, address and phone number to the address below and Electronic Arts will mail a replacement Recording Medium and/or Manual to you. If the product was damaged through misuse or accident, this 90-day warranty is rendered void and you will need to follow the instructions for returns after the 90-day warranty period. We strongly recommend that you send your products using a traceable delivery method. Electronic Arts is not responsible for products not in its possession.

EA Warranty Information

If the defect in the Recording Medium or Manual resulted from abuse, mistreatment or neglect, or if the Recording Medium or Manual is found to be defective after 90 days from the date of purchase, choose one of the following options to receive our replacement instructions:

Online: http://warrantyinfo.ea.com

Automated Warranty Information: You can contact our automated phone system 24 hours a day for any and all warranty questions:
US 1 (650) 628-1001

EA Warranty Mailing Address

Electronic Arts Customer Warranty
P.O. Box 9025
Redwood City, CA 94063-9025

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