



## **Wanna Play Command & Conquer At Mplayer?**

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For downloads, cool pix, hot links, advanced strategy, and up-to-date info, point your Web browser at <http://www.mplayer.com/play/games/cnc/>.



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Command & Conquer™ is an interactive strategy game that mixes realtime combat with realistic city and base construction simulation.

Pledge your allegiance to the evil Brotherhood of Nod, a terrorist faction bent on world dominance, or join the United Nations Global Defense Initiative (GDI) and fight for the good of all. Control of the entire world is at stake.

While you race to gather precious resources to finance your combat and building efforts, you can be sure your enemies are planning sneak attacks, sending out advanced patrols, and deploying entire convoys to strike at your weakest points. Attack first! Blast your enemies into dust, and meet in an Mplayer game room to gloat in triumph and tackle new challenges.

Play up to three other live players at Mplayer. Watch them change into power hungry, blood thirsty enemies who want your total annihilation. Command & Conquer at Mplayer has new exciting challenges for you to face every day of the week.

[Click here](#) to find out what you need to play Command & Conquer at Mplayer.

[Click here](#) to learn more about Westwood, the people who brought you Command & Conquer.

[Click here](#) to learn about Mplayer, the only place to play fast-action, multiplayer games on the World Wide Web.



© Westwood Studios, Inc.

Westwood Studios is a premier developer and publisher of games and entertainment software. Thanks to an experienced staff, creative environment, and clear leadership, Westwood has developed hit after hit, and has gained renown for its quality and foresight. By combining cutting edge technology, enchanting graphics, and superior game design, Westwood has become a leading force in the world of interactive software.

Westwood Studios develops and publishes up to four titles each year for IBM PC CD-ROM, Macintosh, and popular video games systems which include Super Nintendo, Sega Saturn, and the Sony Playstation. The company employs a diverse and creative staff whose talents include computer programming, game design, screenplay writing, and soundtrack composition. Westwood was one of the first companies to have a strong presence on the Internet and continues to aggressively develop new games and experiences for that market.

In 1985, Brett W. Sperry and Louis Castle founded Westwood Studios in a tiny garage in Las Vegas, Nevada. It was the beginning of a success story which led them from converting pre-existing games to creating their own titles. Among those early creations were The Mars Saga, Battletech, DragonStrike, and Eye of the Beholder, which garnered the young company its first taste of widespread recognition and applause throughout the world.

In 1992 the company merged with Virgin Games which enabled Westwood Studios to become a software publisher in its own right and enjoy Virgin's superior worldwide distribution network. It was also the year Westwood released 2 titles that enjoy a legendary status in the gaming world: Kyrandia Book I, and the cult phenomenon, Dune II.

Today Westwood stands at the forefront of the industry with the recent release of Monopoly, the first commercial game with Internet support, and Command & Conquer, which has sold over 500,000 units and already has industry pundits proclaiming it the most innovative game of the year--all thanks to its breathtaking technology, visuals, and multiple modes of play.

Visit Westwood Studios at <http://www.westwood.com/>.

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Mplayer is the first multiplayer game service that brings the excitement of realtime, fast-action multiplayer games to the Internet's World Wide Web.

Wander through Mplayer's Web pages, sampling the virtual arcades until you find a game you want to play. Check out the latest multiplayer games and test your skills against millions of potential opponents. Meet other players who want to play the same game you do. Participate in contests, tournaments, and special events all oriented toward meeting other gamers and encouraging friendly competition.

And if this isn't enough, Mplayer is speech-enabled, so you will be able to taunt your opponents and hear them scream with laughter as they match their wits, intelligence, and dexterity against you. In addition, text, scribble, and voice-based chat areas will provide a place to hang out with friends, meet other players, and even plot winning strategies with their teams.

What are you waiting for? Join the club. Sign up to get your free software and trial offer.

Visit Mplayer on the World Wide Web at <http://www.mplayer.com/>.

## **Requirements**

### **Hardware**

- 486/100 MHz or faster
- 2X CD-ROM drive
- Microsoft-compatible mouse
- Keyboard
- Windows-capable video card
- Windows 95 compatible soundcard
- Microphone, if you want to communicate using speech at Mplayer

### **Software**

- Windows™ 95
- Retail version of Command & Conquer
- Mplayer client and Mplayer account (user name and password)
- Mplayer extensions for Command & Conquer

### **Memory & Diskspace**

- 8 MB RAM (prefer 16 MB RAM)
- 20 MB diskspace available to install Command & Conquer
- At least 3 MB diskspace available for Mplayer extensions after installing Command & Conquer

[Click here](#) for installation and operating instructions.

## Installation

If you have already installed the Mplayer extensions for Command & Conquer from the Mplayer Starter CD, [click here](#). If not, do this:

**Step 1** Install the retail version of Command & Conquer.

**Step 2** Install the Mplayer client. Insert the Mplayer Starter Kit CD in your CD-ROM drive and run setup.exe, or download the Mplayer client at <http://www.mplayer.com/join/join-home.html>. Sign up for an Mplayer account.

**Step 3** Install the Mplayer extensions for Command & Conquer. Insert the Mplayer Starter Kit CD in your CD-ROM drive and run setup.exe, or download them at <http://www.mplayer.com/play/games/cnc/cnc-downloads.html>.

**Step 4** Find other Command & Conquer players and play. [Click here](#) for instructions.

## Notes

- Turn off Microsoft System Agent, email notifiers, and any other applications that may interrupt your game. Notifications tend to halt your system or the game.

## Launch Game

**Step 1** [Sign on Mplayer.](#)

**Step 2** [Find players and launch the game.](#)

**Step 3** [Set up Command & Conquer](#)

You probably already know how to play Command & Conquer. If not, [click here](#).

**Sign On**

- From the Start Bar, select Programs, then Connect To Mplayer.
- From the World Wide Web, point your browser at <http://www.mplayer.com/play/games/games-home.html>. Click Play.
- From Explorer or Find, click mpcnc.mpi.



### Find Players & Launch

- Click Auto-Match to let Mplayer moderate the game room. Mplayer transports you to an auto-match game room. Wait for Mplayer to find other players and launch the game.
- Doubleclick a game offer to enter a game room and chat with other players. Click Ready To Play? to tell the moderator you want to play. Wait for the moderator to launch the game.
- Create a new game offer. Click Create Room. Enter a name and set the number of players and game limits. Change the default [game settings](#) by clicking the Game Settings button. Encourage players who visit your game room to click Ready to Play?. Launch the game when you have enough players.

**Setup**

- 1 Pick the side you are going to play for: GDI or NOD.
- 2 Choose OK.

Game launches in multiplayer mode.

You probably already know how to play Command & Conquer. If not, [click here](#).

## Game Settings

View game settings by clicking the Game Settings button from within a game room. If you are the moderator, click Modify Settings to change the following game startup settings.

<b>Option</b>	<b>Setting</b>
Unit Count	Set Unit Count (1-12) by moving slider bar.
Tech Level	Set Tech Level (1-7) by moving slider bar.
Starting Credits	Set credits each player begins with.
Bases	Enable/disable production and building bases.
Crates	Enable/disable weapon pickups and bonuses.
Tiberium	Enable/disable Tiberium regrowth.
Scenario	Set scene (1-9); for example, Green Acres, Sand Trap, River Raid.
AI Players On	Allows computer to play if less than four players are playing.
AI Players Off	Doesn't allow computer to play
Capture The Flag	Enable capture-the-flag style play.

**Stop Playing**

- 1 Choose Options.
- 2 Choose Abort Mission.
- 3 Choose Yes.

You end up in a game room with anyone who left the game at the same time as you did. You can

- Play again.
- Exit the game room.
- Click the Lobbies button and doubleclick a game title to go to a different lobby.
- Log off Mplayer.

[Click here](#) for troubleshooting.

## Troubleshooting



Nothing happens when I click the mpcnc.mpi file.

- Try coming in through Mplayer's Command & Conquer page. Point your Web browser at <http://www.mplayer.com/cnc/>. Click Play Now.
- Is your modem turned on? If no, turn it on and try again.
- Is it connected to working phone line? If no, report it to the telephone company.
- Are you able to connect to other Internet services, such as email, Telnet, or FTP? If no, try changing your local access number and see if you can connect.
- Is your account information current? If your credit card expires, you may need to provide new information.

If you still can't access your Internet account, check with your Internet Service Provider.



The sound doesn't work.

Are you getting sound for other programs? If no, you may have a hardware problem. Here are a few suggestions:

- Check your headset or speakers with a different device.
- Check that your soundcard is seated properly in your system.
- Check that you specified the correct soundcard in the configuration section.

For additional support, contact your soundcard vendor.

**Gameplay**

[Click here](#) for the Main Screen.

[Click here](#) for Basic Activities.

[Click here](#) for the Options Menu.

[Click here](#) for Hot Keys.

[Click here](#) for Strategy and Tactics.

### Main Screen

First, maximize this help window. Then, click an area for a description.



**Basic Activities**

The following lists basic activities you perform during gameplay. Right click to cancel a mode or selection.

[Commanding](#)

[Grouping Units](#)

[Building Structures](#)

[Construction Yards](#)

[Other Structures](#)

[Selling](#)

[Repairing](#)

[Capturing](#)



**Commanding**

- 1 Click a unit.
- 2 Move the cursor to a point on the map. When the cursor is over a target, it changes to a crosshair cursor.
- 3 Click.

If you click a target, the unit will attack it. Otherwise, the unit moves to the place you clicked.

**Grouping Units**

- 1 Select a group by holding down the left mouse button and dragging the cursor to include more than one unit. A white rectangle appears around the items.
- 2 Release the mouse button and all units become part of a group.

You can command the group as if it were a single unit.

**Building Structures**

Part of your objective is to build, maintain, and defend a field base. With a base, you can gather resources, land reinforcements, and do other things. Before you can build structures or train troops, you must first build a Construction Yard.

**Build a Construction Yard**

- 1 Move your Mobile Construction Vehicle (MCV) to the place where you want to build your base. Make sure there is enough space.
- 2 Center the cursor over the MCV until deploy cursor appears.
- 3 Click.

The MCV turns into a Construction Yard. Now you can use the Sidebar popup to construct buildings and train units.

### **Build Other Structures**

After you have built a Construction Yard, use the Sidebar popup to construct other buildings and train units. To build a structure or unit,

- 1 Click the appropriate Sidebar icon. Construction begins and the cost is deducted from your account. When the structure is finished, READY appears at the bottom of the icon.
- 2 Click the structure's icon. The cursor changes to a placement grid representing the size of the structure.
- 3 Move the grid to the area where you want the structure placed. If you can place the structure, the grid changes to white. Click to place it.

*Tips:* If the grid has a red area, you are trying to place the structure on top of something, like a troop or a vehicle. If the grid is completely red, you need to move it closer to another structure before you can place it.

### **Capturing Enemy Buildings**

- 1 Click an engineer.
- 2 Click the building you want to capture.

If you are successful, the color of the building changes to your side's color. Sometimes, you need more than one engineer to capture a building. The enemy can attempt to retake the building.

*Tip:* Engineers are available as the game progresses. Engineers are stealthy but they can't defend themselves.

### **Repairing Structures**

- 1 If the Sidebar is closed, click Sidebar.
  - 2 Click REPAIR. The cursors changes to a wrench.
  - 3 Click the building you want to repair. Repairs begin immediately and the cost of the repair is deducted from your account.
- Tip:* You can repair several buildings at the same time.

**Selling Structures**

- 1 If the Sidebar is closed, click Sidebar.
- 2 Click SELL. The cursors changes to \$.
- 3 Click building you want to convert.

*Tip:* Be careful what you click while cursor is \$. Any building you click is deconstructed and you are credited a fraction of the original building cost.



Hotspot Text Starts Here – Do not include at web site as is.

**Playing Field**

Where fierce competition between the GDI and Nod takes place. Unexplored territory is black until you send units to explore it.

**Money (Credit)**

This is your battle account. It displays the amount of money you can use to build structures and acquire units.

**Unexplored Terrain**

Move a unit into this area to find out what it contains.

**Construction Yard**

This critical structure allows you to build other structures. Use your MCV to build one of these as soon as possible.

**Barracks (GDI)**

Field training center for GDI infantry units. Nod training takes place in the Hand of Nod.

**Power Plant**

This provides power to adjoining structures. As you create more structures you need more power plants. Protect power plants during battles.

**Troops**

Troops are awaiting your command. Click a unit and move the cursor to a location or target. Click to start the action. Right-click to cancel.



**Grouped Units**

This is how a grouped unit looks. To group units, use the mouse to click and drag the white rectangle until it includes all the units you want to group.

**Sidebar**

Click to open or close the Sidebar. Use the Sidebar to construct buildings, acquire units, repair damaged structures, sell structures, and check the radar display. You must have a Construction Yard to build structures for your base.

**Repair (Sidebar)**

Click this to change cursor into wrench. Click building you want to repair. Cost of repair is deducted from your account.

**Sell (Sidebar)**

Click this to change cursor to \$. While cursor is \$, any building you click is deconstructed and you are credited a fraction of the original building cost. Right-click to cancel.

**Map (Sidebar)**

Toggle between a small scale map, a large scale map, and how many kills other people have (Communications Center feature).

**Structure Icons (Sidebar)**

Click a structure to build it. Column shows structures you can build. Center cursor over icon without clicking to see a description and how much it costs to build or buy it.

**Unit Icons (Sidebar)**

Click to train and create additional units. You must build a barracks with the Construction Yard before you can train units. Center cursor over icon without clicking to see a description of the unit and how much it costs to train it.

**Scroll Buttons (Sidebar)**

Click to scroll icons in the column display.



**Power Gauge (Sidebar)**

Use to monitor power status.

The line indicates how much you need.

The bar indicates how much power you have.

The color indicates:

Green            OK

Yellow          Low

Red              Inadequate; structures take longer to build and missile batteries don't work.

**Affiliation/Radar (Sidebar)**

Shows the ensignee of the side you are playing for – Nod or GDI. It becomes a radar display after you build a Communications Center.

**MCV**

(Mobile Construction Vehicle) Use this vehicle to find a suitable base site and create a Construction Yard.

Hotspot Text Ends Here – Don't include as is at web site.

## Options Menu

Load Mission	Load a previously saved mission.
Save Mission	Save the mission you are playing.
Delete Mission	Remove a saved game.
Abort Mission	End current mission and return to title screen.
Game Controls	<i>Sound Controls</i> adjust the volume of music or sound effects, or change the song. Choose Options Menu when finished. <i>Visual Controls</i> adjust the brightness, color, contrast, or tint. Choose Reset to return to default. Choose Options Menu when finished.
Resume	Return to game.
Restate	Replay mission objective.

## Structure Descriptions

For the best view, maximize this help window.

<b>Description</b>	<b>Power</b>	<b>Armor</b>	<b>Purpose</b>
Adv. Comm. Ctr. (G)	200	Light	Particle Beam Cannon
Adv. Power Plant	0	Medium	Provides power to base
Adv. Guard Tower (G)	20	Medium	Defensive rocket launch
Airstrip (N)	30	Medium	Weapons receiving area
Barracks (G)	10	Medium	Produces infantry
Chain Link Barrier	0	Light	Base defense
Communications Ctr	40	Medium	Base radar & communication
Concrete Barrier	0	Medium	Base defense
Construction Yard	30	Medium	Produces structures
Guard Tower (G)	0	Light	Defense
Hand of Nod (N)	10	Medium	Produces infantry
Helipad	10	Medium	Helicopter landing
Obelisk of Light (N)	150	Light	Laser-equipped defense
Power Plant	0	Medium	Provides power to base
Refinery	40	Medium	Converts Tiberium to credits
Repair Facility	30	Light	Vehicle repair
Sam Site (N)	20	Light	Defensive anti-airborne unit
Sandbag Barrier	0	Light	Base defense
Silo	10	Light	Holds refined Tiberium
Temple of Nod (N)	150	Heavy	Nuclear missile
Turret (N)	20	Medium	Base defense
Weapons Factory (G)	30	Medium	Builds vehicles/air power

### Structure Creation Chart (GDI)

<b>GDI Structure</b>	<b>Tech LVL</b>	<b>Prerequisite</b>
Barracks	1	Power Plant
Chainlink Fence	1	Construction Yard
Concrete Wall	1	Construction Yard
Const. Yard	1	None (all buildings require this)
Power Plant	1	Construction Yard
Refinery	1	Power Plant
Tiberium Silo	1	Refinery
Sandbags	1	Construction Yard
Comm Center	2	Refinery
Guard Tower	2	Barracks
Weapons Factory	2	Power Plant
Adv. Guard Twr	4	Communications Center
Repair Pad	5	Power Plant
Adv. Pwr Plant	5	Power Plant
Helipad	6	Barracks
Adv. Comm. Ctr	7	Communications Center

### Structure Creation Chart (NOD)

<b>NOD Structure</b>	<b>Tech LVL</b>	<b>Prerequisite</b>
Chainlink Fence	1	Construction Yard
Concrete Wall	1	Construction Yard
Const. Yard	1	None (all buildings require this)
Hand of NOD	1	Power Plant
Power Plant	1	Construction Yard
Refinery	1	Power Plant
Sandbags	1	Construction Yard
Tiberium Silo	1	Refinery
Airfield	2	Refinery
Comm Center	2	Refinery
Turret	2	Hand of Nod
Obelisk of Light	4	Communications Center
Repair Pad	5	Power Plant
Adv. Pwr Plant	5	Power Plant
Helipad	6	Hand of Nod
SAM Site	6	Hand of Nod
Temple of NOD	7	Communications Center



## Unit Descriptions

For the best view, maximize this help window.

Description	Range	Armor	Weapon
Armored Personal Carrier (APC) (G)	Short	Medium	.50cal machine gun
Cargo Plane (N)	n/a	Heavy	None
Commando Infantry	Long	Light	A-R with silencer
Engineer	Long	Light	None
Flamethrower Infantry (N)	Short	Light	Flamethrower
Flame Tank (N)	Short	Light	Twin Flame cannons
Grenade Infantry (G)	Short	Light	Grenade
Ground Support Aircraft (G)	Long	Heavy	Napalm bombs
Gunboat (G)	Long	Heavy	Missile
Harvester	n/a	Heavy	None
Hover Craft	n/a	Heavy	None
Humm-vee (G)	Short	Light	7.62mm chaingun
Light Tank (N)	Medium	Medium	70mm cannon
Medium Tank (G)	Medium	Medium	120mm cannon
Minigun Infantry	Short	Light	5.56mm chaingun
Mobile Artillery (NO)	Extreme	Medium	Ballistic Charges
Mammoth Tank (G)	Med/long	Heavy	Dual cannons/missile racks
Mobile Construction Vehicle (MCV)	n/a	Medium	None
Nod Buggy (N)	Short	Light	Machine gun
Orca Aircraft (G)	Long	Light	Rockets
Recon Bike (N)	Medium	Very Light	Rockets
Rocket Infantry	Medium	Light	Rocket Launcher
Rocket Launcher (G)	Long	Light	227mm rockets
Stealth Tank (N)	Medium	Light	Rockets
Transport Helicopter	n/a	Medium	None

### Unit Creation Chart (GDI)

<b>GDI Unit</b>	<b>Tech</b>	<b>LVL Prerequisite</b>
Minigun Infantry	1	Barracks
Grenade Infantry	1	Barracks
Harvester	2	Weapons Factory, Refinery
Humm Vee	2	Weapons Factory
Rocket Infantry	2	Barracks
Engineer	3	Barracks
Medium Tank	3	Weapons Factory
APC	4	Barracks, Weapons Factory
Mammoth Tank	5	Weapons Factory, Repair Bay
Chinook	6	Weapons Factory, Helipad
Orca	6	Weapons Factory, Helipad
Commando	7	Barracks, Advanced Comm Center
Ion Cannon	7	Adv. Comm Center
MCV	7	Weapons Factory, Adv. Comm Center
MRLS	7	Weapons Factory, Adv. Comm Center

### Unit Creation Chart (NOD)

<b>NOD Unit</b>	<b>Tech LVL</b>	<b>Prerequisite</b>
Flamethrower Inf	1	Hand of Nod
Minigun Infantry	1	Hand of Nod
Harvester	2	Weapons Factory, Refinery
Nod Buggy	2	Airfield
Recon Bike	2	Airfield
Rocket Infantry	2	Hand of Nod
Engineer	3	Hand of Nod
Light Tank	3	Airfield
Flame Tank	4	Communications Center, Airfield
Stealth Tank	5	Communications Center, Airfield
Apache	6	Helipad, Airfield
Artillery	6	Airfield
Chinook	6	Helipad, Airfield
Chem Warrior	7	Hand of Nod, Temple of Nod
Commando	7	Hand of Nod, Temple of Nod
MCV	7	Weapons Factory, Temple of Nod
Nuclear Strike	7	Temple of Nod

### **Crate Contents**

If you turn on the Crate option in your game, here's what you might find in a crate:

MONEY	Random. Can be in any amount up to \$2,000.
NUKE MISSILE	Equivalent of nuclear strike using Temple of NOD. One shot only.
REVEAL MAP	Uncovers the entire map for the player. This applies to the radar screen, as well as the onscreen map.
STEALTH	Applies stealth to unit that discovers this crate and all units and structures within a 50 foot radius.
EXTRA UNITS	Random. Can be any GDI or NOD unit.
HEAL ALL	Heals all of your units and structures to 100% health.
ION CANNON	Equivalent of ion cannon using the Advanced Communication Facility. One shot only.
NUKE STRIKE	Directs a Nuke Strike against the location of the crate retrieved. Very bad.
BOMB	Explodes on contact. Very bad.
HIDE MAP	Hides the entire map, except for your units.
VISCEROID	Releases a Tiberium-spawned Visceroid into the playing field. Attacks randomly.

**Hot Keys**

[Click here](#) for Keyboard Shortcuts.

[Click here](#) for Unit Control Keys.

[Click here](#) for Cursor Modifiers

## Keyboard Shortcuts

F7-F10	Map Bookmark System; use CTRL+F7-F10 to place a bookmark, then use F7-F10 to jump to that spot.
CTRL+#	Team Creation; mark a group of units as a team.
0-9	Team Selection; selects a pre-marked team (see CTRL+#) as the current active group.
TAB	Open/Close Sidebar.
H	Automatically selects and centers the view around your construction yard.
N	Your next unit on the playing field is selected and the view is centered about it.
R	Resign depriving your enemy of absolute victory.
HOME	Centers the view around the currently selected object.
ALT+#	Select specified team and center view over team members. Same as pressing the team number and then Home.
A	Alliance; select an enemy unit and press A. You become an ally of the selected unit. This is not a reciprocal arrangement. Your new ally must explicitly ally itself to your units. When you form an alliance, your units treat all units of the allied side as friendly. You cannot target them. Pressing A a second time removes the alliance and restores the units to enemy status.

**Unit Control Keys**

- G Guard Area Select a group of units and then hit G to put them into Guard Area mode. In this mode, units will patrol and open fire on any enemy units that come within range.
- X Scatter Units This causes a selected group of units to scatter (for example, to make themselves into more difficult targets).
- S Stop Unit Causes a unit to stop in its tracks.

**Cursor Modifiers**

- CTRL Force Attack; force cursor to become target cursor. You can target your own units among other things.
- ALT Force Move; force units to move instead of standing and fighting. It is useful with tanks against enemy infantry.
- CTRL+ALT Guard Area or Unit; select a group of units and then CTRL+ALT click on a building, this forces your units to patrol the area around the building looking for the enemy. They engage the enemy if found. If you use CTRL+ALT on another of your units (for example, the harvester) the selected units guard that unit as it moves around the map.



## Strategy and Tactics

- Explore territory early in the game. Send out fast light vehicles you can afford to lose. It's more difficult to map territory as your enemy increases its units and structures.
- Place buildings, such as guard towers, obelisks of light, and other structures, in passes. One or two buildings along with a couple of mobile units can usually keep enemy units from taking the pass and moving into your territory.
- When you capture an enemy building, you can sell it for money. You can also use it to build units and structures that are different from what you can build with your own buildings.
- One "quick kill" strategy is to create engineers, put them in a high speed vehicle, send the vehicle into the enemy's territory, take over buildings, and sell them. To defend against this tactic, scatter soldiers with rocket launchers, guns, and grenades near critical portions of your base so your enemy can't sneak up on you.
- You can only build next to buildings you already own. One way to extend your building area is to construct sandbag walls to a place where you want to place a building. Place the building and sell the sandbags to recoup some of the building costs.
- Chem troopers do one and a half times the damage of infantry units, and can walk through Tiberium without damage.
- Sandbags have a variety of uses. You can place sandbags to block enemy access. You can also use them to control the your enemy's movement through an area. Station bazookas behind the sandbags and blast your enemy as it tries to maneuver through the sandbag paths.
- If you have a Communications Center, you can place buildings on the radar map (Sidebar display) where you want to build them, even in unexplored territory (if there is room).

## GDI Strategy

- Be aggressive. Build lots of tanks (not mammoth tanks, just medium tanks), and deploy them in groups of three or more.
  - n Advanced guard towers serve both as anti-helicopter defense as well as anti-tank defense.
  - n Grenadiers are very effective ground troops when deployed in groups of four.
  - n Orcas are effective. Group them in threes or more by clicking and dragging. Send them out to destroy Nod harvesters and other units. When you destroy a harvester, your enemy not only loses the unit but also has less funds to train units and build structures.

## NOD Strategy

- The NOD rocket bikes are a great buy for NOD players. In large swarms, they can take out almost any unit relatively quickly. They don't do so well against infantry, however, so back them up with a couple of flame tanks and a couple of mini-tanks and you'll have something unbeatable.
- Flame tanks paired with stealth tanks are a hot combination. Use the stealth tanks to sneak up and strike from behind while the flamers attack from the front.
- Produce cycles in large numbers. Go after GDI harvesters to stop the flow of Tiberium and prevent the GDI from building expensive Orcas, as well as other units and structures.
- Obelisks paired with Sam sites defend against ground and air attacks simultaneously. Surround Obelisks with concrete walls to slow down tanks and infantry while you annihilate them.

## New Player Strategy

- Spend time playing the single-player version of the game. Missions are progressive – you get new structures and units to work with. Learn how to navigate and try some general strategies. In general, the multiplayer version of the game is just like the single-player version except the opponents are a lot smarter and more aggressive.
- Build quickly without stopping and focus on resource acquisition. To begin with, build at least two Tiberium refineries (if you can afford it). Get your harvesters out and gather Tiberium as quickly as possible. Then build weapons factories, barracks, and other facilities. It's important to control and protect a supply of Tiberium that only you have access to and prevent others from blocking you off from the global supply of Tiberium.
- If your base is completely gone, there's a chance you can make a quick comeback! You must have at least \$2,400 and no structures left. There is an excellent chance that the next crate you find will contain an MCV. Use it to create a new Construction Yard. Of course, if the Crates option isn't turned on, you're out of luck.
- When you sell a building, you get 50% of the purchase price. Don't sell your Construction Yard to get more funds unless you have captured someone else's Construction Yard and no longer need yours.



