

SEGA™

Westwood  
STUDIOS™

# COMMAND & CONQUER™



SEGA SATURN™

T-7028H

2 CDs OF  
WORLD  
DOMINATION



**WARNING: READ BEFORE USING YOUR SEGA VIDEO GAME CONSOLE.**

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the Saturn game console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even on persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

**WARNING TO OWNERS OF PROJECTION TELEVISIONS:**

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

**HANDLING YOUR Saturn™ DISC:**

- The Sega Saturn disc is intended for use exclusively with the Sega Saturn™ system.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional recess during extended play, to rest yourself and the Sega Saturn compact disc.
- Keep your Sega Saturn compact disc clean. Always hold by the edges and keep it in its case when not in use. Clean with a lint-free, soft, dry cloth—wiping in straight lines from center to edge. Never use solvents or abrasive cleaners.
- Do not use it as a coaster for hot drinks.



*This official seal is your assurance that this product meets the highest quality standards of SEGA™. Buy games and accessories with this seal to be sure that they are compatible with the SEGA SATURN™ SYSTEM.*

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## STARTING UP

Set up your Saturn™ game console according to the instructions in its Instruction Manual. Make sure the power is off before inserting or removing a compact disc. Insert the Command & Conquer Saturn™ disc and close the CD door. Insert game controllers and turn on the Saturn™ game console. Follow on-screen instructions to start a game.



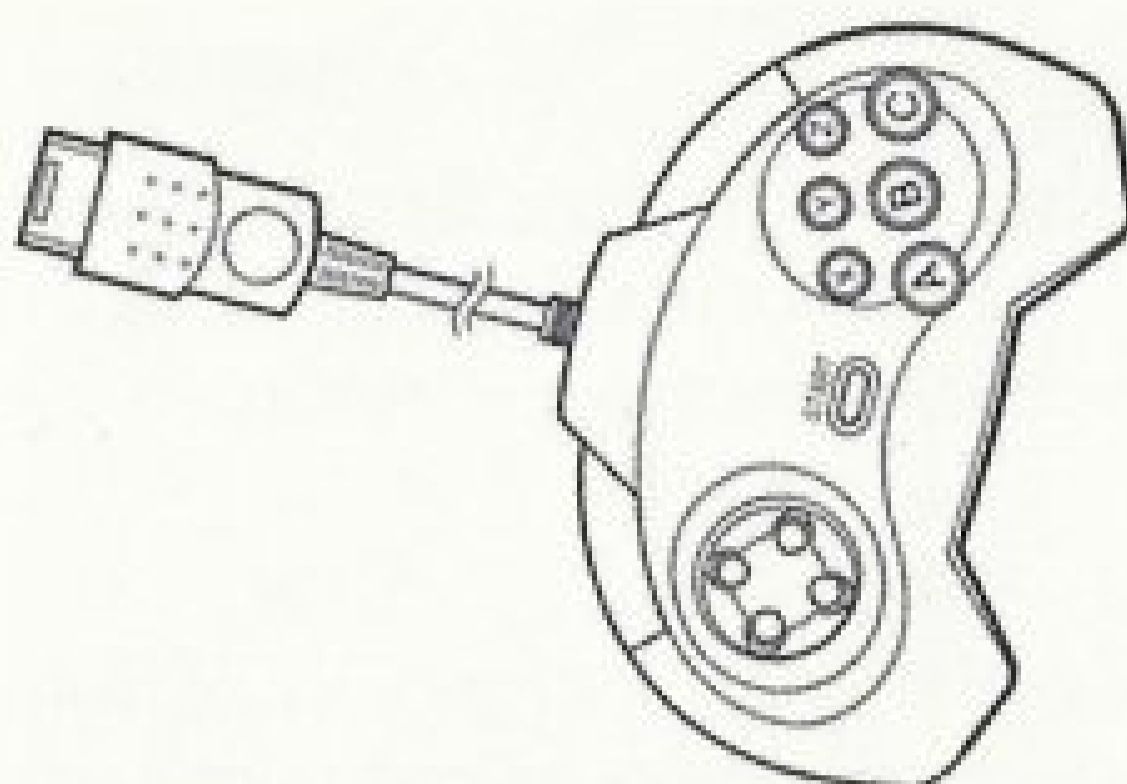
The Sega Saturn Unit



Insert Game Controller into left hand port

Insert CD into drive on top of the unit after pressing "open" to release the lid

# GAME CONTROLS



## BUTTON(S) WHAT IT DOES FOR YOU

### Basic Maneuvers

- |                 |   |
|-----------------|---|
| D-Pad           | Gives you cursor and map movement.  |
| R-Shift + D-Pad | Moves cursor faster.  |
| A button        | Affirms an action. Use this button to select units, structures, etc. Hold down A button and move cursor to select multiple units. |
| B button        | Negates an action. Use this button to deselect units, structures, etc.  |
| C button        | Goes to and opens sidebar. Remembers last cursor location on sidebar.   |
| L-Shift         | Toggle cursor mode (Repair, Sell, Guard). B reverts to normal.  |

### Creating Teams

*After selecting units...*

- |             |                |
|-------------|----------------|
| R-Shift + X | Creates team X |
| R-Shift + Y | Creates team Y |
| R-Shift + Z | Creates team Z |

### Moving Teams

- |   |                            |
|---|----------------------------|
| X | Selects and goes to team X |
| Y | Selects and goes to team Y |
| Z | Selects and goes to team Z |

*(hold down button for a half second to home in on team)*

### Additional Commands

- |                   |                                |
|-------------------|--------------------------------|
| R-Shift + C       | Rebuilds last object you built |
| L-Shift + C       | Opens and closes sidebar       |
| L-Shift + A       | Force move                     |
| L-Shift + X       | Guard area                     |
| L-Shift + Y       | Force fire                     |
| L-Shift + R-Shift | Scatter                        |
| L-Shift + B       | Stop                           |
| L-Shift + Z       | Select next unit               |



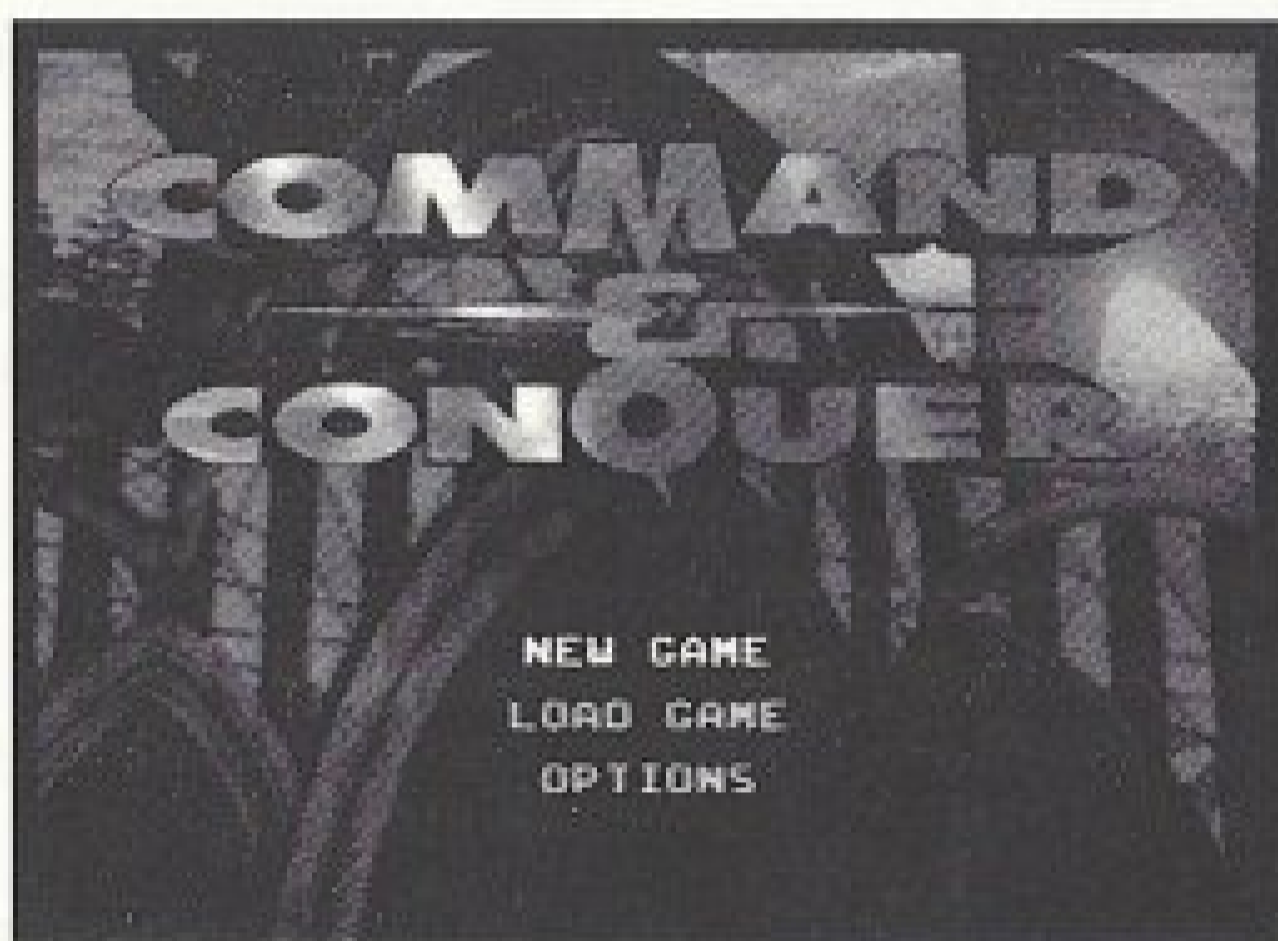
# STARTING THE GAME

## Starting the Game

### Choosing Your Side: GDI or the Brotherhood of Nod

You can play one of two sides—GDI (the Global Defense Initiative peacekeeping force) or the Brotherhood of Nod, a secretive terrorist organization that has remained hidden for centuries... until now. Choose the side you wish to play by inserting the appropriate CD ROM.

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



Start/Options screen

### Start/Options Screen

On this screen you have three options. Use the D-Pad to highlight the desired option, then press the Start button to select the option.

#### NEW GAME

The New Game option starts out a fresh GDI or Nod campaign (depending on which CD you have inserted) from the beginning.

#### LOAD GAME

This takes you to the Enter Password screen. Use the D-Pad to scroll through the alphabet and press A to select each letter. Once you have entered the complete password, move the cursor to the OK button and press the A button.

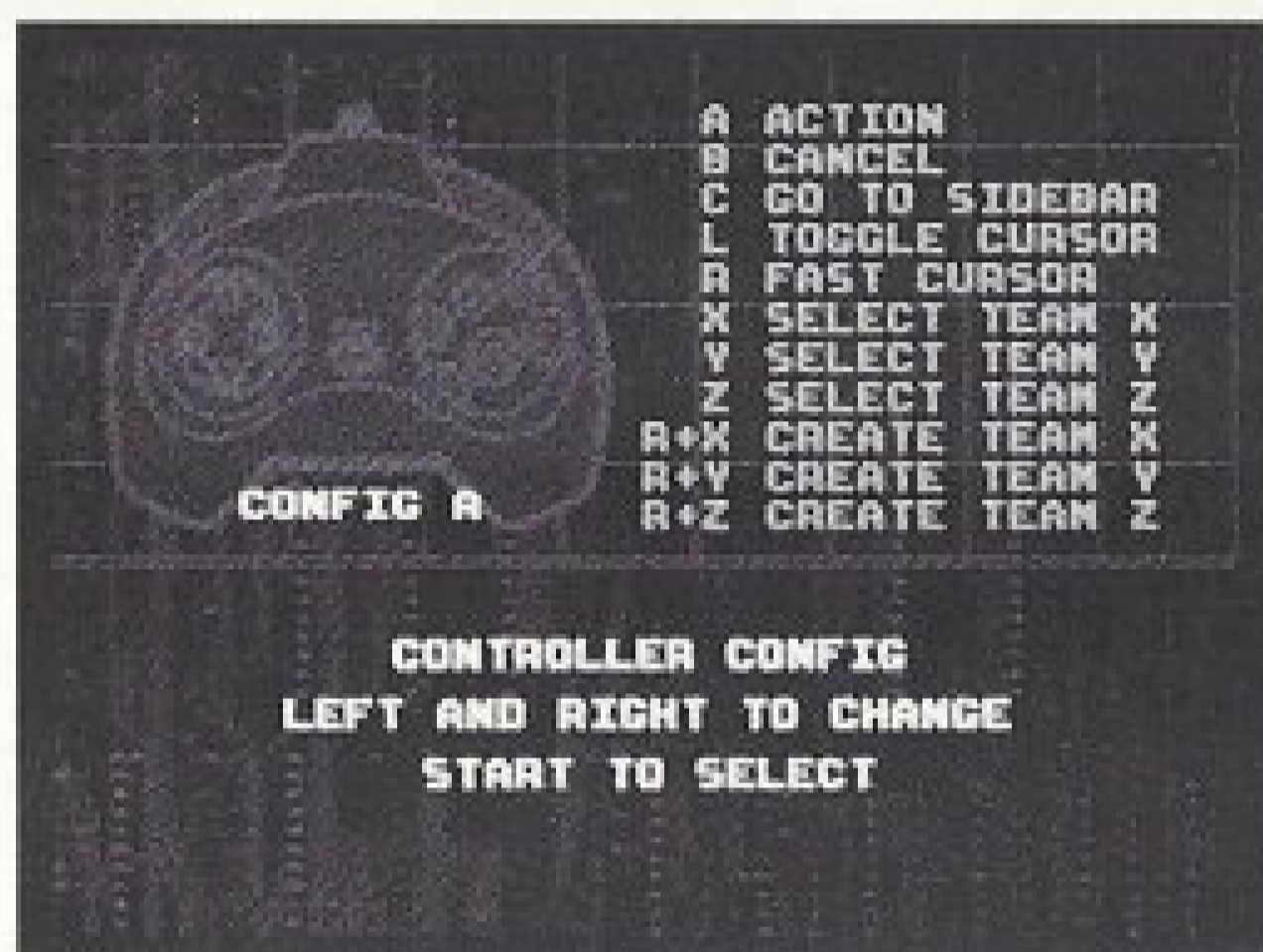
# PLAYING THE GAME



Enter password screen

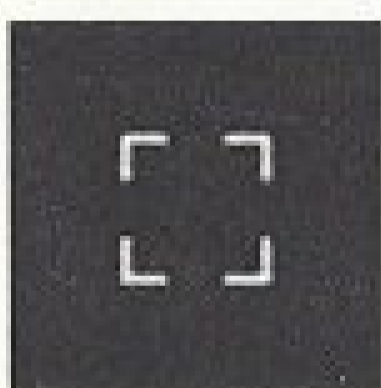
## OPTIONS

The Options menu has Controller Config and Sound options. Select the Controller Config option to customize your Controller buttons.



Controller Config

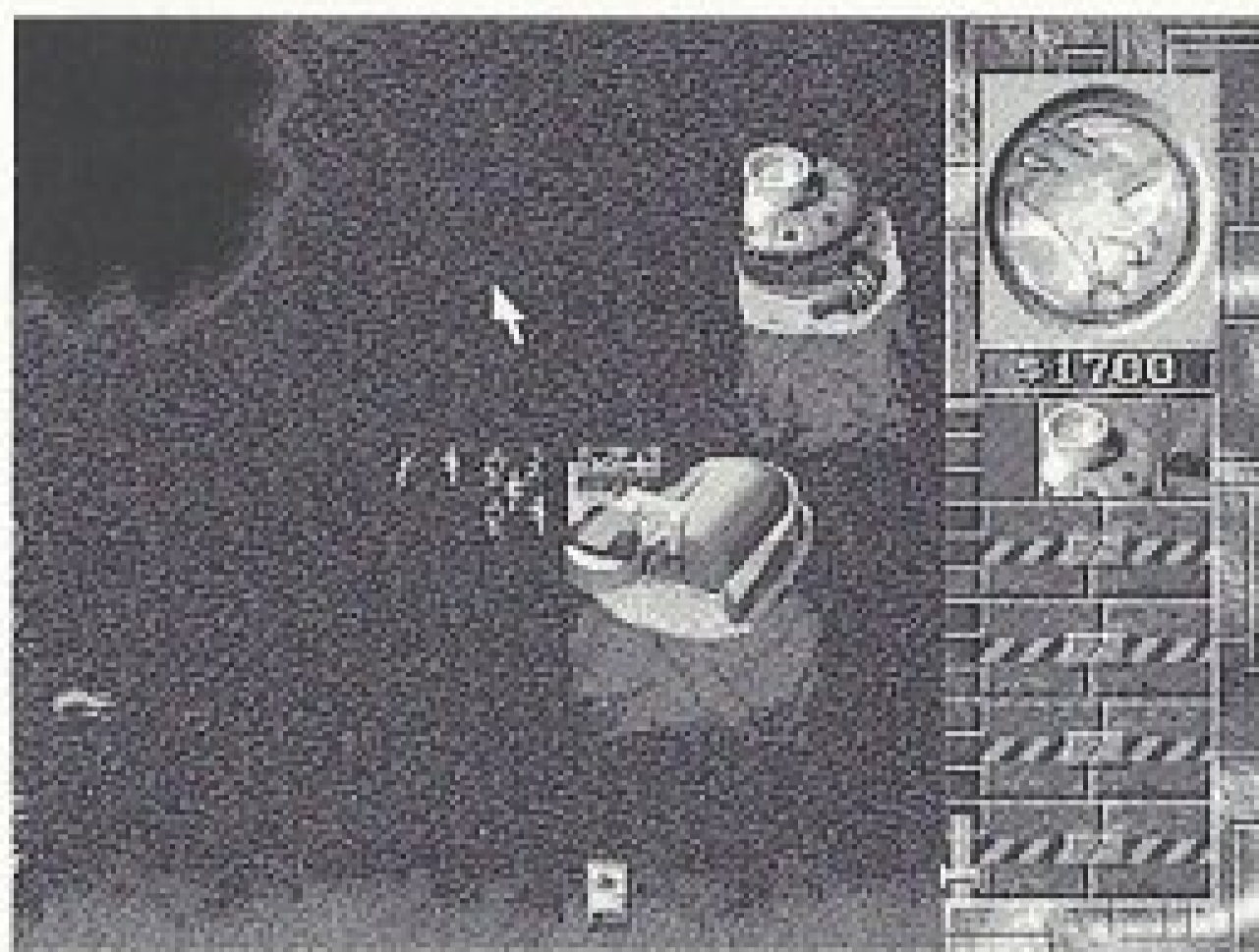
## Playing the Game



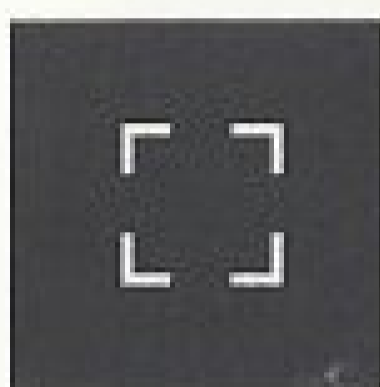
### Ordering Your Troops Around

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

# PLAYING THE GAME



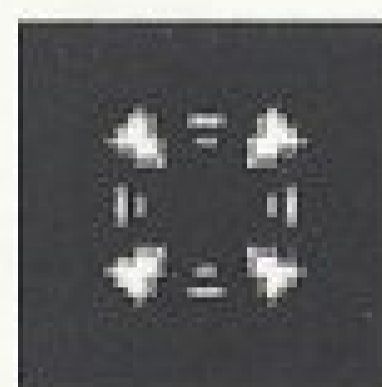
Main Game screen



Selection cursor



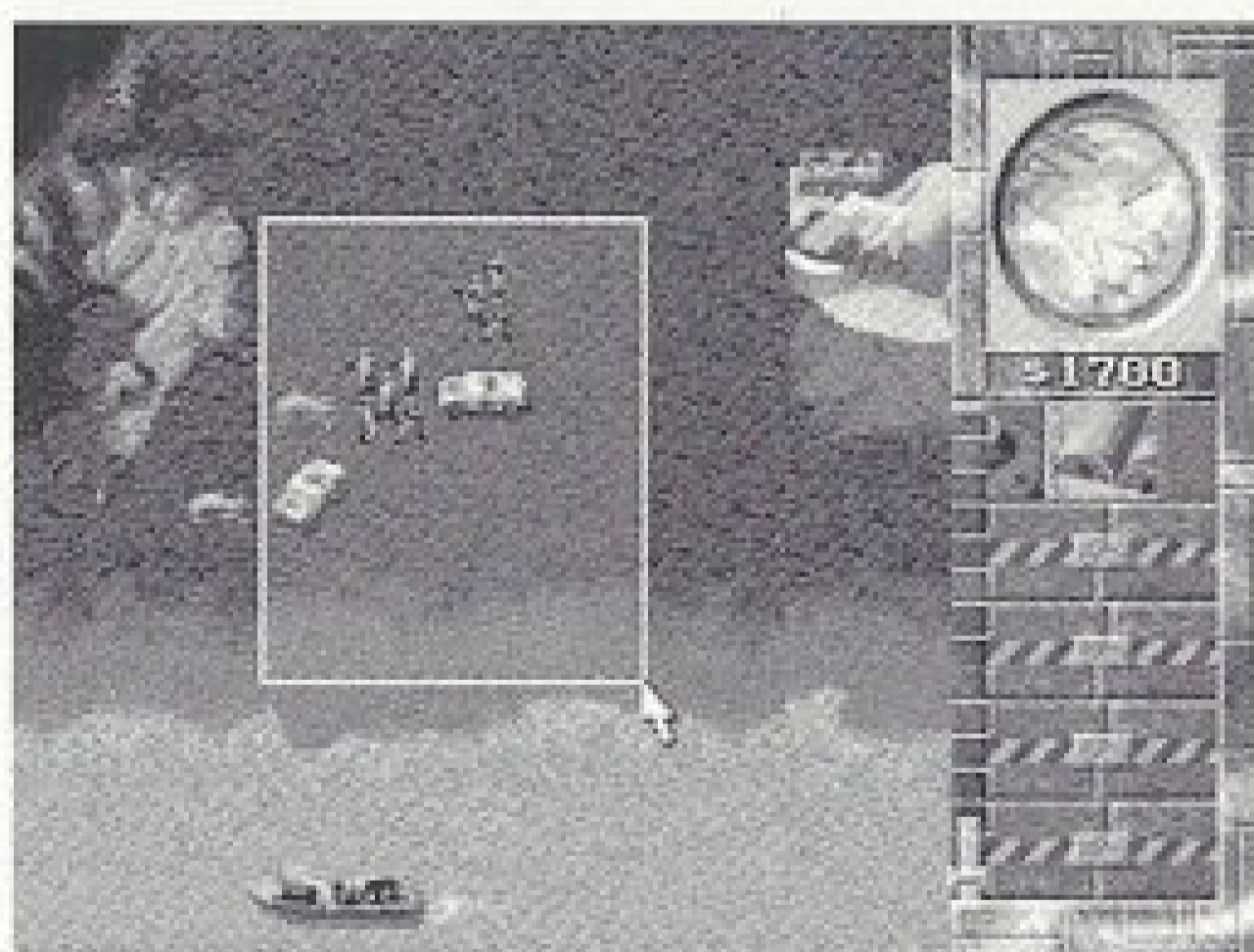
Targeting cursor



Movement cursor

## How to Select a Group of Units

To save time, you can combine your troops into groups. Press and hold the A button, then move the cursor to include all the troops you want selected. A white box outline indicates the range of this selection. Release the A button, and all the units within the white box will be selected. You can give that group an order the same way you'd give a single unit an order.



} the sidebar

Selecting many units at once

## Sidebar

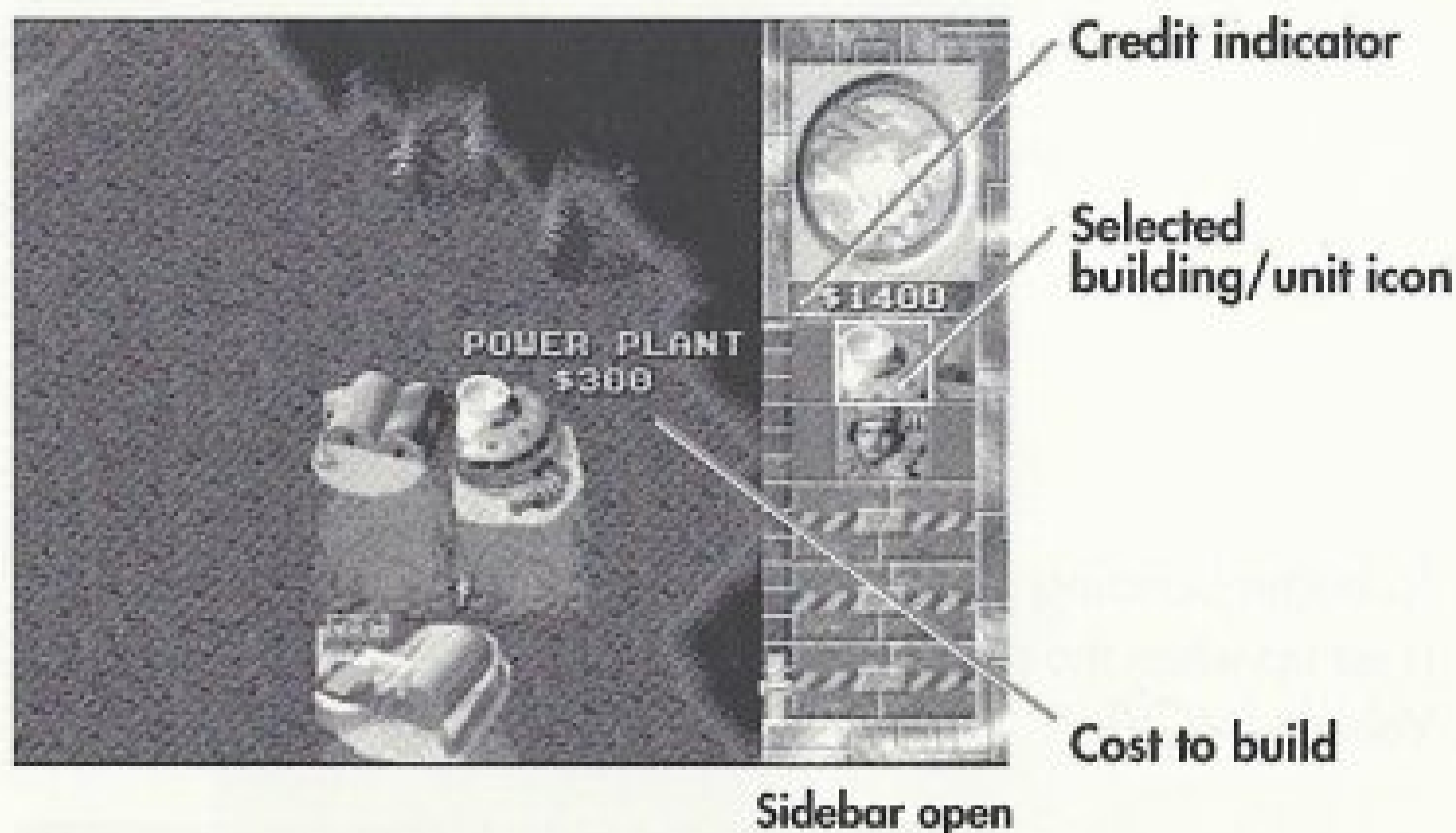
From the main game screen pressing the C button will open the sidebar and take your cursor to it.

If you press L-Shift + C the sidebar will open but will not be made active - this is useful for keeping an eye on production status or using the radar display. L-Shift + C again turns this option off.



## PLAYING THE GAME

You can build units and buildings by positioning your cursor on the corresponding icons in the Sidebar and pressing the A button. The sidebar will also show you a radar map of the area (if you have communications centers) and also tell you how much power your base is producing versus how much it needs.



### Credit Indicator

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

### Production and Non-Production Missions

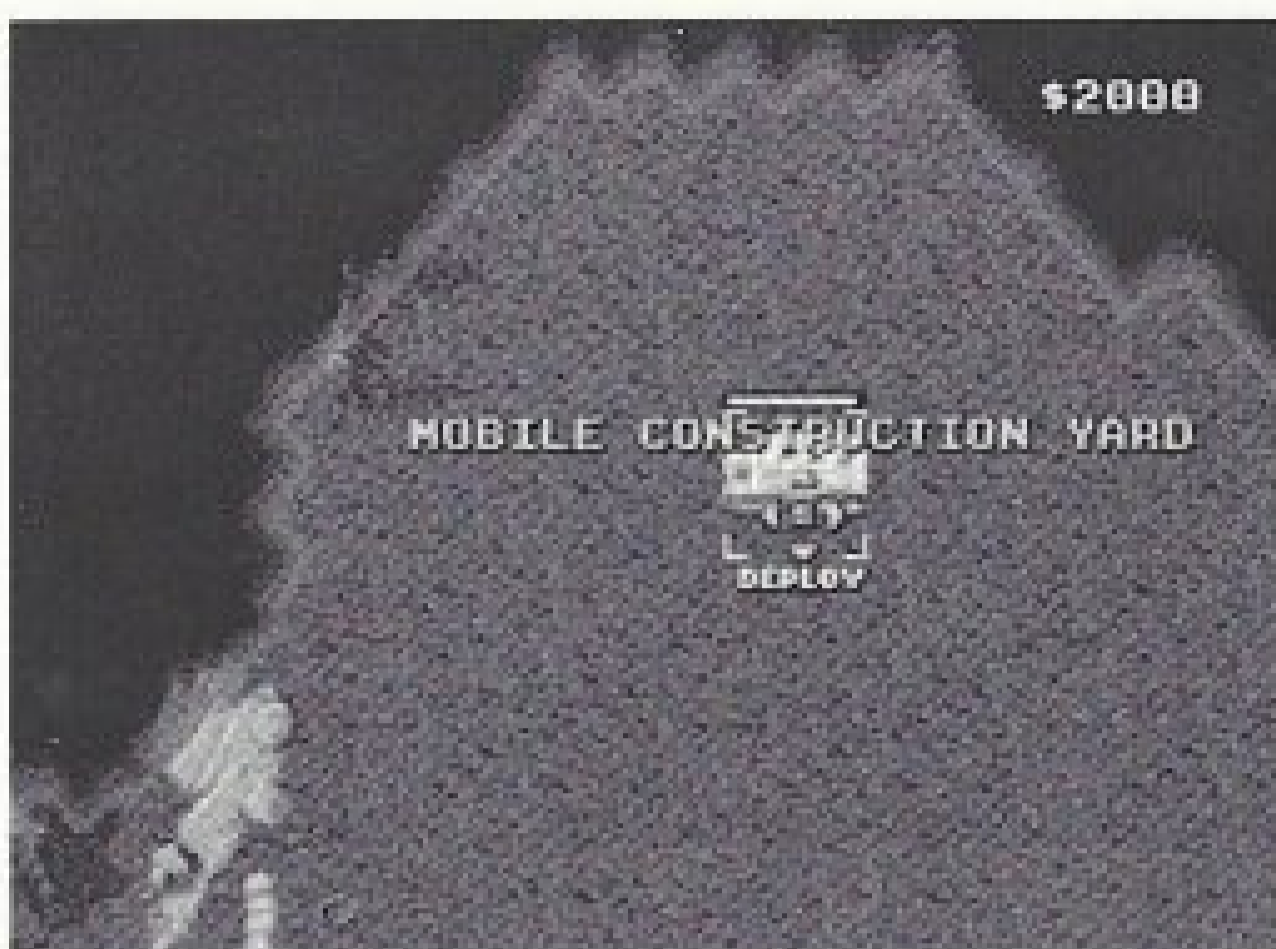
There are two types of missions: production and non-production. In production missions, you are given either a construction site or a Mobile Construction Vehicle (MCV).

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

### Building

Constructing your own base is critical to the success of many missions. You must constantly maintain and defend this base during combat; a strong base is often necessary to win.

## PLAYING THE GAME



Deploying your MCV

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

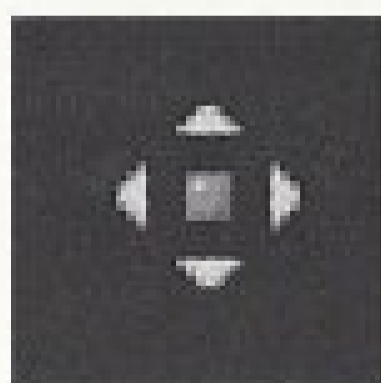


Construction Yard deployed

Move the cursor to the MCV and press the A button to select it. Then move the Deploy cursor to the area where you want to set up the new Construction Yard. If you try to deploy the MCV where there isn't enough room, the deploy cursor will not appear. If there is enough room, press the A button to deploy the MCV, and it will turn into a Construction Yard.



MCV



Deploy  
cursor



Construction  
Yard

Once the Construction Yard is set up, you will have new construction options on the sidebar. Press the C button to reveal the sidebar. In the upper portion of the sidebar, you will see the symbol of your side (GDI or Nod). Later, this area becomes a radar display when you've built a Communications Center and have enough power to support it.

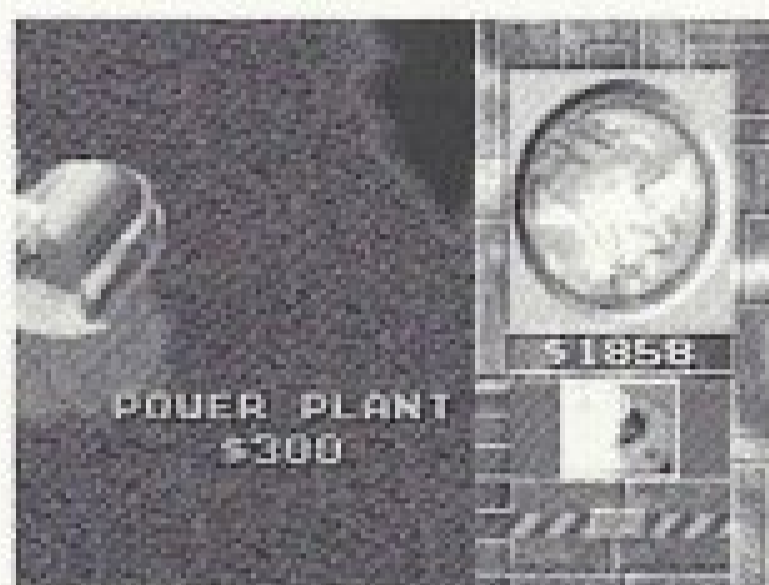
## PLAYING THE GAME

your side's  
symbol {

icons {



Underneath the sidebar credits display are up to five rows of icons. The top row displays structures which your Construction Yard can build; the row below displays the infantry you can create, the third row displays the units available to you. Use the D-Pad to move the cursor around the sidebar once it is active.



Choosing a structure  
in the sidebar

To build a structure or unit, move the cursor to the appropriate icon in the sidebar, then press the A button. Construction will take a period of time, as indicated by the sweeping arc over the icon. Cost for construction and/or purchasing will be automatically deducted from your available credits. Only one unit and one structure can be built at any one time. If you move the cursor over the icon (without pressing the A button), you'll see the icon's name and how much it would cost you to build, buy, or train it.



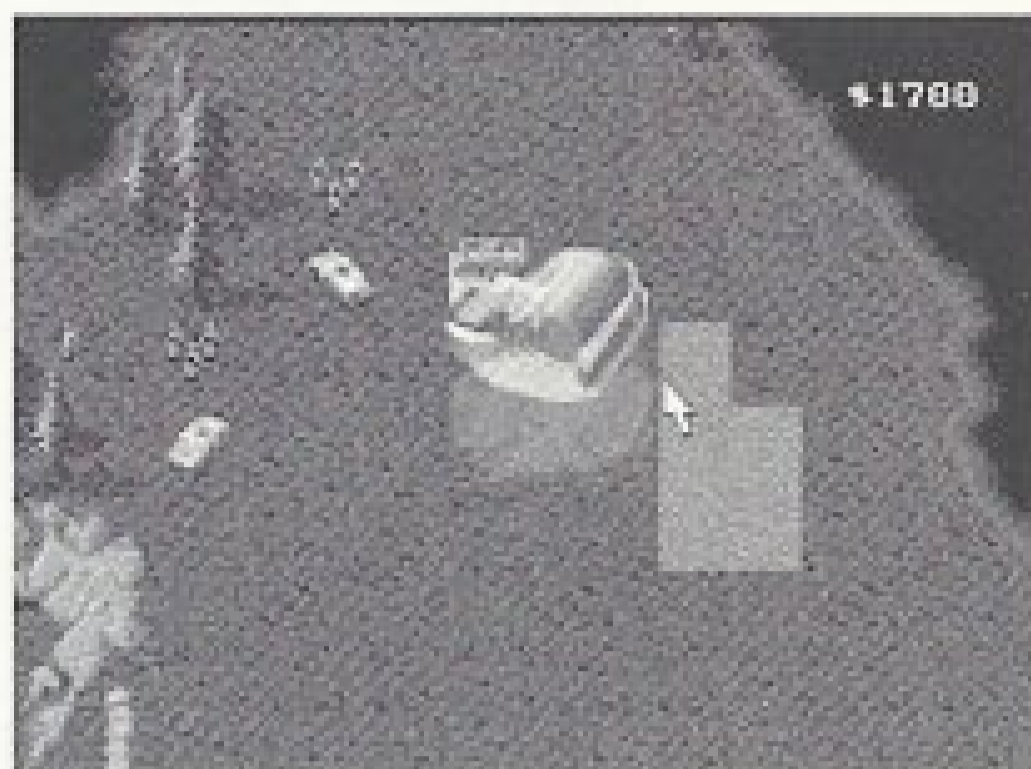
Ready to place

Once construction is completed, the word **READY** will appear on top of the icon in the sidebar. To place the newly built structure, press the A button when the cursor is on top of it. Press the A button, and the cursor will turn into a placement cursor on the main game screen. The cursor gives you an idea of how large the structure will be on the field. Move the cursor to where you want the structure placed. The cursor should be entirely white. Any red in the cursor indicates that the placement area is blocked, and you will not be able to deploy the structure. If the structure can be placed, the cursor will glow. Once you've found a suitable location, press the A button again and the structure will be placed where you indicated. Your new structure must be adjacent to an existing one or the entire placement cursor will be red. All structures in a base must "touch".

## PLAYING THE GAME



Area blocked



Area clear!

While there is a cursor on the field, you will not be able to build anything else. You'll have to either place the building or cancel its placement. To cancel, press the B button while the placement cursor is still up. Pressing the B button again on the icon in the sidebar will cancel the building and refund your credits.



Low power

### Power

To the left of the construction icons is a narrow bar with a horizontal indicator on it. This is your power bar—keep an eye on it! Every building that you place requires power to run. Knowing how much power you have and how much power you are using is very important.

The “threshold” marker shows how much power your base (and all its structures) needs to function optimally, while the vertical power production bar shows how much power your base is producing. If the vertical bar is yellow or red, your base doesn't have enough power! If it's green, your base has enough power to run all the structures you have built.

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

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



## PLAYING THE GAME



Ready to build barracks

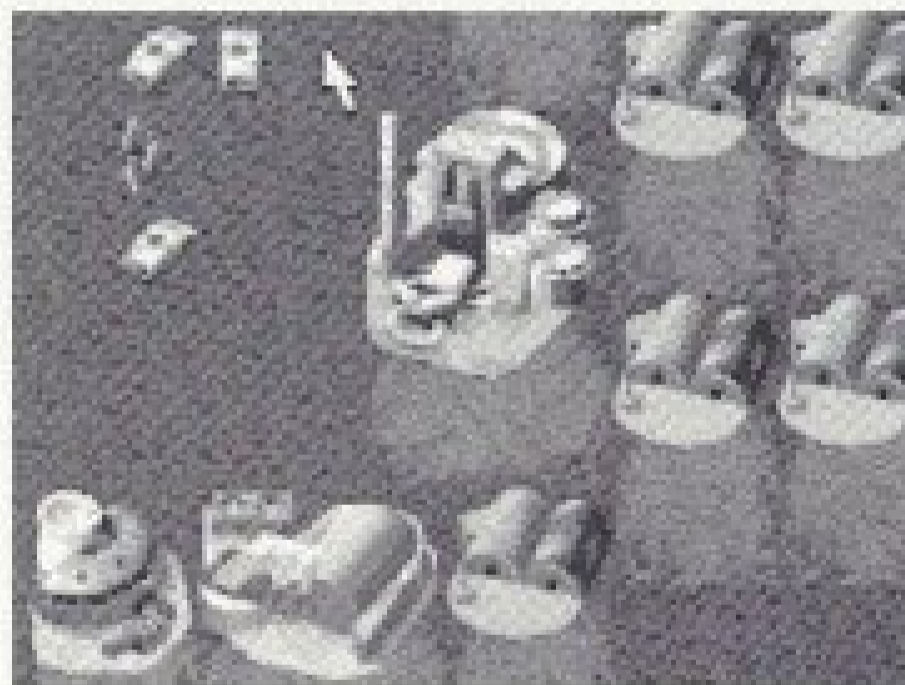
### Creating Additional Units

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



With Barracks built, now you can train infantry

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



Building more barracks lets you train faster

### Tiberium and Harvesting

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



## PLAYING THE GAME



Building a Refinery

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



Selecting your Harvester



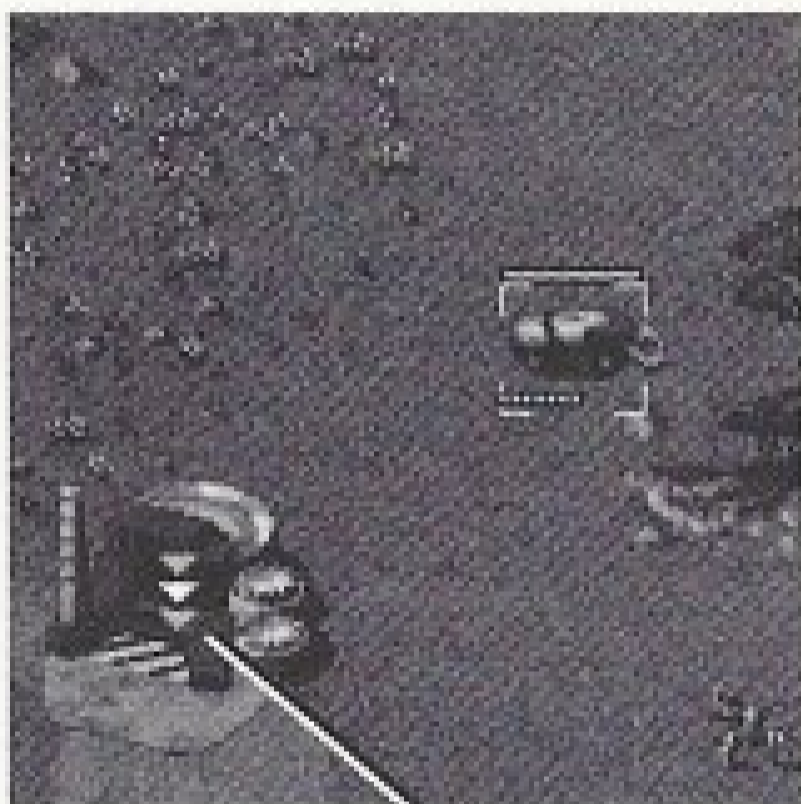
Scout for  
Tiberium

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

## PLAYING THE GAME



Automatic harvesting has begun



Enter cursor

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

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

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

### Managing Your Money

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

### Loading Units Into Transports

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

## PLAYING THE GAME

should give you a deploy cursor.) Press the A button on the unit and your troops will leave the unit, ready for fighting.



### Capturing Enemy Buildings

As the game advances, a special infantry unit, the Engineer, will become available. Engineers are unarmed, but they allow you to capture enemy buildings. To do this, move your cursor to the Engineer, press the A button, and place the cursor over an enemy building. If it is one you can take, you will see an Enter cursor. Some buildings cannot be captured. Press the A button if you want the Engineer to try to capture the building. If you are successful, the color of the building you targeted will change to the color of your side. This building is now part of your base. You can build base structures around it, or sell it, or just leave it there, denying your enemy of its use. Depending on the structure you captured, you may be able to build some units or structures that are normally unavailable to you! Your enemy may attempt to re-take the building, so if you don't plan on attacking from within, sell it or be prepared to defend it!



### Repairing Structures

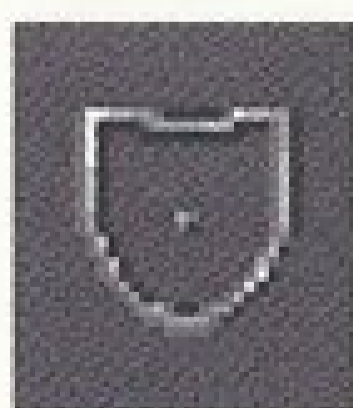
Repair a damaged buildings to keep them operating at full efficiency. Press the L-Shift button until you see the Wrench cursor. Move the Wrench to the building you want repaired and press the A button. Repair will begin immediately, indicated by a large, blinking wrench. The cost of repair will be deducted from your account automatically. Several buildings can be repaired starting the spinning Wrench on them.

If you wish to stop the repair process on a structure, click the Wrench cursor on the structure a second time. If you run out of credits while repairing, the repair process will cease. To cancel repair mode press the B button.



### Selling Structures

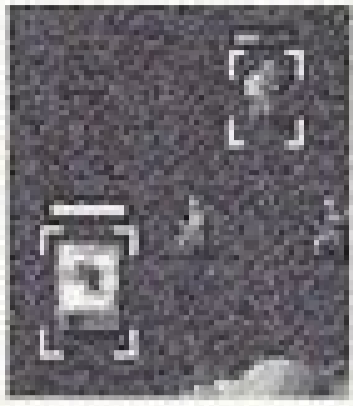
To sell a building, press the L-Shift button until the cursor changes into a \$ sign. Click the \$ cursor over the building you want to sell. It will deconstruct, and you'll be credited half of the structure's original cost. **BE CAREFUL!** As long as the cursor is in \$ mode, any building you press the A button on will be deconstructed and sold! To cancel out of \$ mode, press the B button.



### Guarding Units

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

# PLAYING THE GAME



## Check-Up

To check the health status of a unit or structure, select it by pressing the A button when the cursor is in Select mode (press B button to deselect). As long as the bar is green, it's healthy. As the bar shrinks and turns red, it's closer to being destroyed. Health status will affect the

speed of the unit. In later missions, vehicles can be repaired if you build a repair facility and send them to it.

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

## Game Options

To access the GAME OPTIONS menu, press the Start button at any time during gameplay. All the action on the battlefield will stop while you are in the GAME OPTIONS menu. Use the D-Pad to highlight the option you want, then press the A Button to select it. Press the Start button to return to the game from the GAME OPTIONS menu.



Game Options

## GAME CONTROLS

Select GAME CONTROLS to alter the Game Speed, Cursor Speed, Help Text mode and Cursor Help mode.



Game controls

**Game Speed:** Affects the movement rate of game units.



## PLAYING THE GAME

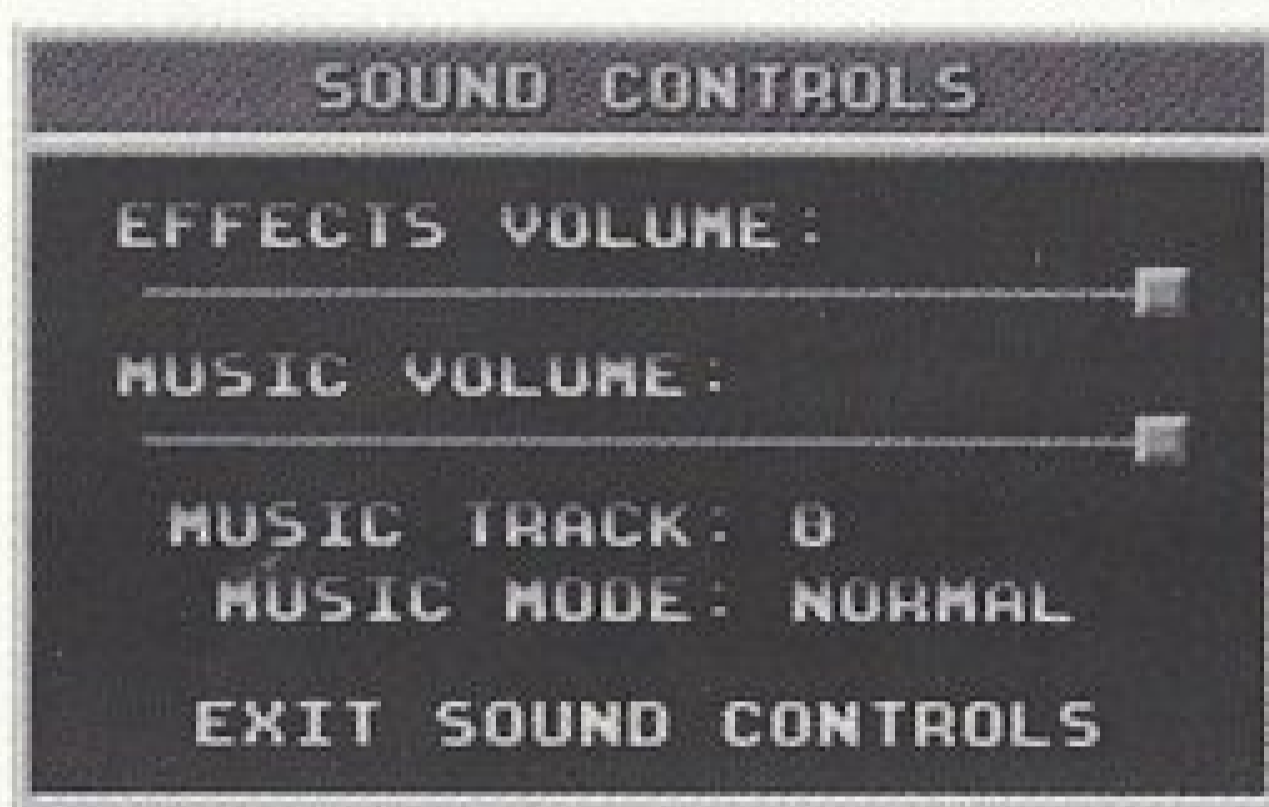
**Cursor Speed:** Affects the rate of battlefield scrolling.

**Help Text:** Turns the context sensitive help text on and off.

**Cursor Help:** Turns the context sensitive cursor help on and off.

### SOUND CONTROLS

Select SOUND CONTROLS to adjust the volume of the music or sound effects, or to change the song currently playing.



Sound Controls

To control the volume of music or sound effects, slide the knob left or right. Going right will make that audio track louder, going left will make it softer. If you want to shut off music or sounds, drag the control knob all the way to the left.

To change the music track, highlight MUSIC TRACK and use the D-Pad to change the track number.

To change the music mode, highlight MUSIC MODE and use the D-Pad to change the mode. The following settings are available:

**Normal:** Plays the available tracks in sequence

**Repeat:** Repeats the current track

**Shuffle:** Plays the available tracks in random order

Select EXIT SOUND CONTROLS to return to the GAME OPTIONS menu.

### MISSION BRIEFING

This option gives you a summary of your mission objectives. From here you can also choose to view the mission briefing video again.

Select EXIT MISSION BRIEFING to return to the GAME OPTIONS menu.

### RESTATE PASSWORD

This option gives you another chance to see the password for the current level.



## PLAYING THE GAME

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Restate Password

Select **EXIT RESTATE PASSWORD** to return to the **GAME OPTIONS** menu.

### **RESTART MISSION**

This option allows you to restart the current mission if things are looking grim for your side. Use the D-Pad to choose **YES** if you really do wish to restart your current mission, otherwise choose **NO** to return to the **GAME OPTIONS MENU**.

### **ABORT MISSION**

Select **ABORT MISSION** if you do not like how things are going and want to escape to the Start/Options screen. A confirmation window will come up just to make sure. Use the D-Pad to choose **YES** if you really do wish to abort your current mission, otherwise choose **NO** to return to the **GAME OPTIONS MENU**.

## SEGA SATURN CREDITS

---

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ORIGINAL SOUNDTRACK: FRANK KLEPACKI  
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---

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CARTER: BILL COLLINS  
SETH: ERIC GOOCH  
MORELLI: WENDY BAGGER  
DR. MOBIUS: RICHARD SMITH  
GREG BURDETTE: ERIC RANDALL  
SCIENCE SHOW HOST: R.C. FAVERO  
GDI SOLDIER #1: AARON POWELL  
GDI SOLDIER #2: MICHAEL LIGHTNER  
NOD SOLDIER #1: BHAVIN PATEL  
NOD SOLDIER #2: ED DEL CASTILLO  
NOD SOLDIER #3: PAUL BASTARDO  
NOD SOLDIER #4: CHRIS RUBYOR  
NOD PANICKED SOLDIER: IAN PUGH  
NOD CYBERSPACE SOLDIERS: ED DEL CASTILLO  
FRANK KLEPACKI  
IAN PUGH  
NOD COMMUNICATIONS OFFICER: TED MORRIS  
VOICE OF EVA: KIA HUNTZINGER  
VOICE OF YELLING INTERROGATOR: JEFF FILLHABER  
VOICE OF IN-GAME INFANTRY: PAUL MUDRA  
ROB SANDBERG  
VOICE OF IN-GAME  
VEHICLE PERSONNEL: ELIE ARABIAN  
DWIGHT OKAHARA  
OTHER VOICES: JASON BUCHANAN, ELSBETH WETHERILL,  
FRANK KLEPACKI, CLIFFORD DAVIS, RICK  
GUSH, PENINA FINGER

# TECHNICAL SUPPORT

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## BEFORE YOU CALL FOR TECHNICAL SUPPORT

We receive many calls every day, so in order to serve you more efficiently, please have the following information available:

1. The correct name of the game.
2. The type of system you are running the game on.
3. Exact error message reported (if any).

Our technical support number is 714-833-1999. Have a pen and paper handy when you call, and be near your Saturn™ if at all possible. No game playing hints will be given through this number.

## ON-LINE SUPPORT SERVICES

Westwood Studios provides upcoming news, latest versions, updates, product demos, reviews, technical support, counseling, and more on the following on-line services.

### INTERNET

**WORLD WIDE WEB:** To find Westwood's home page on the world wide web, you will need a browser. Our address is <http://www.westwood.com>.

**FTP:** If you're looking for our latest support files for any of our products, you'll be able to get them from our ftp site at <ftp.westwood.com>.

**E-MAIL:** Send e-mail to [support@westwood.com](mailto:support@westwood.com) with any specific queries you have.

### AMERICA ONLINE

Select the GO TO menu at the top of the screen and highlight "Keyword". Enter Westwood Studios and then click on "GO". You can write public mail in any of the conference areas, or write private mail to Westwood by addressing it "WESTWOOD S".

### COMPUSERVE

Sign on normally, then select the traffic light icon at the top of your screen. When the prompt appears, enter "GAMB PUB" for Game Publishers forum B. Messages and files pertaining to Westwood Studios products are located in the Westwood Studios section. Westwood's email address for CompuServe is 71333,2405.

## ADDITIONAL SUPPORT SERVICES

Westwood Studios regularly publishes Westwood Studios News & Notes, providing the same information in a four-color, digest format. To get on the mailing list, send your name and address to Westwood Studios News & Notes, 3540 W. Sahara #323, Las Vegas, NV 89102.

### HINTS

Virgin Interactive Entertainment charges 75¢ a minute to help all would-be conquerors. Call 1-900-288-4744 on your touch tone phone, and if you're under 18, check with your parents to make sure you won't get grounded when this call shows up on the phone bill. If you're in Canada, dial 1-900-451-4422; the cost is 50¢ for the first minute, and \$1.25 each additional minute.

Also, hints and tips can be found on the on-line services listed above.



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