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(XBOX 360)

WARNING

Before playing this game, read the Xbox 360 Instruction Manual and any peripheral manuals for important safety and health information. Keep all manuals for future reference. For replacement manuals, see www.xbox.com/support or call Xbox Customer Support (see inside of back cover).

Important Health Warning About Playing Video Games

Photosensitive Seizures

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can cause these "photosensitive epileptic seizures" while watching video games.

These seizures may have a variety of symptoms, including lightheadedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects.

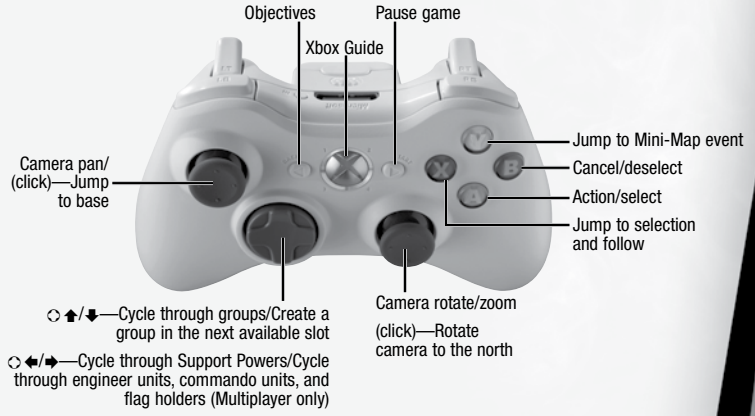
Immediately stop playing and consult a doctor if you experience any of these symptoms. Parents should watch for or ask their children about the above symptoms—children and teenagers are more likely than adults to experience these seizures. The risk of photosensitive epileptic seizures may be reduced by taking the following precautions:

- Sit farther from the television screen.
- Use a smaller television screen.
- Play in a well-lit room.
- Do not play when you are drowsy or fatigued.

If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing

CHECK OUT EA ONLINE AT WWW.EA.COM.

COMPLETE CONTROLS



SELECTION AND CONTROL COMMANDS

LT + A	Select all units on-screen
LT + A,A	Select entire army
LB + A	Add unit(s) to selection
RB + A	Select unit type on-screen
RB + A,A	Select unit type in the whole army

WELCOME BACK, COMMANDER

The Third Tiberium War is upon us.

In the year 2047, the long twilight struggle between the allied nations of the Global Defense Initiative (GDI) and the shadowy superpower known as The Brotherhood of Nod has flared into a planet-wide firestorm. Both factions fight over Tiberium, an enigmatic green crystal of alien origin that is both the ultimate resource and the worst environmental disaster in history. The stakes couldn't be higher—whoever controls Tiberium decides the fate of humanity and the destiny of the planet Earth. But this violent global war between GDI and Nod is just the beginning. Humanity is about to discover that it is not alone in the universe … and that it is not the only race fighting for Tiberium.

PLAYING THE GAME

To advance to the Main menu, press ◉.

MAIN MENU

Begin a single player or multiplayer game, adjust settings, and more.

BOOTCAMP Learn the essential skills you'll need to play *Command & Conquer 3 Tiberium Wars*.

SINGLE PLAYER Start or continue a skirmish or single player campaign as GDI or The Brotherhood of Nod. NOTE: You must complete the first Theater of War in the GDI campaign to unlock the Nod campaign.

XBOX LIVE Play against up to three opponents via Xbox LIVE.

OPTIONS Adjust audio, video, controls, and Xbox LIVE settings, or view the credits.

OPTIONS

To adjust options, select OPTIONS in the Main menu.

AUDIO/VIDEO Move the sliders to adjust brightness, music, sound FX, voice, ambient, and movie levels.

GAME SETTINGS Move the slider to adjust the scroll speed, or enable or disable health bars, highlight pads, tool tips, and more.

CONTROLS View a controller diagram and common game controls.

XBOX LIVE SETTINGS Select a favorite army to use in Xbox LIVE battles or adjust Xbox LIVE Vision settings.

CREDITS View the *Command & Conquer 3 Tiberium Wars*™ credits.

GAME SCREEN

BATTLE WINDOW

In the Battle Window you can build and place structures, order your units to move and attack, use special powers, and much more. The Battle Window displays only part of the overall map at any time.

➤ To scroll the Battle Window, move ◉ in the direction that you want to move. The Battle Window begins to scroll. To stop moving, let go of ◉.

➤ To zoom in or out, move ◉↑/↓.

THE FOG OF WAR

Each unit has a range of vision, so what you see in the Battle Window is the sum of all that your units can see. Areas of the map beyond this range are covered by a semi-transparent mist, called the **Fog of War**. This mist hides enemy units and structures and reveals only terrain and civilian buildings. The Fog of War is only removed when your units return to the area.

In some Campaign missions, an additional layer—a black **Shroud**—covers unexplored terrain. As you explore the map you slowly peel back the shroud to reveal the terrain, structures, and units beneath it. Once the shroud is peeled back, it is gone permanently. However, anything past your units' range of vision is still cloaked in the Fog of War. As in standard Campaign missions, the Fog of War is removed when you are once again within range.

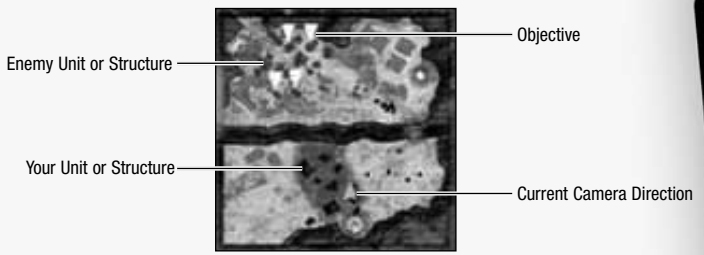
COMMAND BAR

Use the Command Bar to manage your base and your forces. Regardless of where you are and what you see in the Battle Window, you can always build new units and structures in the Command Bar. You need not view your base each time you want to initiate production.

➤ The Command Bar includes an **Information Window** that provides details on any selected units, structures, and more. To learn more about anything in the Command Bar, hover your cursor over its icon.

RADAR MINI-MAP

The Command Bar includes your battlefield radar, also known as the Mini-Map. Keep an eye on your radar, as it often reveals enemy troop movements before you spot them in the Battle Window. Beware, however: in certain circumstances, your radar may be disabled.



OBJECTIVES (CAMPAIGN ONLY)

To review your mission goals, press ◉ to open the Objectives menu. You must complete all of your primary objectives in order to complete a mission. (Note that your primary objectives may change during the course of battle.) Completing bonus objectives is optional but grants you additional resources or other rewards.

TIP: When all primary objectives are completed, the mission automatically ends in victory. If you plan on completing bonus objectives, be sure to do so with at least one primary objective remaining.

GAMEPLAY BASICS

The following overview is designed to bring the new player up-to-speed on how to play *Command & Conquer 3 Tiberium Wars*.

BUILDING STRUCTURES

It is not uncommon to start a mission with only a Construction Yard. Begin building the rest of your base immediately.

To build a structure:

1. Select your Construction Yard. The structures that it can create are displayed as icons in the Context Window in the Command Bar.

NOTE: If an icon appears grayed out, it is either because you do not have sufficient resources to purchase it or you have not acquired the right resources or technologies.

2. Select the icon of the structure you wish to build. A shaded timer appears over the icon. As the time decreases, the credits necessary for building your structure are withdrawn. When the timer is complete, the structure is ready to be placed and you see its icon flashing.

NOTE: If you run out of credits during construction, construction is put on hold until your credits replenish. When your credits are replenished, construction automatically resumes.

3. Move the cursor in the Battle Window to the location where you want to build. (You'll notice your cursor becomes a transparent image of the building.) You must build within your base's ground control, which extends in a circular area from most of your structures. If the structure you wish to build is displayed in red, you cannot build it at that location.
4. Once you have decided on a location, press Ⓐ to place the structure.
5. To cancel placing the structure, press Ⓑ.

TRAINING UNITS

When you build structures such as Barracks or War Factories, you can use them to train fighting units.

NOTE: Before you can build units, you must first build a Barracks (GDI), Hand of Nod (Brotherhood of Nod), or Portal (Scrin).

To train units:

1. Press Ⓐ on your Barracks (or unit production structure) to select it.
2. Pull and hold RT to open the Units menu. The units available for you to train appear. Press the D-Pad to scroll through the units that are available for you to build.
3. Select the icon of the unit you wish to train. A shaded timer indicates how long it takes to build the unit.

NOTE: To start a production queue, select the icon of the units you wish to build repeatedly. A number appears on the icon telling you how many units you have ordered.

4. When the unit is ready, it exits the structure and reports for duty.

POWERING YOUR BASE

Your base requires power to function properly. As you add more structures to your base, you'll need additional power. If your base runs low on power, you suffer a number of consequences: your radar goes offline, your base defenses cease functioning, and the speed at which you can build new structures and train new units is reduced. As soon as you regain sufficient power, all of these effects go away. Your Construction Yard generates a small amount of power, but you must construct Power Plants to generate more. When a Power Plant is constructed, the Power Meter increases.

- To determine how much power you have at your disposal and how much you are presently using, check the Power Meter.

NOTE: If you are running low on power you may chose to power down one or more of your structures in a conservation effort. To do so, select a specific building, pull and hold RT, then select the Power Down option in the Command Bar. Be warned, however, that powered-down buildings are *completely inactive*. This means, for example, that you'll no longer be able to train units from a powered-down War Factory. Buildings that are affected by EMP weapons are considered to be powered-down.

RESOURCES

Building units and structures, researching upgrades, and using powers all cost you credits. When you select an item or action that requires credits, the funds begin being deducted from your account until the full amount has been paid. (Support Powers deduct credits in one lump sum.)

- You begin a typical match with enough credits to spend on building basic units and structures. However, to finish the fight, you must acquire more credits.
- If you chose to perform a task that requires credits, but run out of credits, that task is put on hold until you earn more.
- To acquire more credits, locate Tiberium, then build a Refinery in its vicinity. A Refinery comes with a Harvester that automatically seeks out and recovers Tiberium, which is converted into credits. When you build a Refinery close to Tiberium, your Harvesters naturally take less time to gather resources.

UPGRADING TECHNOLOGY

Structures such as the Tech Center can research new technologies to enhance your units. Once researched, upgrades instantly affect all units of the applicable type—including units already in the field.

- To develop an upgrade from a structure, select the structure, then select the upgrade icon in the Command Bar. The upgrade takes time and credits, much like structures and units do.

UNITS, STRUCTURES, AND POWERS

Thorough knowledge of the arsenal at your disposal is the mark of a good commander.

SUPPORT POWERS

Support Powers are special moves specific to the faction you are fighting for. They appear as icons within the Powers tab next to the Mini-Map. Press Ⓐ on the Powers Tab icon to open the Command Bar for Powers, then press ⇔/⇦/⇨ to navigate the Command Bar.

- Each time you use a Support Power there is a cool-down period before you can use it again.
- Support Powers are automatically unlocked when you build the requisite structure.

UPGRADES

Many units can be upgraded with various technologies, including advanced weapons and new abilities.

- To upgrade a unit, you must first research the upgrade at a specific faction structure. Select the proper structure and select the icon representing that upgrade. The cost is deducted from your credits and the upgrade is researched.

NOTE: Even after you have researched an upgrade, the structure where the research was conducted must remain operational for you to receive the benefits of the upgrade. If the structure is destroyed, you must rebuild the structure in order to regain the benefits of the upgrade.

ABILITIES

Abilities are unit-specific special moves initiated by the player. Unlike most Support Powers, most Abilities do not cost resources per use (although some do). However, like Support Powers, they often require a cool-down period before they can be used again. Some abilities must be researched before they can be used.

NOTE: For more information on individual units, structures, and powers, please visit commandandconquer.com.

CONTROLLING YOUR FORCES

A good commander knows when to order his troops to hold ground, make a strategic retreat, or charge boldly into battle. Learn what it takes to command your forces to victory.

BASIC MOVEMENT CONTROLS

Movement — To move a unit, select it. In the Battle Window, move your cursor over open ground, then press Ⓐ. Most units automatically fire on enemy units in range while moving to a designated point.

Attack — To attack an enemy, select your units then select the target by pressing Ⓐ.

Rally Points — To set a rally point for all units produced at a structure, select the structure then select the location on the battlefield where you would like the units to rally by pressing Ⓐ. **NOTE:** Once you have set a rally point, your newly-trained units exit the Barracks and proceed directly to that point.

STANCES

Set your units' stance to determine their rules of engagement. There are several options to choose from.

➤ To change the stance of a group of units, select the group, then select the appropriate stance button in the Command Bar.

Aggressive — Your units approach, attack, and pursue any enemies that enter their line of sight.

Guard (default) — Your units approach and attack enemies that enter their line of sight. When the enemies are destroyed or retreat, your units return to their positions.

Hold Ground — Your units remain stationary, but fire on any enemies that come within range. **NOTE:** This stance is useful for defensive strategies or artillery units.

Hold Fire — Units in this stance do not return fire or pursue enemy forces. **NOTE:** This stance is useful for stealthed units.

UNIT VETERANCY

As your units attack enemy units and buildings, they gain experience. When a unit accumulates enough experience, it gets promoted to a new veterancy level. A special icon in the Battle Window denotes veteran units. Veteran units have improved performance capabilities.

Veteran units inflict more damage and are more resistant to damage (compared with non-veteran units).

Elite units inflict more damage and are more resistant to damage (compared with veteran units).

Heroic units inflict more damage and are more resistant to damage (compared with elite units). Also, they attack more quickly, automatically heal themselves, and have distinct weapon effects.

FORMATION PREVIEW

Once you've amassed a considerable army, you may wish to place some of your units into an organized formation. The formation preview feature takes the guesswork out of organizing your troops by automatically arranging them.

To use formation preview:

1. Select a group of units.
2. Move your cursor to the place on the terrain where you want your units to form up.
3. Press and hold Ⓐ over open ground. A preview of your formation appears.
4. Move ⓛ to rotate your formation and control the depth and width of the resulting formation.
5. Release Ⓐ. Your troops now automatically move to the selected destination and line up in the previewed formation.

➤ Try using formations in combination with the Hold Ground stance to form a defensive line.

GARRISONING INFANTRY

Many civilian structures and some other structures can be garrisoned with infantry units. Garrisoning infantry protects them and grants them a bonus to their attack range. Enemies attacking garrisoned forces need to severely damage the garrisoned building first, at which time any garrisoned forces will automatically exit.

➤ To garrison a structure, select the desired infantry units, then place your cursor over the building you wish to garrison. The cursor changes to the Garrison cursor. Press Ⓐ to make the units enter the structure.

➤ To remove units from a garrisoned structure, select the structure and press and hold RT to open the Command Bar of that structure. Select the Un-garrison option and press Ⓐ.

NOTE: Some units, such as the GDI Grenadier, have attack abilities that instantly eliminate enemy units inside of garrisoned structures.

CRATES

These gray GDI-771g lock-crates should be considered targets of opportunity. Crack one open and you may find something useful, from extra credits to healing boosts to automatic veterancy upgrades.

➤ To acquire a crate, order units to move to its position.

BARRELS

Not to be confused with crates, the barrels you sometimes encounter carelessly strewn about the battlefield contain highly volatile chemicals that explode when fired upon. Try shooting one when your foes are nearby.

INTERMEDIATE TACTICS

There's still more to learn once you've mastered the basics of *Command & Conquer 3 Tiberium Wars*. Take heed of the following tactics for superior results in battle.

BASE BUILDING 101

In *Command & Conquer 3 Tiberium Wars*, you'll be spending most of your time in battle. While combat tactics are important, some battles can be won before they begin by players who strategically set up their base. The decisions you make very early in a match often affect the outcome, so it's important to learn how to build a base quickly and effectively.

QUICK TIPS

- Consider building a Crane right from the start. The principle benefit of a Crane is that it lets you construct twice as many buildings in the same amount of time as your Construction Yard alone.
- Consider an early expansion to additional resources, and always build at least one extra Harvester for every Refinery that you build. Harvesters fuel your economy and therefore must be protected at all costs.
- Set up base defenses wherever you may be vulnerable. It may be tempting to place your unprotected Power Plants near the back of your base, but a shrewd opponent will exploit this.

DISABLED BUILDINGS

It is essential to keep in mind that disabled buildings—such as buildings that have been powered down—do not count as requisites for upgrades until they are re-enabled.

- A building that has been hit with an EMP is considered a disabled building. Therefore, it is vital to keep your base protected from EMP attacks in particular whenever possible.

TIP: While engaged in battle, don't forget about your base. Keep building until you have access to all the units, upgrades, and support powers you need to win. (For more information on support powers, see p. 5.)

FOCUSING FIRE

In general, it is better to eliminate opposing forces one at a time rather than spreading your attacks thin. Even a nearly-defeated enemy can still cause considerable damage, so it makes sense to destroy foes in succession to thin out their ranks and overwhelm their force. Try to prioritize those targets that are most dangerous or most vulnerable first.

BUILDINGS UNDER ATTACK? SELL THEM

If your structures come under attack and the situation looks hopeless, considering selling the structures before they're destroyed. Bear in mind, however, that the amount of credits you get on resale is reduced the more the building is damaged.

BEWARE OF ENGINEERS

Although GDI Engineers, Nod Saboteurs, and Scrin Assimilators are relatively weak units, they all share an important role: taking over enemy structures and tech buildings. Thus, the shrewd commander never underestimates the Engineer.

- Getting your Engineer behind enemy lines is easier than you think. GDI and Nod can use their infantry's Call for Transport ability to fly them behind enemy lines. The Scrin Assimilator is stealthed—and thus invisible—when not moving.
- Engineers can also capture walker units, such as the GDI Juggernaut and the Nod Avatar, after the walkers have fallen to the ground in defeat.

TIP: To add insult to your enemy's injury, sell off an enemy structure immediately after capture, or have it start rapidly creating units for your own army.

ADVANCED MOVE ORDERS

The units in *Command & Conquer 3 Tiberium Wars* are intelligent enough to know how best to respond to most situations when left to their own devices. For example, they automatically attack enemy units that come into range. However, as your gameplay skills improve, you may wish to incorporate the following advanced move orders into your repertoire in order to gain a tactical advantage over your foes.

ATTACK MOVE

When ordered to attack-move, selected units stop to attack any opposing units or base defenses along their route. This is an effective way to meet an opposing force or storm an enemy base.

- To order an attack move, select the units you wish to order, then double-tap Ⓐ over open ground.

NOTE: You can also force attack a neutral structure by pressing Ⓐ twice on that particular neutral structure.

ARMOR FACING

Tanks and other armored vehicles sustain more damage when attacked from the side and sustain considerably more damage when attacked from the rear. Use this knowledge to your advantage and protect your forces well.

INFANTRY SUPPRESSION

When fired upon, infantry may become suppressed. When this happens, you'll see your troops go prone. Suppressed infantry move slower than usual but are better defended due to their low profile.

TIP: In general, the more powerful the weapon, the better it is at suppressing infantry. Remember this well when considering how best to use and counter infantry units.

INFANTRY COVER

Infantry automatically kneel behind cover when ordered to move next to civilian structures and other large obstacles in the environment. Covered units are better defended and nearly impossible to suppress.

TIP: Use your knowledge of infantry cover tactics to gain the upper hand against comparable forces in urban operations.

SUPERWEAPONS

Each of the three factions in *Command & Conquer 3 Tiberium War*s has at least one superweapon—something so destructive it can nearly wipe any opposition from the map. These superweapons are ideal for use in the event of a standoff, when your enemy is deeply entrenched. Be warned, however, that the moment you construct a superweapon building, a countdown timer appears that both you and your opponents can see. Don't be surprised if the enemy redoubles its efforts to annihilate you before the clock runs out.

NOTE: The countdown temporarily stops if your base runs low on power.

TIP: Although superweapons are extremely powerful, they may not end the match. Have some forces on reserve to mop up the remaining forces as needed.

GAME MODES

CAMPAIGN

March, 2047. A massive nuclear fireball explodes high in the night sky, marking the end of GDI's orbital military command center and the beginning of the Third Tiberium War.

Tiberium. To the GDI, it is an alien substance that has polluted the Earth to the point of near inhabitability and is spreading at dangerous rates. To the Brotherhood of Nod, Tiberium is humanity's destiny, a substance of great power prophesized by their enigmatic leader, Kane. The GDI want nothing more than to eradicate Tiberium off the face of the planet; Nod want nothing less than total control of what they believe is Earth's most precious resource. War rages over Tiberium and the fate of the entire planet hangs in the balance.

This is where you come in, Commander. Choose your allegiance and head into battle. The outcome of the Tiberium Wars is in your hands.

➤ To begin a Campaign select SINGLE PLAYER in the Main menu, then select either GDI or NOD.

NOTE: You must complete the first Theater of War in the GDI campaign in order to unlock the Nod campaign.

➤ After completing each Campaign mission, you are awarded a medal. The medal you receive depends on the difficulty level you have chosen. Superior medals are earned by completing missions at higher difficulty settings. Complete all bonus objectives in a mission to earn a ribbon.

➤ In between Campaign missions, you return to the Theater of War screen, which allows you to choose your next mission, move to another Theater of War (if available), and replay previously-accomplished missions. The Theater of War screen shows which medals you have earned in each mission.

SKIRMISH

Skirmishes are single player battles that pit you against one or more computer-controlled opponents.

To begin a skirmish:

1. Select SINGLE PLAYER in the Main meu, then select SKIRMISH.
2. Select NEW.
3. Choose between one to three computer-controlled players by selecting either AI or CLOSED in each box.
4. Select your desired map, resources, starting location, and whether you wish to enable or disable Crates in the map (for more information, see p. 7).
5. Pull RT to select your team number, faction, and color, and press A to begin gameplay.

NOTE: To load a previously saved skirmish, select SKIRMISH, select LOAD, then select the game save you wish to continue.

THE CUSTOMIZABLE AI

You can adjust the behavior of the computer artificial intelligence in both Skirmish and Multiplayer games with four different difficulty settings and five different personalities. This allows you to configure the game to your unique tastes and desire for challenge.

AI SKILL LEVELS

There are four different skill levels you can choose from for each computer-controlled player.

EASY	Recommended for novice RTS players or those yearning to experiment. Don't expect much of a fight.
MEDIUM	Recommended for most players. You'll be in for a fair fight.
HARD	Recommended for experienced players looking for a challenge. The AI plays to the best of its ability without cheating.
BRUTAL	Recommend for hardcore players who want to win by the skin of their teeth—or not at all. The Brutal AI gets double income as its only cheat.

AI PERSONALITIES

There are five different AI personalities that determine what kind of gameplay tactics your opponent uses.

BALANCED	This personality type favors mixed forces and an even-handed style that doesn't emphasize defense over offense.
RUSHER	Prepare to defend yourself quickly against this personality type, which will immediately set out on the attack.
TURTLE	You'll need to fight relentlessly to crack the shell of this defense-oriented personality type, which also focuses on resource gathering.
GUERILLA	Expect the unexpected from this personality type, which will harass you with fast, diversionary tactics.
STEAMROLLER	This personality type favors decisive force. It aims to build an overwhelming army with which to attack you head-on.

XBOX LIVE®

Play anyone and everyone, anytime, anywhere on Xbox LIVE. Build your profile (your gamer card). Chat with your friends. Download content at Xbox LIVE Marketplace. Send and receive voice and video messages. Get connected and join the revolution.

REGISTRATION AND SUBSCRIPTION REQUIRED TO ACCESS ONLINE FEATURES. EA TERMS & CONDITIONS AND FEATURE UPDATES ARE FOUND AT WWW.EA.COM. INTERNET CONNECTION REQUIRED. YOU MUST BE 13+ TO REGISTER ONLINE.

EA MAY RETIRE ONLINE FEATURES AFTER 30 DAYS NOTICE POSTED ON WWW.EA.COM.

CONNECTING

Before you can use Xbox LIVE, connect your Xbox console to a high-speed Internet connection and sign up to become an Xbox LIVE member. For more information about connecting, and to determine whether Xbox LIVE is available in your region, go to www.xbox.com/live.

FAMILY SETTINGS

These easy and flexible tools enable parents and caregivers to decide which games young game players can access based on the content rating. For more information, go to www.xbox.com/familysettings.

XBOX LIVE MAIN MENU

QUICK MATCH Automatically matches you with an opponent for a two-player versus match.

CUSTOM Customize preferences for game types, number of players, and ranked or unranked games, then be automatically partnered with an opponent (or opponents) who share your preferences.

CREATE Host an Xbox LIVE game. Select a game type, number of players, map, initial resources, starting positions, and preferred faction, and determine whether the game is open (anyone can join), closed (no one can join), AI (includes computer-controlled opponents), or private (invite only, and can only be unranked matches).

RANKINGS Find out who are the best *Command & Conquer 3 Tiberium Wars* players.

OVERALL STATS View your overall stats in online play.

TERMS & CONDITIONS Read the EA terms and conditions.

➤ To start a custom game, select CREATE and press Ⓐ. Select your game preferences and press Ⓐ again. A loading screen appears.

XBOX LIVE GAME MODES

There are five multiplayer game modes.

Versus Up to four players or teams (or AI-controlled opponents) enter into a free-for-all in which only one side is left standing.

Siege Start the game with an impassable section in the middle of the map between you and your foe(s). When a timer expires, the impassable energy wall becomes passable. The player to first destroy all unit producing buildings, or all units, is the winner.

Capture and Hold (CAH) Teams compete to capture and maintain various control points scattered around the map. Hold the control point for a certain amount of time to earn points. Whoever reaches the specified number of points first is the winner.

Capture the Flag (CTF) Try to capture the neutral flag on the map and then return it to your base. The first team to return a set number of flags to their base—or have the most flags captured when the time expires—is the winner.

King of the Hill (KOH) Opposing teams battle their way to take control of—and hold—a control point at the middle of the map. The first player to hold the control point the longest (or for a specified number of minutes determined before the game starts) is declared the winner.

LIVE WHISPERING

If you have an Xbox 360 headset enabled, you can toggle between talking to everyone to just talking to your teammate. To do so, press ◀.

XBOX LIVE VISION

If your Xbox LIVE Vision is connected, your image appears to other players in the lobby and in-game.

➤ If you do not have Xbox LIVE Vision, your gamerpic is displayed, but you can see other players that do have their cameras enabled. Additionally, you can chose to disable the Xbox LIVE Vision feed in the Options menu.

SAVING AND LOADING

Your campaign progress is automatically saved if you choose to continue after a mission victory. Choosing to exit takes you back to the Main menu, and does not auto-save your progress. You must have a gamer profile in order to save or load games.

➤ To load a saved game, select SINGLE PLAYER in the Main menu. Select either GDI or NOD, then select LOAD. Choose a saved game from the list and then select LOAD GAME.

➤ To save a game in progress, press ▶ to open the Pause menu, then select SAVE.