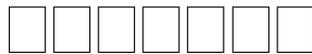


The Unofficial
Command & Conquer

RED ALERT



FAQ

v 1.0

Last Updated: Nov 29 , 1996

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[Http://www.geocities.com/TimesSquare/4181](http://www.geocities.com/TimesSquare/4181)

DISCLAIMER:

I Claim no responsibility for anything you do with this FAQ

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Do anything you want with this **FAQ IT'S JUST A GAME**

If you think I have did anything wrong E-mail Me at vzappia@ix.netcom.com

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1. About This Faq

This FAQ is just to tell people what to expect in RA (Red Alert)
Command and Conquer **Red Alert** is **NOT** Command and Conquer 2. It is the
Prequel to Command and Conquer. This FAQ comes in both .Txt and .Doc formats

Section followed by * 's have been updated in This Ver

RAPFAQ = Red Alert Players FAQ

2. How To Get This FAQ *

By E-mail:

E-mail vzappia@ix.netcom.com with the subject "Send RAPFAQ"

The Web:

[Http://www.Geocities.com/TimesSquare/4181](http://www.Geocities.com/TimesSquare/4181)

News Group: I'll post it on Alt.Games.Command.and.Conquer
 Alt.Games.command-n-conq
 Comp.sys.ibm.pc.games.strategic
 Alt.Games.RedAlert

Mailing List: To be added to the mailing list just E-mail vzappia@ix.netcom.com with
 Subject "Add me to RA Mail List" to be added to The RAPFAQ Mailing list.

3. How to Add to the Faq / Send Info

If you want to send me Info to add to the Faq E-mail me vzappia@ix.netcom.com with the Subject
"RAinfo" Or if you have any other Questions Please E-mail me I want to know your thoughts on the FAQ
E-mail vzappia@ix.netcom.com.

4. Acknowledgments:

Westwood For Making Red Alert
Myself: "Drakon" Aaron Zappia

5. Tactics

Allied:

Crusiers: Can shoot 3 screens away , the closer it is the better the aiming.
 Cronoshift it near an enemy's base and Destroy what you can
 IE: AA guns / Sam sites and Then send in the planes

Cronosphere: Cronoshift a Crusier near an enemy's base

Sometimes it will make a rip in time that looks like a electrical whirlpool where you send your units and will attack units with electrical energy but takes some time to form.

You can't send Troops or a APC full of troops it won't even send troops and will kill the guys in the APC.

Ever see the Movie "The Philadelphia Experiment"

Soviet:

Attack Dogs: Don't put them in a place where a tank and the dog will attack the same unit, the dog will jump to attack the unit and the tank will shoot at the guy killing the dog.

V2 Rocket: They will fire farther when there guarding then if you tell them to attack a unit

Both Sides:

Engineers: Can Take a Building When its Red.
Can Repair a building to Green.

Spies: Watch out! The enemy spies look like your troops and only dogs will auto attack them.
You have to tell your units to attack them.
Watch for your color units moving around when you cant select them.
Send your spies into an Allied base so you can see through a Gap Generator, And Steal money from there silos.

6. Features

Bridges can be blown up

7. Keys

Way Points: Hold the "Q" key and click where you want him to go.

Formation: Select the group and hit the "F" key to tell them to stay in formation.

Select all units on screen: Hit the "E" key.

8. AI

For Some reason the AI in Multi-Player Will not build Ships ☹

9. Maps

The map sizes are much bigger (94X94, 64X64, 12864, 64X128)

Red Alert comes with it's own Map Maker

You can build things like turrets and other attack building 2 squares apart

There is a new Terrain Arctic Like In Warcraft 2

There's also levels inside buildings

10. Multi-Player

There are 5 Countries with different strengths

Allied England - Armor

Allied Germany - Shot power

Allied France - Shot Rate
Soviet Russia - Cost
Soviet Ukraine - Speed

11. Morse Code

If you dont know already know there is a morse code at the bottom of every page in the manual. I have decoded the code below.

02 message com allied hqs
03 decode crypto normal
04 red eagle passes hawk
05 red alert red alert
06 soviet forces sect. seven
07 building runways
08 assault units
09 dispatch asap
03 decode crypto normal
04 red eagle passes hawk
05 red alert red alert
06 soviet forces sect. seven
10 message com hqs seven
11 decode crypto
12 vulture snacks
13 allies lose verdun
14 forces destroyed
15 dispatch troops asap
16 retrieve tanya
17 critical movements
18 spotted nwsahx
19 nuclear warheads
20 destination washington
21 delayed strike axzulu
22 advise eta
23 detailed cinpacom
24 priority income
25 investigate sudden
26 deaths fourteen allies
27 toxic tests show
28 lomic acid levels
29 to cinpacom
30 priortys even out go
31 fomic acid complaint
32 accurate
33 also find crushed
34 vertebrate and slashes
35 on head and face
36 two thousand headless
37 no bleeding respond
38 to cinpacom
39 say again fomic acid
40 roger that what is it
41 acid ants use
42 for what purpose
43 killing neutralizing
44 describe slash marks
47 like big knives
48 checking twelve inches
49 marks on head less
50 some marks some acid
51 do you hear something
52 negative on humming
53 do you spot small hills
54 affirmitave not on map
57 how far your location
58 six clicks
59 investigate now
60 looking for what
61 giant ants
62 like some sci fi flick
63 serious all areas
66 giant ants

67 roger that
68 use raid
69 no joke
70 ants ten feet high
71 whats humming mean
72 ant radar
73 watch out
77 get out of there
78 respond get out of there
79 dispatch ends
80 action ignore respond
81 ignore use deep cover
82 ants that dig
83 never happened
84 system alert
85 sectors alert now
86 alpha sector negative
87 charlie sector negative
88 bravo sector none
89 delta sector
90 delta sector respond
91 all sectors tune delta
92 confirm deaths
93 red alert red alert
94 giant ants spotted
95 identify sector
96 echo sector
97 number six
98 maybe one hundred huge
99 fire at will
100 targeting fire
101 oh god i can not
102 come in echo sector
103 echo sector dead
104 come in echo sector
105 echo sector dead

12. Command & Conquer 2

Fall'97

For Windows 95 only ☺

Will Have that cool Robot / Man unit

WILL NOT BE A DOOM TYPE GAME

13. Updates / Patches

None its not out yet!

14. Red Alert Web Pages

[Http://www.geocities.com/TimesSquare/4181](http://www.geocities.com/TimesSquare/4181)

[Http://www.westwood.com](http://www.westwood.com)

[Http://www.infocomm.net/~bower/c&cred.htm](http://www.infocomm.net/~bower/c&cred.htm)

[Http://home.worldonline.nl/~mickey/](http://home.worldonline.nl/~mickey/)

15. 3rd Party Programs

None Yet

16. What we want in C&C2

I need More here E-mail me Some Idea's

at vzappia@ix.netcom.com with subject "C&C2 Idea")

Carryall - To pickup Harvester's like in Dune II

MCP - A Movable Copter Pad on a truck

Mole Machines - no need for a gap generator, just go underground
Camouflaged troops - can be seen if they move etc.
Electric Fences - tanks drive through them and troops fry.
Everything Upgradeable - higher power rockets and stuff - make it all
upgradable to different tech. Levels

17. Revision History

- v 0.1 Beta Not Released
- v 0.2 Released
- v 0.3 Minor Changes
- v 0.4 Info on Las Vegas Added
- v 0.5 Minor Changes
- v 0.6 Minor Changes
- v 1.0 Major Changes w/ Red Alert Released