

COMMAND & CONQUER

[Version Demo 1.02]

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Topics covered in this README file:

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i. Installation of Demo Version

From CD-ROM

To install the demo version of Command & Conquer from the CD-ROM drive, double-click on the EVA setup program located on the CD-ROM. This program will install all necessary files to the hard drive. The demo can then be played by double-clicking the program "Mac C&C Demo" located in the installed directory.

From download

Double-click on the EVA setup program that you downloaded. This program will install all necessary files to the hard drive. The demo can then be played by double-clicking the program "Mac C&C Demo" located in the installed directory.

1. Command & Conquer Settings Dialog

The Settings Dialog is presented when you launch Command & Conquer. Use the mouse pointer to select the boxes provided and place or remove a cross (a cross indicates that the option is active). The available settings are:

Allow Frame Skipping for speed:

Increases game performance on slower systems.

Quit the Finder:

Frees up extra machine memory to improve game performance.

Quit other applications:

Shut down any other active applications to free up extra memory and improve game performance. Do not select this setting if you want to play an Internet game through Planet Westwood.

Disable monitor resolution switching:

Stops the game from changing your monitor's resolution.

Key code for extended mouse functions:

Select 'Set' then press a key to use for special mouse functions during play. (Note: You

probably will want to set this key to one that does not conflict with or disable any of the keyboard shortcuts found in Mac C&C. See the 'Keyboard Shortcuts' section of this document for details on these keys.

Don't ask again:

Checking this box prevents the Settings Dialog from displaying the next time you launch Mac C&C Demo. (Press and hold the Option key when launching Command & Conquer to call up the Settings Dialog.)

2. Keyboard Shortcuts and Special Features

Mac C&C has a range of keyboard shortcuts and extra features which are keyboard driven. These are intended for the advanced player and are not essential to normal gameplay. It is good to note that setting the extended mouse function to one of these keys will disable key's function as described below.

Unit Control:

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.

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

Use CTRL and a number key (0-9) to mark a group of selected units as a team.

0-9 : Team Selection

Selects a pre-marked team (see Team Creation) as the current active group.

TAB : Open/Close Sidebar

H : Home

Automatically selects and centers the view around your construction yard.

N : Next

Your next unit on the playing field is selected and the view is centered about it.

R : Resign
Allows resigning the game.

<HOME> : Center
Centers the view around the currently selected object.

<OPTION>-# : Team Selection and Centering
If the <OPTION> key is held while pressing a team number, the specified team will be selected and the view centered over the team members. This is identical to pressing the team number and then pressing <HOME>.

Cursor Modifiers:

CTRL : Force Attack
Holding down the CTRL key forces your cursor into the target cursor. This allows you to target your own units, amongst other things.

OPTION : Force Move
Forces your units to move when they would normally just stand and fight. This is useful with tanks against enemy infantry, for example. Try it and see.

CTRL+OPTION : Guard Area or Unit
Select a group of units and then CTRL+OPTION click on a building, this forces your units to patrol the area around the building looking for the enemy. They will engage the enemy if found. If you CTRL+OPTION click on another one of your units (for example, the harvester) your selected units will guard that unit as it moves around the map. This also applies to enemy units, which is perhaps not so useful.

3. Revision History
Demo 1.02. Initial Release Version