

## **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.

### **Epilepsy Warning**

**Please read before using this game or allowing your children to use it.**

Some people are susceptible to epileptic seizures or loss of consciousness when exposed to certain flashing lights or light patterns in everyday life.

Such people may have a seizure while watching television images or playing certain video games. This may happen even if the person has no medical history of epilepsy or has never had any epileptic seizures.

If you or anyone in your family has ever had symptoms related to epilepsy (seizures or loss of consciousness) when exposed to flashing lights, consult your doctor prior to playing.

We advise that parents should monitor the use of video games by their children. If you or your child experience any of the following symptoms: dizziness, blurred vision, eye or muscle twitches, loss of consciousness, disorientation, any involuntary movement or convulsion, while playing a video game, discontinue use IMMEDIATELY and consult your doctor.

### **Precautions to Take During Use**

- Do not stand too close to the screen. Sit a good distance away from the screen, as far away as the length of the cable allows.
- Preferably play the game on a small screen.
- Avoid playing if you are tired or have not had much sleep.
- Make sure that the room in which you are playing is well lit.
- Rest for at least 10 to 15 minutes per hour while playing a video game.



# Default Key Commands

## Movement

Move Forward	W, UP arrow key
Move Backward	S, DOWN arrow key
Turn Left	LEFT arrow key
Turn Right	RIGHT arrow key
Step Left	A
Step Right	D
Jump	SPACE
Crouch	C (Crouches while key is pressed)
Walk	LEFT SHIFT (Walks while key is pressed)
Use Switch/Item/ Console/Ladder	E
Move Up Ladder	W, UP arrow key
Move Down Ladder	S, DOWN arrow key

## Vehicles

Enter/Exit Vehicle	E
Drive Forward (Accelerate)	W, UP arrow key
Drive Backward (Decelerate)	S, DOWN arrow key
Turn Left	A
Turn Right	D

## In-Game Mission Help

Mission Objectives	TAB
Cycle Through Objectives	BACKSPACE
EVA Data Link	ESC
EVA Data Link – Objectives	O
EVA Data Link – Map	M
First/Third Person Mode	F
Screenshot	PRINT SCREEN

## Weapons

Handguns	1
Automatic Weapons	2
Sniper Weapons	3
Chemical Weapons	4
Rocket Launchers	5
Grenade Launchers	6
Energy Weapons	7

Tiberium Weapons	8
Mines	9
Beacons	0
Next Weapon	ENTER, Mouse Wheel Up
Previous Weapon	' (apostrophe), Mouse Wheel Down
Fire Primary Weapon	Mouse 1
Secondary Weapon	
Effect (Zoom, Detonate)	Mouse 2
Reload Weapon	R
Zoom In Sniper Scope	T, Mouse Wheel Up
Zoom Out Sniper Scope	G, Mouse Wheel Down

## Menus

Help	F1
Quick Save	F6
Move up in menus	UP arrow key
Move down in menus	DOWN arrow key
Select menu choice	ENTER
Pause Game	ESC

## Multiplayer

Team Information	J
Battlefield Information	K
Chat	F2
Team Chat	F3
Server Info	L

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**For more information** about this and other titles visit Westwood Studios on the web at <http://westwood.ea.com>

**Note:** To establish your link to the Global Defense Network you must install the latest version of the EVA software.

## Electronic Video Assistant (EVA) Installation

### Windows® 98/2000/ME/XP Autorun

1. Insert the EVA update disc titled “DISC I-INSTALL” into your CD-ROM drive and click on the INSTALL button.
2. You will need the EVA access serial number (product registration number) provided on the back of this manual.
3. Follow the on-screen instructions to complete the installation process.

### Windows 98/2000/ME/XP Manual Install

1. Click on the Windows START button and select the “Run...” option on the menu.
2. Select “Browse...” and go to your CD-ROM drive.
3. Double-click on the “Setup.exe” file. This may appear as “Setup” on some systems, but it will always have a CD icon before it.
4. Click on the OK button.
5. You will need the EVA access serial number (product registration number) provided on the back of this manual.
6. Follow the on-screen instructions to complete the installation process.

### To Uninstall

1. Click on the Windows START button and select “Programs”, then “Westwood”, then “Renegade”, then the “Renegade Uninstall” option.
2. Follow the on-screen instructions to complete the uninstall process.

### To Uninstall Through The Autorun Feature

1. Insert the CD titled “DISC I-INSTALL” into your CD-ROM drive.
2. When the AUTORUN window pops up, click on the UNINSTALL button.
3. Follow the on-screen instructions to complete the uninstall process.



# Background



## Global Defense Initiative



Recipient: Captain Nick Parker, Division 618, Unit B8  
Received: 12 March 2020  
Prepared By: EVA, based on current GDI, CIA, NSA and INTERPOL intelligence  
RE: ASSESSMENT OF CURRENT CONFLICT – GDI vs. Nod

### Conflict Background:

The United Nations formed the Global Defense Initiative (GDI) in 1995 in response to the uprising of the Brotherhood of Nod and its efforts to gain power in unstable, third-world nations. GDI, arguably the most powerful military organisation in the world, was conceived as a united military presence for global peacekeeping. The organisation works to end violent religious, political and commercial conflicts between and within countries all over the world.

As the GDI has grown in strength and influence, so has the Brotherhood of Nod (Nod). Initially led by the enigmatic but reclusive Kane, Nod grew through funds provided by illegal Tiberium research. Throughout the end of the 20<sup>th</sup> century – and into the 21<sup>st</sup> – Nod has continued to fuel conflicts in volatile nations by providing them with funding and weapons, effectively growing their loyalty to Nod.

Tiberium is critical to Nod's efforts. Very little is known about the mineral, including its origins, but current intelligence tells us that it is a chemical compound [REDACTED] with mutagenic properties. The substance is toxic to all organic life forms, including humans, but Nod continues with its study of Tiberium without following proper research protocols.

In addition, Tiberium is found to leech other minerals out of the Earth [REDACTED] which Nod uses to build its war chest. The most valuable provider of Tiberium information is GDI's leading research scientist, Dr. Ignatio Mobius. Dr. Mobius, a chemist and geneticist, was the first person on the planet to identify the value of Tiberium, and has since spent his life studying the mineral.

EVA Data Link: ZX-747 GCON\_2020-3-12:Parker; N: Access Level Delta-12

Encrypted Message follows



**EVA Data Link Open:** Encryption check verified, WOLAPI checksum: LBILU\_991105-JS

**Operative:** Captain Nick "Havoc" Parker, Special Forces Operative: Commando

**Status:** Eyes Only

Captain Parker, GDI has been monitoring communications between Far East Nod factions and a new group called "The Black Hand". Our Cipher Division has only been able to decrypt small portions, but GDI command is worried. Transmission decode follows:

**Operation: Silver Sabre successful. Gideon pleased. Noose tightening in Eastern Europe as planned.**

That was all we received before transmissions were interrupted. The Black Hand seems to be a NEW Elite Special Forces unit within Nod, and has recently been associated with four civilian strikes and two military strikes. They are ruthless, fanatically loyal and headed by an unknown figure. Their tactics fall outside of normal Nod parameters. Civilian casualties in all conflicts to date are 72 percent higher than previously recorded. Nod usually avoids collateral damage in an effort to manipulate the press and to sway the masses – but not The Black Hand. The only operative of this group to be detained so far decided that death was a better alternative to interrogation. They are still sifting through the rubble in Bosnia looking for survivors. General Shepard has personally requested that we gather further information on The Black Hand's operations.

*Okay Havoc, now I'm going tell you how it really is.*

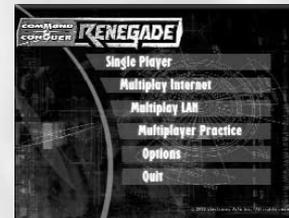
*Once the Electronic Video Agent (EVA) updates current GDI and Nod resources, structures and weaponry, I'll need you to infiltrate the Communications Center of the Nod base in sector 16-A – the co-ordinates will be sent to you via satellite. Once inside, proceed to the communications mainframe and use EVA to download Nod's latest transmissions. It is suspected that they are rounding up civilians for some unknown reason and we must find out why. GDI is counting on this information to provide us with a clear picture of Nod operations.*

*I know you, Havoc. I know how you like to do things – quick and dirty with a high body count. Please do what you're told for once in your bloody life. This information is critical to GDI's efforts and it won't be any good to us if Nod knows you have it. I need your stealth not your strength this time, Havoc. There will be plenty of opportunities down the road to send some shrapnel into Nod soldiers.*

*You'll be hearing from me along the way, and remember...EVA works both ways.*

**– Brigadier General Adam Locke**

## Main Menu



Once you are linked with EVA you can select the type of game you wish to play or customise the performance of your computer's software.

**SINGLE PLAYER:** Play the tutorial, start a new game, load up a previously saved game or return to the Main Menu.

**MULTIPLAY INTERNET:** Play over the Internet through Westwood's free matching service.

- MULTIPLAY (LAN):** Play over a local area network (LAN).
- OPTIONS:** Customise a variety of options in the game, such as defining your key assignments, adjusting graphics settings and fine-tuning audio options.
- MULTIPLAYER PRACTICE:** Practise and explore the elements of C&C multiplayer games before going online.
- QUIT:** Exits the game and returns to the desktop.
- Note:** At any time, while playing the game, you can call up the EVA Data Link or access the menu system by pressing ESC.

## Starting A Game

### Single Player Game

To play a single player game, click on the SINGLE PLAYER button on the Main Menu. A new menu is displayed with several new options to choose from, including TUTORIAL, CAMPAIGN and LOAD GAME. To return to the Main Menu, click the BACK button at the bottom of the screen.

- TUTORIAL:** Click on this button to start a short tutorial mission where you will learn the basics of how to play *Command & Conquer Renegade*™.
- CAMPAIGN:** Click on this button to begin playing the campaign against the Brotherhood of Nod.
- LOAD GAME:** Click on this button to go to the Load Game screen. From here you can load or delete a saved game. To load a game, simply click the name of your saved game from the list and then click the LOAD button. You can delete a saved game by choosing it from the list and clicking the DELETE button.

**Note:** Saved games with a star rating in the title are one-off missions, try these missions on harder difficulty levels to achieve a better ranking. You cannot progress through the campaign from these saves.

### Saving Games

*Command & Conquer Renegade* is a big game – some of the missions you will be undertaking in Campaign Mode may take several hours to complete – therefore it is strongly recommended that you save often while you play. There are several different saves:

**Auto Saves:** Your EVA unit will save your campaign progress after each completed mission. Loading the Autosave file will allow you to start at the beginning of the furthest mission you have reached.

**Quick Saves:** To save your progress during a mission, you can use the Quick Save function of your EVA unit: just press F6 at any point to make a save. You can then load the game from this exact position. Bear in mind that there are only two Quick Save slots available to you, so saving a third will overwrite your first, and so on.

**Manual Saves:** You can make Manual Saves at any time, but unlike Quick Saves you are not restricted to two. Access your EVA by pressing ESC, then click the SAVE GAME button at the bottom of the screen. Type in a brief description of your current position, then click SAVE GAME again.

## EVA Data Link



The EVA Data Link provides you with the latest intel on current objectives, weapons, characters, vehicles, buildings and topographical map information as your mission progresses.

While playing a mission, press the ESC key to access EVA. The game pauses whenever you access the Data Link or the menu system to adjust game options. Use the mouse (or keyboard) to select a category you would like to examine and pick from the list of topics available. As you uncover data about weapons, characters, vehicles, buildings and new objectives, EVA will be automatically updated. If you find a “Data Disc” in a level you may uncover additional information about items or objectives you will encounter in future missions.



Data Disk

In game, you can review abbreviated information on any objective by pressing the “Objective Display” key (default key is TAB).



## Multiplayer Game

Multiplayer games can be played on a Local Area Network (LAN) or over the Internet.

**Note:** All Internet games go through Westwood Online (for more information, see *Westwood Online* below).

### Command & Conquer Mode

Two teams, GDI and Nod, compete to destroy the other team’s base. Gain credits by harvesting Tiberium, killing enemy soldiers, blowing up buildings and destroying vehicles. Use those credits to purchase new vehicles or beacons, or to change character class. Win the game by destroying all of the opposing team’s buildings or by activating your team’s beacon inside the opposing team’s base.

### Westwood Online

Westwood Online is the Internet match making service operated by Westwood Studios. There is no additional charge (other than the costs you incur by connecting to the Internet) to play *Command & Conquer Renegade* on Westwood Online; your game CD is your entry ticket. This section of the manual covers some of the details associated with signing up for a Westwood Online account, along with information about game options.

After clicking the MULTIPLAY INTERNET button, you will be presented with three options: Quick Match Game, Advanced Game Listings and Chat.

## Navigating Multiplay Options

**QUICK MATCH GAME:** Click this button to quickly jump into a game against other players with a good Internet connection and a skill level closely matching yours. The game settings are chosen for you automatically.

**ADVANCED GAME LISTINGS:** Click on this button to search for, and set up, your own customised games on Westwood Online. When this screen pops up, a list of games is presented. The list is sorted so that the best matches are at the top of the list. If you would like to join a game, simply select the game in the window (by left-clicking it) and then press the JOIN button.

If you do not have a Westwood Online account, you can create one by selecting the NEW ACCOUNT button on the login dialog and following the on-screen instructions. From this point forward, the information you enter will be the default login name for Westwood Online. You can turn the auto logon option off in the My Information section on the sidebar menu. We recommend that you keep this option on to simplify the login process later. If the program has any difficulty establishing a connection to Westwood Online, a message will pop up outlining the problem it encountered.

**CHAT:** Click this button and you will be taken to the chat lobbies. Text written by you and other players will appear in the chat window. This also shows a short history of previously sent messages. To send a message to other players, click on the text input box directly underneath the chat window, type your message and then press ENTER. To call attention to an outgoing message, you can click EMOTE on the right side. This will post the message in a different colour to highlight its importance.

## Navigating Westwood Online Game Options

**HOST GAME:** Click this button to create a new game. You can specify the number of players, a password to enter the game (leave this blank if you want to create a game that anyone can join) and various other game options.

**JOIN GAME:** To join a game, select the game in the game listing window and click on the JOIN button.

**IN-GAME CHATTING:** *Command & Conquer Renegade* allows you to easily communicate during a game. To send messages during a game press the ALL chat button (default key is F2) or the TEAM chat button (default key is F3), type in your message and press ENTER to send.

## Navigating Westwood Online Sidebar Options

**BUDDIES:** Click this button on the sidebar menu to see which of your buddies is ready to play. You can page your buddies (send a message asking them if they want to play), add or delete buddies and view their current *Command & Conquer Renegade* profile. This is the best way to make sure you play with or against people you already know.

**OPTIONS:** Click this button on the sidebar menu to toggle in-game chat/message filters.

**NEWS:** Click this button on the sidebar menu to view the latest *Renegade* news page.

**CLANS/RANKINGS:** Click on either of these buttons if you would like to create a Clan or view the current Westwood Online overall rankings. A Clan is a group of

people that get ranked together as one unit. This ranking can be viewed on the Rankings screen.

**MY INFORMATION:** Click this button on the sidebar menu to set your nickname and preferred server. Typically, servers are geographically organised, so you might see an Asia server and a USA server. You can move freely around the available servers, but remember that you are likely to have a better connection to players on your local server. You can also check the Auto Login option if you don't wish to input your password every time you login to Westwood Online.

**NETWORK STATUS:** Click this button on the sidebar menu to view the Westwood Online network status information page.

## Troubleshooting Internet Problems

To play an Internet game you must have an Internet connection (through a modem dial-up connection or other direct Internet connection).

### General Problems

If you have a modem dial-up connection to the Internet, ideally you should dial up prior to launching the game. Windows does have a dial-on-demand setting but we have found that this method is not as reliable as dialling ahead of time.

### Internet Game Loses Connection

If you find that your connection seems to time out after playing or chatting in the lobbies for a while, make sure that your dial-up connection is not set to time out after a period of inactivity. Windows seems to regard the use of the keyboard as more significant than active network traffic. The exact place to look for this option varies among Windows 98/2000/ME/XP and can also depend on which Web browser you have installed, but generally can be found either in the dial-up network properties or in the Internet Options control panel.

### Internet Performance Issues

Players with slow Internet connections may experience lag. Lowering all of the detail settings for the game may help but check Westwood Online support pages for more up to date information.



## Command & Conquer Mode

**Purchase Terminals (PT):** These terminals, located inside all of the buildings, allow the player to purchase vehicles, powerups or super weapons, or change character class. To use a PT, approach it and click the "Use" key (default key is E). A menu will appear and you can select the option to perform. All PTs in friendly buildings are linked, and you can purchase any item from any terminal as long as the building that creates the item is still active (not destroyed).



**Master Control Terminals (MCT):** There are two ways that you can destroy a building. One is to pound on it from the outside. The other is to venture down inside the building and locate the MCT. This terminal enables you to destroy/disable the building from the inside. The optimal way to destroy an MCT is to place C4 on the terminal.



**Power Plant:** This building supplies power to all the buildings in your base. Destruction of the Power Plant will increase production costs for vehicles and character class changes and brings down base defences.

**Note:** The PT will reflect the current power status of the associated building.



Power On



Power Off



**Refinery:** The Refinery provides a large portion of your base's economy. A trickle of funds is constantly provided by Tiberium in the silos. A Harvester is also provided and automatically harvests Tiberium from the nearest field. When a Harvester returns to the refinery, the money earned is divided equally between all members of the associated side.

**Note:** The Harvester is free and will be replaced for free as long as the Refinery and Airstrip/Weapons Factory are functional.

When the Refinery is destroyed, no more money can be earned via harvesting. Players can earn additional money by picking up C&C crates.



If the C&C map does not contain a Refinery, funding will be simulated.



**GDI Barracks/Hand of Nod:** These are advanced infantry producing buildings. As long as they are present on the map and not destroyed, the player will be able to change to any high level character class/rank that he can afford. All players start as the base level soldier. To change your character class, access any PT in any friendly building. There are four ranks (Enlisted, Officer, Special Forces and Boss) and four classes (Minigunner, Heavy Weapons, Specialists and Engineers). Each character has an associated weapons set, armour and health.



**GDI Weapons Factory/Nod Airstrip:** These are vehicle-producing buildings. As long as they are present on the map and not destroyed, the player will be able to produce vehicles. To buy a vehicle, access any PT in any friendly building. The vehicle will arrive at the appropriate building within a short time.

**Note:** Be prepared to pick up your vehicle right after it is purchased.



**Special Purchases (Ammo, Health, Armour and Super Weapons):** Players may use any PT in any friendly building to make these special purchases. A player may max out his health, ammo and armour for free.



Additionally there are two super weapon beacons that you can purchase in the game. GDI has the Ion Cannon Strike beacon and Nod has the Nuclear Strike beacon. These can be purchased at any friendly PT. You can plant the beacon anywhere in a level and cause mass destruction, but to win the game you must plant the beacon on or near the beacon pedestal. To plant the beacon, select the beacon key (default key is 0 (zero)) and approach the beacon pedestal. Press the "Use" key (default key is E) and the arming process begins. When the arming bar reaches the end, the beacon is placed. When you are arming a beacon you cannot move or shoot. If you do, you have to start the process all over again. Once the beacon is armed, you have a fixed amount of time to evacuate the area before the beacon activates. The only character that can disarm a beacon is an Engineer, using his Repair Gun.



**Base Defences:** These buildings provide additional defence for your base. GDI has the Advanced Guard Tower. Nod has the Turret and the Obelisk of Light.

## Options



You can customise your EVA interface by clicking the OPTIONS button on the Main Menu. The Options menu allows you to customise a variety of aspects of *Command & Conquer Renegade*.

**CONTROLS:** Define a wide range of keyboard settings such as:

- Basic movement
- Weapon and Attack keys
- Look and Use keys
- Communications

**CONFIGURATION:** Make adjustments to video options, audio options and fine-tune the game to match your system.

**MOVIES:** View any movie sequences previously seen while playing the games.

**CREDITS:** View the list of people who created *Command & Conquer Renegade*.

MULTIPLAY: Adjust the settings used when playing multiplayer games.

## Video Options

Video options can be adjusted using an external configuration program, Config. This program was installed into the same directory as your *Command & Conquer Renegade* software. Click on the Windows START button and select “Programs”, then “Westwood”, then “Renegade” and then “Renegade Config”. This is the default installation path; it may differ from what you’ve selected. Once loaded, you can adjust various video options, such as:

- Selecting the Video Driver
- Adjusting the Video Display Size
- Adjusting the Colour Depth

## Audio Options

Click this button to adjust your audio preferences.

- Driver: Select from a list of audio drivers available on your system.
- Sound Effects: Adjust the volume of sounds such as explosions, units walking across the ground or tanks firing salvos.
- Cinematic Volume: Adjust the volume of sound in the cut sequences.
- Music Volume: Musical scores are played in the background as you play a game. By adjusting this slider, you can turn the music up or down.
- Dialog Volume: Adjust the volume of dialogue heard throughout the game.
- Quality: Choose either 8- or 16-bit mode. 8-bit will play faster, but 16-bit will sound better.
- Playback Rate: Choose 11, 22 or 44 kHz mode. The lower levels will play faster, but the higher levels will sound better.
- Speaker Setup: Select from a list of unique speaker configurations.
- Stereo: Toggle between playing in stereo or mono mode.

## Performance Options

Here you can adjust the look of the game via the Detail slider. If you want to have more control over the game’s visuals, you can click the EXPERT MODE button.

- Detail: This slider determines the general look of the game. You can adjust it between lowest and highest quality, or you can click on EXPERT MODE and customise your settings. If you have a high-end machine with a fast graphics card, you should choose the highest detail setting. If the game seems to be running slowly, you should set the slider to the middle or lowest detail setting. The lower the quality setting, the faster the game will run.

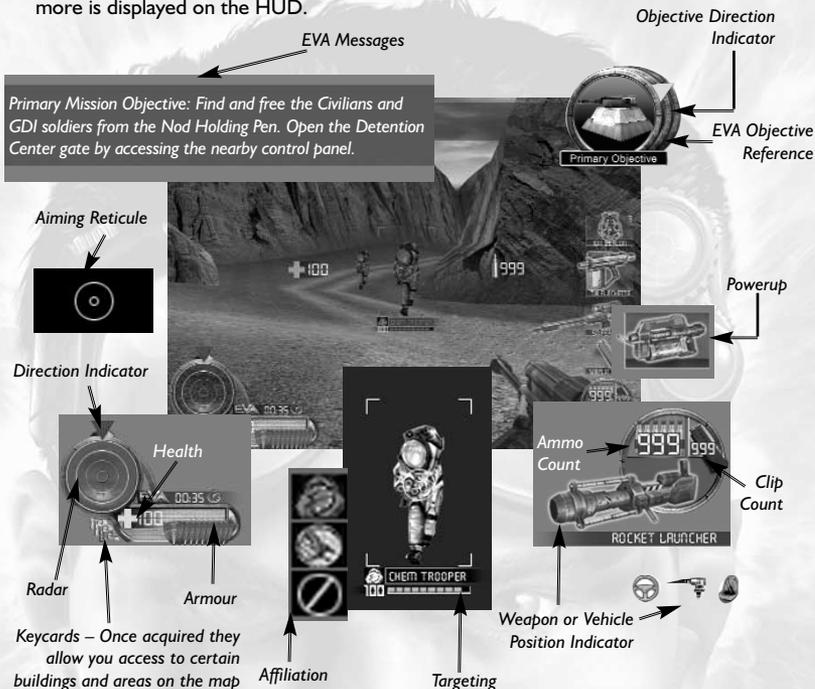
## Expert Mode

- Geometry Detail: Adjust the slider from low to high to select the detail level of the objects in the game. The higher the level of detail for objects, the more system resources are required to draw them. You should set this to high only if you have a fast machine.
- Character Shadows: Adjust the slider from low to high to select the shadow detail level in the game. The higher the level of detail in the shadows, the more system resources are required to draw them. You should set this to high only if you have a fast machine or hardware support.
- Texture Detail: This slider controls the details of the textures in the game. The highest setting will look the best, but the lowest setting will play the fastest.
- Particle Detail: This slider controls the amount of particles displayed in the game. The highest setting will display the most, but the lowest setting will play the fastest.
- Surface Effect Detail: This slider controls the display of surface effects in the game (bullets hitting water, sand etc). The highest setting will look the best but the lowest setting will play the fastest.
- Terrain Casts Shadows: You can choose to toggle this option ON or OFF. ON will look the best, but OFF will play the fastest.
- Texture Filter: You can choose between BILINEAR, TRILINEAR and ANISOTROPIC (only available with certain video cards).
- Lighting Mode: Choose between different lighting options.

# Game Interface

## Heads Up Display (HUD)

The HUD is your link to important information. EVA is in constant contact with you, supplying you with important updates and useful information. Everything you need to know about your health, armour, weapon, ammo count, objective information and more is displayed on the HUD.



Here is a breakdown of the HUD elements:



**Radar:** On the radar display you see various blips. The shape and colour of the blip indicates what type of target/objective it is (see table on p.17).

**Keycards:** There are three levels of keycards in the game: Green, Yellow and Red.

**Health:** Shows your current health level.

**Armour:** Shows your current armour level.

**Direction Indicator:** Displays the direction you are facing.



**Name:** Displays the name of the object being targeted.

**Affiliation:** Displays the team affiliation: GDI, Nod or Neutral.

**Health:** Displays the health of the object being targeted.

**Targeting Brackets:** Indicates the aggressive state of the target. Enemies are displayed in Red, Allies in Green and Neutrals in White.

**Aiming Reticule:** Indicates if you are locked on a target and where you will shoot. The outer indicator turns Red for a lock, Green for no lock, White for an obstructed shot and Yellow for weapon reloading. The centre indicator is where the shot will hit.

Radar	Blips
Soldiers/Personnel	Circle
Vehicle/Mobile object	Triangle
Stationary object/Structure	Square
Objectives/Specials	Star

Team Affiliation	Colour
Nod	Red
GDI	Gold
Civilian/Neutral	White
Primary Objective	Green
Secondary Objective	Blue



**Ammo Count:** Displays the current amount of ammo in the clip.

**Clip Count:** Displays the total number of rounds the player is carrying.

**Weapon:** Displays the current weapon icon and weapon name.



**Vehicle Position:** Displays your position in the vehicle. There are three positions: Driver, Gunner and Passenger. The order in which you are placed inside is always the driver first, then the gunner and then, if there is still space available, passengers. The driver controls the vehicle movement. The gunner controls the weapon on the vehicle. If there is no gunner present inside the vehicle, the driver assumes control of the weapon also. A passenger is just along for the ride. To enter/exit a vehicle at any time press the "Use" key (default key is E).



**Health Count:** When you take damage, the indicator flashes briefly and displays your health. As your health reaches dangerous levels it will flash and stay on.



**Ammo Count:** When you shoot, the ammo count indicator flashes briefly, displaying the remaining number of bullets left in the clip.



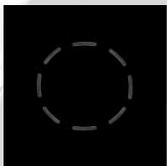
**EVA Objectives:** As you receive new objectives, the objective display is updated with a visual icon of that target/objective. Your current objective always appears in this area. To cycle through the images of your objectives, use the cycle objectives key (default key is BACKSPACE). Make special note of the colour around the objective

image: green is a primary objective and blue is a secondary objective. You must complete all primary objectives in order to complete the mission. Secondary objectives are optional but can provide you with additional bonuses when completed (such as information, supplies, vehicles and reinforcements).

**Objective Direction Indicator:** As you pursue the current objective, the distance to the target is displayed underneath the image, along with the directional indicator that points in the direction of the target. It should be noted that the distance to the target is direct and the actual path to the objective may require some manoeuvring to get there.

*Primary Mission Objective: Find and free the Civilians and GDI soldiers from the Nod Holding Pen. Open the Detention Center gate by accessing the nearby control panel.*

**EVA Messages:** Any messages that you receive will be displayed briefly in this area.



**Damage Indicators:** When you take damage, an indicator flashes in the middle of the screen to signify the direction in which the damage originated. This indicator is very useful in pinpointing where an enemy is located. If all of the indicators flash, you may be in a dangerous zone such as a Tiberium field. You will continue to take damage until you leave this area.



up is listed in the Powerups section.

**Picking up items:** When you pick up an item, EVA will flash an icon of the item, which will slowly fade away. If you pick up more than one item they stack along the side of the screen. Any item you pick up automatically goes into your inventory. If you are full of the item, it remains on the ground. A list of items you can pick

**Interacting with the environment:** As you move around the environment you can interact with various items.

You can call lifts, use consoles to obtain information (which is stored in your EVA Data Link), activate switches and interact with a building's MCTs. In multiplayer mode you can also interact with the PTs. To use any of these items, just approach it and press the "Use" key (default key is E).



**Mission Objectives Summary:** You can view the status of your objectives in-game by pressing the "Mission Objectives" key (default key is TAB). This screen displays each of the objectives that you have not completed. Once an objective is completed it is removed from this list. A complete listing of all objectives and their current status can be viewed in the EVA Data Link.



**Mission Scoring:** After completing each mission you are presented with your mission score. You will be given a ranking of from 1 to 5 Stars (5 is best). Your overall mission score depends on 4 factors:

- Level of Play: Beginner – 1 Star, Normal – 3 Stars, Advanced – 5 Stars
- Time to Finish the Mission: Each mission has a set of times associated with 1-5 stars

- Number of Secondary Mission Objectives completed: 100% – 5 Stars, 90-99% – 4 Stars, 80-89% – 3 Stars, 60-79% – 2 Stars, <60% – 1 Star
- Number of Saved Games Required: 0 = 5 Stars, 1-2 = 4 Stars, 3-5 = 3 Stars, 6-10 = 2 Stars, >10 = 1 Star

## Weapons

EVA has compiled a list of the latest weaponry. There is a wide range of unique weapons available for your use. Please familiarise yourself with them. Each weapon is assigned to a weapons group. You can cycle through the weapons in each group by repeatedly pressing the number key corresponding to the weapon slot. The weapon groups are defined as follows.

Weapon slots are assigned to the number keys 1-9 and 0. To cycle through your weapons you can use the "Next" weapon and "Prev" weapon key (default keys are ENTER and ' (apostrophe)). This enables you to quickly scroll through your list of available weapons. The mouse wheel also lets you scroll through your available weapons.

All weapons have a primary firing mode and some have a secondary firing effect. Pressing the left mouse button fires a single shot from your weapon. Pressing the right mouse button activates the secondary firing effect for that weapon. Examples of secondary firing effects are Sniper zoom mode and detonating Remote C4.

1	 <p>The "Falcon" is the standard issue silenced pistol.</p>	2	 <p>The "Raptor" is the standard infantry automatic assault rifle.</p> <p><b>Chaingun</b></p>  <p>The "Condor" is a belt-fed machine gun with a high rate of fire. Burst fire offers better accuracy.</p> <p><b>Shotgun*</b></p>  <p>The "Vulture" shotgun is very effective for close range.</p>	3	 <p>The "Pierce" sniper rifle with scope fires armour-piercing shells.</p> <p><b>Ramjet Rifle *</b></p>  <p>The "Hawkeye" ramjet rifle with scope fires jet-propelled shells. Good anti-material weapon.</p>	4	 <p>The "Venom" chemical sprayer releases gaseous clouds in addition to liquid sprays of volatile Tiberium. Good anti-personnel weapon.</p> <p><b>Flame Thrower</b></p>  <p>The "Dragonfly" is an anti-personnel flame-thrower.</p>	5	 <p>The "Locust" rocket launcher fires standard missiles.</p>	6	 <p>The "Kestral" grenade launcher fires explosive shell types.</p>	7	<p><b>Personal Ion Cannon</b></p>  <p>The "Merlin" Personal Ion Cannon is a highly destructive portable weapon.</p> <p><b>Laser Rifle</b></p>  <p>The "Firefly" is a laser powered portable obelisk module.</p> <p><b>Mass Driver*</b></p>  <p>The "Scorpion" Mass Driver is a good anti-vehicle weapon.</p>	7	<p><b>Laser Chaingun*</b></p>  <p>The "Tarantula" is a chain-driven portable micro-obelisk module that provides high impact in a small package.</p> <p><b>Volt Auto Rifle</b></p>  <p>The "Black Widow" Volt Auto Rifle is a deadly energy weapon.</p> <p><b>Repair Gun*</b></p>  <p>The "Gizmo" Repair Gun is used for quick repairs in the battlefield. It can repair vehicles and base defences quickly and effectively. It also disarms C4 and beacons.</p>
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\* Multiplayer only weapons.

8	 <p><b>Tiberian Auto Rifle</b></p> <p>The "Mantis" fires Tiberium cartridges – good at close range.</p>	9	 <p><b>Remote C4</b></p> <p>The "Hair-Trigger" Remote C4 is used primarily against structures.</p>  <p><b>Proximity C4*</b></p> <p>The "Feather" C4 Proximity Mine is good against a variety of mobile targets.</p>  <p><b>Timed C4*</b></p> <p>The "Tick-Tock" timed C4 allows you to drop down precision explosives.</p>	10	 <p><b>Ion Cannon Beacon</b></p> <p>The "Godsend" Ion Cannon Beacon is used to call an Ion Cannon strike from orbit.</p>  <p><b>Nuclear Strike Beacon</b></p> <p>The "Retribution" Nuclear Strike Beacon is used as a targeting device for nuclear missile strikes</p>
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\* Multiplayer only weapons.

## Powerups

EVA has also compiled a list of the latest gear you might run across while on the battlefield. These items boost your health levels or replenish your armour. If you are already at your maximum health or armour levels, the item will remain on the ground.



## Characters

EVA data files contain background intel on many different character classes; starting at the lowest level Civilian and moving up through Enlisted, Officer, Special Forces and finally Boss. Each class has its own unique qualities and weapon type. The higher the class, the tougher and more deadly they are.



## Nod



## Vehicles

EVA files contain extensive data schematics on a wide variety of ground, water and air vehicles, including:

### GDI



### Nod



Based on an extensive background check, you are able to commandeer empty ground-based vehicles. Here are a few of the ground vehicles that you can operate on the battlefield.

- ▼ **Note:** Watch for EVA's "Entry" indicator over a vehicle to signify that you can enter.

## GDI



Humm-Vee



APC



Medium Tank



Mammoth Tank

## Nod



Light Tank



APC



Stealth Tank



Flame Tank

## Credits

EVA background data links state that *Command & Conquer Renegade* is based on the original *Command & Conquer* created by Brett W. Sperry and Joseph Bostic.

A complete diagnostic printout from EVA lists that the following people worked on this software update.

## Management

**Executive Producers:** Daniel Cermak, Louis Castle

**Sr. Producer:** Sean Decker

**Associate Producers:** Joseph Selinske, Robert Powers

## Programming

**Technical Directors:** Colin McLaughlan, Steve Wetherill

**Lead Programmers:** Greg Hjelstrom (3D Engine, Physics, Tools), Byon Garrabrant (Game Engine, Game Logic and AI)

**Programmers:** Tom Spencer-Smith (Networking / Multiplayer Lead), Patrick Smith (AI, Tools, Sound, Networking), Ian Leslie (3D Programming, Tools), Jani Penttinen (Lead 3D Optimisation Specialist), Denzil E. Long, Jr. (Online Functionality), Steve Tall (General Programming)

**Westwood Online:** Greg Underwood (Westwood Online Lead), Demetrius Comes (Database Architect), Brian Hayes (General Programming)

**Install Programming:** Maria del Mar McCready Legg, Ian Leslie

**Additional Programming:** Naty Hoffman, Hector Yee

**Additional Westwood Online**

**Development:** Jeffery Brown (Technical Management), Matt Campbell (General Programming), Brian Cleveland (General Programming), Chris Huybregts (General Programming)

## Design

**Design Leads:** David Yee, Gregory Fulton

**Design Team:** Richard Donnelly, Joseph Gernert, David Shuman, Daniel Etter, Darren Korman, Chris Plummer

**Additional Design:** Ryan Vervack, Justin Reckling, Louis Castle, Brett Sperry, Luc Barthelet

## Artists

**Lead Artists:** Eric Kearns (Levels, Buildings, Light Mapping), Elie Arabian (Characters, Vehicles, Weapons, Animations, In-game Cinematics), Joseph Black (Levels, Buildings, Light Mapping)

**Artists:** Pat Jenkins (Levels, Buildings, Special Effects), Beau Anderson (Characters, Animations), Anthony Han (Vehicles, Weapons, Characters), Tom Szokolczay (Weapons, Characters), Matt Cooley (Levels, Buildings), Brad Garneau (Levels, Characters), Richard Vargas (Menus, HUD, Items, Box Art Support), Kort Vordhal (Mo-Cap, Characters, Vehicles)

**Concept Art:** Tom Szokolczay, Anthony Han, Gary Freeman, Richard Vargas

**Additional Art:** Dan Lyons

## Audio

**Audio Director:** Paul S. Mudra

**In-Game Sound Effects:** Zak Belica

**Additional In-Game Sound Effects:** Michael Mancini, Paul S. Mudra, Dwight Okahara, Wave Group Sound, Inc.

**Original Music Score:** Frank Klepacki

## Manual

**Content:** Joseph Selinske, Amy Farris

**US Layout:** Creative Dynamics, Inc.

## Online Services

**Director:** Nick Hormozian  
**Online Team:** Milo Ballan, Doug Radmacher, Joan Perry

## Cinematics

**Producer & Supervising Director:** Donny Miele

**Sr. Dramatic Director:** Joseph D. Kucan

**Art Director:** Jeremiah O'Flaherty

**Screenwriter:** Wynne Mclaughlin

**Story:** Paul Robinson, Jason Henderson

**Lead Cinematic Animator:** P.J. Foley

**Cinematic Animators:** Margo

Angevine, Michael Jones, Insun Kang, Bob Marker, Jim May, Cris Moras, Kevin "Q" Quattro, Colin Raesler, Miles Ritter, Jason Zirpolo

**Production Co-ordinator:** Julie Brugman

**Sr. Video Editor:** Curt Weintraub

**Cinematic Sound:** Michael Mancini, Paul S. Mudra, Zak Belica

**Video Compression:** Tim Fritz

**Music Composer:** Frank Klepacki

**Motion Capture Supervisor:** David Washburn

**Motion Capture Assistant:** Patience Becquet

**Motion Capture Cameramen:** Kurt Rauf, Jay Nemeth, Pat Kirby

**Motion Capture Performers:** Scott Altizer, John Branch, Ivan Caulier,

Thomas Dupont, Daniel Kucan, Todd Lester, Caryn Mower, Heather Nickens, Pietra Sardelli

**Storyboards:** Johnathan Gezinski, Brandon Peterson

**Voice Over Studio:** Buzzy's Recording – Los Angeles

**Dialogue Editing:** Zak Belica, Paul S. Mudra

**Additional Dialogue Editing:** Wave Group Sound, Inc.

## Voice Over Cast

**Havoc:** Wally Wingert

**General Adam Locke:** David Lodge

**EVA:** Kia Huntzinger

**Dr. Sydney Mobius:** Leigh Allyn Baker

**Sakura:** Mari Weiss

**Dr. Ignatio Mobius:** Rene Auberjonois

**Kane:** Joseph D. Kucan

**General Gideon Raveshaw:** Rodger Bumpas

**Gunner of the Dead-6:** Andre

Sogliuzzo

**Dr. Elena Petrova:** Lori Tritel

**Mendoza:** Gregg Berger

**Nod PA:** Finley Bolton

**Additional Voices:** Sean Donnellan, Eric Gooch, Quinton Flynn, Neil Ross, Sherman Howard, Phil Tanzini, Marcello Tubert, Terrence Walker, Aaron Cohen, William Dean O'Neil, Chris Rubyor, Frank Klepacki, Cliff Hicks, Ted Morris, Michael Shelling, Kevin Quattro, Jordan Robbins, Gwen Castaldi, Thilo Huebner, David Washburn, Eric Kearns, Chuck Carter

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**Marketing Director:** Aaron Cohen

**Public Relations:** Amy Farris, Michael Shelling

**Online Director:** Ted Morris

**Community Manager:** Cliff Hicks

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**Legal Assistance:** Jennifer Hoge

**Accounting:** Kia Huntzinger, Laura Mixson, Nora Vargas

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**QA Operations:** Chuck Kroegel

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**QA Lead Analyst:** Benjamin Galley

**Support Analyst:** Yavuz Erdun

**Install/GUI Specialist:** Mike Smith

**Solo Specialists:** Shane Dietrich, Thomas Quitoni

**Multiplayer Specialists:** Chris Blevens, Michael Ruppert, Steve Shockey

**Sr. Tech:** Beau Hopkins

**Data Entry:** Rhoda Anderson

**Bug Review:** Thomas Quitoni, Michael Sloan

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**CS Tech Lead:** Tim Hempel

**CS Representatives:** Daniel Beahn, Michelle Davis

**Staff & Policy Co-ordinator:** Mary Smith

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**Audio Manager:** David Lapp

**Localisation Project Manager:** Nathalie Fernandez

**European CQC Operations Manager:** Linda Walker

**European CQC Test Manager:** Jean-Yves Duret

**European CQC Platform Specialist Manager:** James Featherstone

**European CQC Supervisor:** David Fielding

**European CQC Test Leaders:** Fabio Mastrangioli, Andrew Chung

**European CQC Associate Test Leaders:** Paul 'Jester' Richards, Ben Jackson

**Account Executive:** Jenny Whittle

**Production Planner:** James Cherry

**Documentation Layout and**

**Translation Coordination:** Abdul Oshodi

**Web Localisation Coordination:** Ai-Lich Nguyen

**Materials Coordination:** Silvia Byrne

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**European Marketing:** Rosemarie Dalton

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**Translation:** Around the Word  
**LT Co-ordinator:** Lionel Berrodier  
**Language Testers:** Emmanuel Delva, Samy Benromdhane, Bruno Bocquin, Hamdi Ben Alaya

**Recording Studio:** Lotus Rose, Paris  
**Voices:** Nathalie Homs, Bruno Magne, Evelyne Granjean, Martine Guillaud, Maïke, Pierre-Alain de Garrigue, Brigitte Guedj, Eric Peter, Jacques Albaret, Marc Bretonnières, Bruno Choel, Bernard de Mory, Nathalie Spitzer, Martial Leminoux, Gilbert Levy, Olivier Jankovick, Philippe Roullier, Gérard Dessalles, Françoise Cadol.

## Localisation Germany

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**Language Testing Co-ordinator:** Dirk Vojtilo

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**Marketing Director:** Oliver Kaltner  
**Product Manager:** Pete Larsen  
**PR:** Raoul Birkhold

## Localisation Japan

**Localisation Producer:** Masazumi Kawabe  
**Product Manager:** Mitsuharu Hiraoka  
**SW Technical Advice:** Hitoshi Ikeda  
**Sound Director:** Yukinori Kanda  
**QA Director:** Takashi Tajimi  
**QA Leader:** Noriyuki Ohsawa  
**PR Manager:** Kyoko Ishii  
**Translation/Recording Support:** AC Create. Inc.

**Localising Support:** Junetsu Kakuta, Mesa Don T, Kimihiro Taniyama

## Localisation Korea

**Localisation Manager:** Chan Park  
**Localisation Engineers:** Justine Kim, Andrew Kim  
**Translations:** Chan Park, Justine Kim  
**Recording and Editing Studio:** Junco Multimedia Studio  
**Recording Engineer:** Yeajun Hwang  
**Dept. General Manager:** Jungwon Hahn

**Marketing Manager:** Michel Kim  
**Product Manager:** Bryan Roh  
**Localisation Taiwan**

**Project Manager:** Christine Kong  
**Localisation Manager:** Jerry Lee  
**Localisation Engineer:** Maxwell Peng, Ivy Wu

**Translations:** Edward Hsu, Rita Peng  
**Tester:** Maxwell Peng  
**Product Manager:** Brenda Fu  
**Product & Manual Design:** Wenny Liu

## Technology

**Video Compression:** Bink Technology   
**Audio System:** Miles Sound System   
**DXT Compression Library:**   
NVIDIA Corporation 

## EA Customer Quality Control

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**Supervisor:** Benjamin Crick  
**Lead:** Dave Knudson  
**Product Analysts:** Darryl Jenkins, Andrew Young, Tony Alexander, Anthony Barbagallo, Benjamin Smith  
**Special Thanks Go Out To:** Bing Gordon, Don Mattrick, Luc Barthelet, Louis Castle, Brett Sperry, Joe Bostic, Jan Achrenius, Rosemarie Dalton, Mike Ward, Chris Plummer, Eric Gooch, Pat Pannullo, Daniel Miller, Cheryl-Ann Prenger, Bob Lemon, Judy Matteson, Cherri De Graff, Wanda Flathers, Tracy White, Uncle Skippy, those that have come before and everyone else who helped.

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# Customer Services – Can We Help You?

Problem? Question? Whatever it is, we're here to help. If you're having trouble running your game, there are several ways we can help:

## On-line Services

**Westwood Studios Support website:** <http://westwood.ea.com/>

- From the Westwood Studios front page click the SUPPORT button for Technical Support information. This site includes an extensive Quick Solutions guide in an easy question and answer format, and the latest update files and FAQ information are also available for download. The Westwood Studios Support website also includes details of the various Westwood E-mail Support services on offer.
- The Electronic Arts UK website also offers Technical Support information and FAQ's for *Command & Conquer Renegade*. Point your Internet browser to <http://www.uk.ea.com/> and from the front page click the TECH SUPPORT button. This site also has information of how to contact us via our E-mail Support service.

**Email Warranty queries:** [uk-warranty@ea.com](mailto:uk-warranty@ea.com)

- Lost your manual? Disc scratched? Email us here. Please do not send technical queries to this address.
- FTP sites:** <ftp://ea.com> and <ftp://ea-europe.com>
- Our FTP sites contain the latest patches and updates, as well as movie clips and demos for selected games. The European site is recommended if you have problems downloading files from the USA.

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## Creating an Easy Info report

1. Click START on your Windows taskbar, highlight FIND and click FILES OR FOLDERS. In the NAMED box type **EZ.exe** and ensure the LOOK IN box is set to the drive letter of your CD-ROM/DVD (e.g. D:) drive, then click FIND NOW. When the file appears, double click on the icon in the Name column.
2. When the EASY Info program appears click 'OK' to begin system examination, the Electronic Arts System Information screen appears.
3. Click 'SAVE INFO' to save the report file to your desktop or click 'OK' if you want to close the EASY Info report without saving a copy to your desktop.
  - If you chose to 'SAVE INFO' a file called **EAsy\_EA.txt** will be placed on your desktop. Simply double-click on this icon to view the file.

**Note:** If you have a printer connected to your PC and you wish to print out the EAsy\_EA.txt config report, simply double-click the icon on your desktop to open it. Then, click 'File' in the menu bar. Finally, select and click 'Print' from the drop-down menu.

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Now, get a pen and paper, and you're ready to call:

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**Note:** This is a National Call rate number charged at BT's standard national call rates (7.9p per minute at peak times and 3.95p per minute off peak. These costs include VAT. These charges are correct at the time of publication).

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**Electronic Arts UK Ltd**

**Customer Services**

**PO Box 181**

**Chertsey**

**KT16 0YL**

Or fax us, including an **EASY Info** report, on:

**0870 241 3231**

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The Electronic Arts Hintline number is:

**09067 53 22 53**

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**1 560 923 580**

**Note:** This is a premium charge line (calls cost 75p per minute). Callers must be 16 or over. Please obtain permission to call this number from the person who pays the phone bill, **before** you call.

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Look for the official Prima Strategy Guide, available at your local bookstores and software retailers.

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