Command & Conquer FAQ/Strategy Guide

by Flowerpot

```
--==COMMAND AND CONQUER 64 faq/player's quide==--
"From God, to Kane, to Me, Seth, Kane's right hand man."


  _____                                              _
 / ____|                                            | |  ___
| |      ___  _ __ ___  _ __ ___   __ _ _ __   __| | (_ )
| |     / _ \| '_ ` _ \| '_ ` _ \ / _` | '_ \ / _` |/ _ \/\
| |___| (_) | | | | | | | | | | | | (_| | | | | | (_| | (_> <
 _____/|_| |_| |_|_| |_| |_|\__,_|_| |_|\__,_|\___/\/
 / ____|                                  / /| || |
| |      ___  _ __   __ _ _   _  ___  _ __ / /_| || |_
| |     / _ \| '_ \ / _` | | | |/ _ \ '__| '_ \__   _|
| |___| (_) | | | | (_| | |_| | __/ |   | (_) | | |
 _____/|_| |_|\__, |\__,_|\___|_|   \___/  |_|
                    | |          flowerpot
                    |_|          flowerpot2000@email.com
                                 version 1.0



       _____
       ___Table of Wonderful Contents___
```

```
==========
Revisions:
==========
12.05.99: Huge e-mail error (nintendomail is dead) as with many other of my
friends who use nintendomail services... Anyone who sent any e-mail within the
last month probably didn't get it through to me. Please redirect all e-mail to
flowerpot2000@email.com.

10.1.99: Small Updates
        - Added some ASCII art!
        - Added a level walkthrough section, soon, both the NOD & GDI campaigns
          will have level walkthroughs due to the fact that everybody keeps
          e-mailing me for various levels
```

```
                  - New FAQ64 disclaimer added
                  - Section 10 stuff

**HELP** HELP! I need HELP!, please, if have beaten levels in C&C64 and can
write
a walkthrough for the level(s) and send it to me, i will add it to this faq and
give you credit. I am too busy to write the complete Capaign walkthrough!**

8.12.99:
                  - Spell Checked
                  - Some other small stuff you wont notice
                  - Still V. 1.0

7.31.99:  Small changes
                  - Disclaimer Changes/ Added cheatcc.com
                  - Added to Section 9
                  - Still V. 1.0

7.30.99:
                  - First Release
                  - That's it.


                _____
1)      ___Introduction___


    Let me start off by saying that I really loved the Command & Conquer games
for the P.C. But, we all must remember that the N64 is not a P.C. The graphics
may be able to compete with the P.C. version but the controls & just the overall
feel of the game doesn't compute. But, kicking GDI butt rules. When I rented
this game, I expected it to be bad. It wasn't. Suprisingly, I had fun. So much
fun that I decided to write a FAQ. So much fun, I played it again & again. The
controls aren't that bad.... right??... right??????

But anyway, that's not the point, I wrote this so you can kick GDI butt &
conquer NOD's stronghold in N. Africa. Don't use this unless you are totally
stuck. This is, after all, a strategy game. So stop reading the intro & start
killing!

Oh My Goddess! This is the only C&C64 FAQ/Guide on Gamefaqs.com. Yippee!




                _____
2)      ___Story___


**Compiled from the wonderful pages of Nintendo Power; Full credit is given to
them**


___ _____ _____ _____
The Global Defense Initiative
        Created by the United Nations, the GDI is a small, rapid- deployment
force that relies on tiberium technology to win battles in hours instead of days
or weeks. The technology employed by the GDI is more expensive then that of the
brotherhood, but the resulting units are stronger. GDI troops are almost always
outnumbered.


___ _____ __ ___
The BrotherHood of NOD
        The BrotherHood of NOD, or Noddies as they are known to the outside
world, follow the seemingly egalitarian principles of their leader, Kane. In
```

reality, Kane is a bloodthirsty despot bent on world domination. His troops come cheap, but they don't stand up well under fire. Their strength is in overwhelming numbers.

_____
Overview
       In a future global conflict, the combatants will turn to remote commanders to lead their troops. Do you have what it takes to guide the forces of the GDI? Or do you prefer the fanatical BrotherHood of NOD?

       _____
3)   ___Basics___

Kill...Conquer...Destroy...Harvest...Expand. Well, that's the basics of this silly game. Each mission has an objective. Follow orders & complete missions to become a successful GDI/NOD officer.

_____ _____
Basic Movement
    Movement in this game is simple. Highlight the troops you want to deploy then simply move them to the area of interest. They will move to the point on the screen where you green cursor is. When the cursor becomes red, that means it is targeting an enemy unit/structure.

_____
Tiberium
    Tiberium is your source of income, which can be used to buy new units/structures. Tiberium is the green grassy stuff on the maps. It can be harvested after building a refinery. Silos may be needed to carry extra amounts of tiberium over 2000. The Harvester usually harvests $700 every time it deploys. Blossom trees can be found in tiberium patches. Once tiberium is gone from this place this tree regrows it. Also, when infantry walk over tiberium they can be hurt or killed.

_____
Teams
    Using the 4 C buttons, you will be able to assign different units to different teams for quick selection.

_____
Geography
    The geography of the land often plays a critical role in the conflict. Look for choke points where you can ambush enemy troops or draw foes into an ambush. Villages are often hotbeds of conflict and best avoided if you're commanding GDI. You should scout out every inch of territory whenever possible.

_____ ____
Stupid CPUs
    The AI in this game could have used some inprovin'. The CPU always concentrates on the first unit it perceives. This mean if you send in a small "expendable" unit, you can lead enemy units into an ambush or away from their base. The CPUs may also shoot at each other in some cases. Whew, that's thickheaded. Mr.dumass.

_____
Targeting
    The most efficient firing pattern is to concentrate on one enemy unit at a time. Select one unit, destroy it, then target another.

_____
Guarding
    You can set units to guard other units or structures that may be important to
your survival. You can set units to guard your harvester at all cost when
harvesting close to enemy territory, but, send armored units, not infantry who
can easily die on tiberium fields. You can also guard important structures like
then construction bay.

_____ ____ ____
Defending Your Base
    Your enemy will try to crush your base at all cost. Defense is a must.
Remember to always build barricades all around you base, guard towers, turrets,
obelisks, & SAM sites. Also, remember to keep bunches of units around for extra
defense.

        _____
4)   ___Units/Equipment___

4a).......////tHE gLOBAL dEFENSE iNITIATIVE\\\\

NOTE: Under each unit, I listed what the unit is best against & worst against.

mINIGUNNER ~ The cheapest & usually easiest to destroy. Powerful in large
numbers but can get run over by large vehicles. One of the first units you get
to use. Very strong against other infantry & Nod Buggies.
    Best Against: NOD minigunners
    Worst Against: Harvesters

bAZOOKA ~ Slower then the minigunner but has a large bazooka mounted on its
shoulder. Tough against armored units & concentrated infantry because of its
limited splash damage.
    Best Against: Light Armored Vehicles
    Worst Against: Flame-Throwers

cOMMANDO ~ Only appears in very few missions & has a long range. Good against
infantry because the enemy is usually dead before it gets off any shots. Also
good against structures because of it's C-4 explosives. Not good against armored
units. Actually, it's horrible against armored units.
    Best Against: All infantry
    Worst Against: Any armored vehicle

eNGINEER ~ They have no offensive skills. 50 of these vs. one minigunner/ they
don't stand a chance. But, they do take over enemy buildings. Make sure you
destroy the defense of an enemy base, then send these babies in to take
everything. Take silos for extra cash. Also, before taking the refinery, wait
for the harvester to start unloading for a free harvester!
    Best Against: Um, nothing
    Worst Against: Um, everything

gRENADE iNFANTRY ~ Has plenty of splash damage & unlike mini-gunners, they can
blow up nod defensive structures such as concrete walls, fences, & sandbags.

Works well against armored vehicles & large groups of infantry.
    Best Against: Groups of infantry/Buggies
    Worst Against: Stealth tanks

mEDIUM tANK ~ Heavy armor that can run over tons of noddies infantry & could
crush the nod light tanks. Good against other structures & has mediocre range.
    Best Against: Light Tank/Light Armored Vehicles
    Worst Against: Air Units

oRCA ~ This craft can shoot missiles from in the air then goes back to the
landing pad to reload. Invincible to everything except enemies with
bazooka/missile capabilities. (i.e. Bazooka infantry) Good against armored
units. Fast.
    Best Against: Ground units that don't shoot missiles
    Worst Against: Anything that shoots missiles/SAM sites

aPC ~ Like a humvee, only it has the capability of carrying up to 5 troops &
keeping them safe. Armed with a small, good for nothing, chaingun. Good for
getting your engineers to the right place.
    Best Against: Running over or outrunning infantry
    Worst Against: Any armored vehicle/Orca

hUMVEE ~ A light armored yet fast vehicle which is ideal for scouting because of
its fast mobility. Armed with a small chaingun. Doesn't really stand a chance
against infantry.
    Best Against: Nod Buggies
    Worst Against: Everything else

mAMMITH tANK ~ The dream tank. Has two turrets mounted on its hull for twice as
much fire power, missile launchers for air defense, and offence, & way superior
armor to any unit in the game. 1 alone isn't enough, but when these come in
numbers to your base, be afraid, be very very afraid.
    Best Against: Everything
    Worst Against: Nothing

rOCKET lANUNCHER ~ Very little armor on this baby, but , the long attack range &
strong for of its weapons make it about even. Used more for offensive purposes.
Good against armor.
    Best Against: Groups of infantry/ Light Armor
    Worst Against: Heavy Armor

tRANSPORT hELICOPTER ~ Same use as the APC only it flies. Good for transporting
units over rocky terrain & rives. Watch out for NOD SAM sites that can kill this
chopper with a few potshots.
    Best Against: Nothing
    Worst Against: Anything that shoots missiles

4b).......////tHE bROTHERHOOD oF nOD\\\\

mINIGUNNER ~ The cheapest & usually easiest to destroy. Powerful in large
numbers but can get run over by large vehicles. One of the first units you get

to use. Very strong against other infantry & Nod Buggies.
    Best Against: Other Infantry
    Worst Against: Almost everything else

bAZOOKA ~ Slower then the minigunner but has a large bazooka mounted on its
shoulder. Tough against armored units & concentrated infantry because of its
limited splash damage.
    Best Against: Air units/Groups of infantry/Light Armor
    Worst Against:

cOMMANDO ~ Only appears in very few missions & has a long range. Good against
infantry because the enemy is usually dead before it gets off any shots. Also
good against structures because of it's C-4 explosives. Not good against armored
units. Actually, it's horrible against armored units.
    Best Against: Infantry
    Worst Against: Any armored vehicle

eNGINEER ~ They have no offensive skills. 50 of these vs. one minigunner/ they
don't stand a chance. But, they do take over enemy buildings. Make sure you
destroy the defense of an enemy base, then send these babies in to take
everything. Take silos for extra cash. Also, before taking the refinery, wait
for the harvester to start unloading for a free harvester!
    Best Against: Nothing
    Worst Against: Everything

fLAME-tHROWER ~ These guys burn infantry like they were matches. Dont keep them
in-groups because the can kill each other & if one blows up he'll take others
with him.
    Best Against: Groups of infantry
    Worst Against: Grenade Infantry

rECON bIKE ~ Its a very fast motorcycle with missiles. Can shoot flying object
such as Transport Helicopters & other air units. Very light armor. Its speed
makes up for it because it can escape from un-winnable (did I make a word?)
fights.
    Best Against: Air units
    Worst Against: Mostly everything

lIGHT tANK ~ Not nearly as powerful as the GDI's medium tank, but its cheap &
good in numbers. With a lot of these babies, you can devastate a GDI base.
    Best Against: Light GDI units
    Worst Against: Heavy-Medium GDI units

sTEALTH tANK ~ This is a medium speed tank that is always invisible except when
attacking or practically on top of an enemy unit. Be sure to keep it clear of
enemy infantry & guard towers.
    Best Against: Air units/ Some infantry
    Worst Against: Heavy Armored units

rECON bUGGY ~ Just like the GDIs' humvee, this is a great scouting vehicle with
limited armor. Unlike the humvee, this is good against enemy infantry.
    Best Against: Minigunners

Worst Against: Humvee, other armored units

fLAME tANK ~ This is a regular tank only it shoot large balls of fire. The fire
is great against infantry & against most civilian buildings.
    Best Against: Infantry
    Worst Against: Anything faster or out of range

mOBILE aRTILLERY ~ Comparable to GDI's rocket launcher, this is a long-range
attack weapon with medium armor & it is extremely slow. Don't leave it unguarded
when attacking.
    Best Against: Destroying bases
    Worst Against: Fast units

        _____
5)   ___Structures___

5a)........////THE GLOBAL DEFENSE INITIATIVE\\\\

MOBILE CONSTRUCTION YARD - (MCY) This is usually your starting vehicle, its a
large truck that transforms into a building. This is the building from which all
other buildings are built. Without this, you cannot build any new buildings. It
is wise to place it in an area that allows expansion & is close to a tiberium
field.

POWER PLANT - This supplies power to your base. It allows everything to
function. It can only supply limited amounts of power so when you are low on
power you will probably have to build more.

BARRACKS - This is the building in which all GDI infantry units are produced &
trained. Place this building near an opening where passage for your troops is
allowed.

REFINERY - This is where all tiberium collected by the harvester is stored &
processed. Can only hold a limited amount of tiberium & only one harvester can
unload at a time. Once built, you get a harvester.

SILO - When storage space runs out in the refinery, extra tiberium will have to
be stored in these. Can hold up to 1000 credits of tiberium.

ADVANCED POWER PLANT - Twice as expensive, twice as powerful.

COMMUNICATIONS CENTER - Once this is built & supplied with enough power, it show
a mini map on the pop up screen that shows the location of enemy units &
buildings. (on explored territory only)

REPAIR FACILITY - Use this building to repair damaged tanks, harvesters, or
helicopters. Keep in an easily assessable spot.

SANDBAGS - Provides perimeter defense for your base. The weakest of the
barricades & will hardly even stop small infantry.

CHAIN LINK FENCE - Provides perimeter defense for your base. Provides mediocre
defense but is so strong that it would even phase grenade infantry.

CONCRETE WALL - Provide perimeter defense for your base. This gives you maximum

reliability but can be over-run by large tanks.

GUARD TOWER - This is a raised defensive structure with low-medium (somewhere in between) armor. It is armed with a heavy machine gun but it still takes a few shots just to kill infantry. Not a good buy.

ADVANCED GUARD TOWER - Cost twice as much but has two times the power, two times the armor, & two times the visual range. Good buy.

WEAPONS FACTORY - This building allows you to buy & train armored units. All tanks & other armored units come from here. Keep it protected & near an opening for safe passage for the products coming out.

HELIPAD - Once this is built, you will be able to use your orcas. Once this is built you will also be able to build more Orcas. Orcas return to this everytime they must reload. Place it out of the way since these Orcas can fly over your base.

ADVANCED COMMUNICATIONS CENTER - Has the same purposes at the regular Comm Center only this one has the powerful & devastating Ion Canon feature. The Ion Canon requires a lot of power.

5b)........////THE BROTHERHOOD OF NOD\\\\

MOBILE CONSTRUCTION YARD - (MCY) This is usually your starting vehicle, its a large truck that transforms into a building. This is the building from which all other buildings are built. Without this, you cannot build any new buildings. It is wise to place it in an area that allows expansion & is close to a tiberium field.

POWER PLANT - This supplies power to your base. It allows everything to function. It can only supply limited amounts of power so when you are low on power you will probably have to build more.

HAND OF NOD - This is the building in which all GDI infantry units are produced & trained. Place this building near an opening where passage for your troops is allowed.

REFINERY - This is where all tiberium collected by the harvester is stored & processed. Can only hold a limited amount of tiberium & only one harvester can unload at a time. Once built, you get a harvester.

SILO - When storage space runs out in the refinery, extra tiberium will have to be stored in these. Can hold up to 1000 credits of tiberium.

ADVANCED POWER PLANT - Twice as expensive, twice as powerful.

COMMUNICATIONS CENTER - Once this is built & supplied with enough power, it show a mini map on the pop up screen that shows the location of enemy units & buildings. (on explored territory only)

REPAIR FACILITY - Use this building to repair damaged tanks, harvesters, or helicopters. Keep in an easily assessable spot.

SANDBAGS - Provides perimeter defense for your base. The weakest of the barricades & will hardly even stop small infantry.

CHAIN LINK FENCE - Provides perimeter defense for your base. Provides mediocre

defense but is so strong that it would even phase grenade infantry.

CONCRETE WALL - Provide perimeter defense for your base. This gives you maximum reliability but can be over-run by large tanks.

TURRET - A heavily armed Nod defensive structure that can devastate the offensive armored vehicles but lacks when it comes to destroying groups of infantry.

SAM SITE - These short range surface to air missiles pack quite a punch & are well armored for good defense against those pesky GDI airstrikes.

AIRSTRIP - This building allows you to buy & train armored units. All tanks & other armored units come from here. Keep it protected & near an opening for safe passage for the products coming out.

OBELISK - This defensive structure shoots a red laser with will kill all infantry in one shot & mammoth tanks in about 4. Strongest defensive structure in the game. The catch: Power hogger.

TEMPLE OF NOD - The most worshiped NOD site. Not accessible till the end of the game & is very expensive but it holds the secret to the devastating nuclear warhead. Whoa Yeah.

     _____
6)   ___Campaign Walkthrough___

6a.......GDI WALKTHROUGH.......

_____Mission 1___

Starting troops:
8 Infantry
2 Buggies
1 Torpedo Boat

Send IN SUBMISSIONS.

<<WILL COMPLETE AS MUCH AS POSSIBLE BY TOMORROW>>

     _____
7)   ___Tactics/Hints___

This section will give you the hints & strategies you need to conquer C&C64. I would have wrote a walkthrough but this is a strategy game, if you used the walkthrough all the fun would be totally sucked out of the game. Well here we go:

I.   Need to build something outside of the power grid? Well just keep building sandbags until you reach the appropriate spot the sell all the prior sandbags. Build next to the sandbags in the right spot. Voila!

II. Killing the harvester with armored units early on in the mission/game, will give you major advantage.

III. By building sandbags up to the enemy's base early in the game you will be able to lock them inside their own base. You will also be able to build tactical

buildings around their base such as Barracks/Hand of Nod to deploy troops to
crush their defenses.

IV. When you are playing as NOD, you must remember that their units may be
cheaper but are hardly as powerful as the GDIs'. So when attacking a GDI
outpost, use force in great numbers.

V.   Always Direct the Harvester to rich tiberium fields. Don't allow it to
wander around looking, therefore wasting time.

VI. Always attack enemy harvesters with armored units. The harvester is heavily
armored & can squish infantry with relative ease. Also, the tiberium fields kill
un-armored units. (i.e. infantry) Also, always protect your harvester with
armored units. If attacked by infantry, run them over like they were pigs!

VII. It is wise to load your troops into apc's or transport helicopters to get
over tiberium fields. The tiberium can take a serious toll on you troops.

VIII.If there is ever a narrow path in which you have to travel to get to enemy
territory, try putting a concentrated force on both sides of the path. Then use
an inexpensive unit (i.e. humvee) to lure you enemy into an ambush. Whoa Yeah.

IX. Extra Cash can be found lying all over the place in some mission. Some
civilian's buildings, when blown up, give you extra cash. Also, sometimes you'll
find crates with extra cash in them. Be on the lookout for these because it's
likely that you'll need them.

X.   Scoring is based on how much tiberium you use, which determines your
efficiency score & how many units you lose, which in turn determines your
leadership score. GDI players should aim for high scores in order to carry over
the maximum amount of tiberium between missions. The score makes no difference
for NOD Players. (Source: Nintendo Power 7/99)

         _____
8)   ___Cheats/Gameshark___

Adjust battle screen:

At the battle screen, hold L and press C-Up or C-Down to magnify and reduce the
screen.

Hints:

Build away from base -
To build away from your base, simply create a chain of sandbags to the desired
location.

Use opponent's structures and men -
Use an engineer to get into your opponent's Mobile Construction Unit. This will
allow use of your opponent's structures, men, and more.

Game Shark Codes

```
Brotherhood of NOD Codes -

Infinite Money              800C50AE 00FF
Max Money                   810C50AE FFFF
                            810C50B0 0001
Max Power                   810C50CE FFFF
                            810C50D0 0001
Instant Build Buildings     810C50C6 FFFF
Instant Build Units         810C50BE FFFF
Instant Build Vehicles      810C50C2 FFFF
Instant Build Aircraft      810C50BA FFFF
GDI Codes

Infinite Money              800C4F06 00FF
Max Money                   810C4F06 FFFF
                            810C4F08 0001
Max Power                   810C4F26 FFFF
                            810C4F28 0001
Instant Build Buildings     810C4F1E FFFF
Instant Build Units         810C4F16 FFFF
Instant Build Vehicles      810C4F1A FFFF
Instant Build Aircraft      810C4F12 FFFF
GDI Mission 4 Codes

Infinite Health Hum-Vee     800ABE99 0096
Infinite Health APC #1      800ABFB1 00C8
Infinite Health APC #2      800AC03D 00C8
GDI Mission 6 Codes

Infinite Health Commando    800B56CD 0050
Infinite Health Helicopter  800BFC95 005A
Building Build Options Only

Enable 1st Building Modifier  80096248 00??
Enable 2nd Building Modifier  80096249 00??
Enable 3rd Building Modifier  8009624A 00??
Enable 4th Building Modifier  8009624B 00??
Enable 5th Building Modifier  8009624C 00??
Enable 6th Building Modifier  8009624D 00??
Enable 7th Building Modifier  8009624E 00??
Enable 8th Building Modifier  8009624F 00??
Enable 9th Building Modifier  80096250 00??
Enable 10th Building Modifier 80096251 00??
Enable 11th Building Modifier 80096252 00??
Enable 12th Building Modifier 80096253 00??
Enable 13th Building Modifier 80096254 00??
Enable 14th Building Modifier 80096255 00??
Enable 15th Building Modifier 80096256 00??
Enable 16th Building Modifier 80096257 00??
Enable 17th Building Modifier 80096258 00??
Enable 18th Building Modifier 80096259 00??
Enable 19th Building Modifier 8009625A 00??
Enable 20th Building Modifier 8009625B 00??
Enable 21st Building Modifier 8009625C 00??
Enable 22nd Building Modifier 8009625D 00??
Infantry Build Options Only

Enable 23rd Building Modifier 8009625F 00??
Enable 24th Building Modifier 80096260 00??
```

```
Enable 25th Building Modifier 80096261 00??
Enable 26th Building Modifier 80096262 00??
Enable 27th Building Modifier 80096263 00??
Enable 28th Building Modifier 80096264 00??
Enable 29th Building Modifier 80096265 00??
Enable 30th Building Modifier 80096266 00??
Enable 31st Building Modifier 80096267 00??
Enable 32nd Building Modifier 80096268 00??
Enable 33rd Building Modifier 80096269 00??
Enable 34th Building Modifier 8009626A 00??
Enable 35th Building Modifier 8009626B 00??
Enable 36th Building Modifier 8009626C 00??
Enable 37th Building Modifier 8009626D 00??
Enable 38th Building Modifier 8009626E 00??
Enable 39th Building Modifier 8009626F 00??
Enable 40th Building Modifier 80096270 00??
Enable 41st Building Modifier 80096271 00??
Enable 42nd Building Modifier 80096272 00??
Enable 43rd Building Modifier 80096273 00??
Enable 44th Building Modifier 80096274 00??
Enable 45th Building Modifier 80096275 00??
Vehicle Build Options Only

Enable 46th Building Modifier 80096276 00??
Enable 47th Building Modifier 80096277 00??
Enable 48th Building Modifier 80096278 00??
Enable 49th Building Modifier 80096279 00??
Enable 50th Building Modifier 8009627A 00??
Enable 51st Building Modifier 8009627B 00??
Enable 52nd Building Modifier 8009627C 00??
Enable 53rd Building Modifier 8009627D 00??
Enable 54th Building Modifier 8009627E 00??
Enable 55th Building Modifier 8009627F 00??
Enable 56th Building Modifier 80096280 00??
Enable 57th Building Modifier 80096281 00??
Enable 58th Building Modifier 80096282 00??
Enable 59th Building Modifier 80096283 00??
Enable 60th Building Modifier 80096284 00??
Enable 61st Building Modifier 80096285 00??
Enable 62nd Building Modifier 80096286 00??
Enable 63rd Building Modifier 80096287 00??
Enable 64th Building Modifier 80096288 00??
Enable 65th Building Modifier 80096289 00??
Enable 66th Building Modifier 8009628A 00??
Enable 67th Building Modifier 8009628B 00??
Aircraft Build Options Only

Enable 68th Building Modifier 8009628D 00??
Enable 69th Building Modifier 8009628E 00??
Enable 70th Building Modifier 8009628F 00??
Enable 71st Building Modifier 80096290 00??
Enable 72nd Building Modifier 80096291 00??
Enable 73rd Building Modifier 80096292 00??
Enable 74th Building Modifier 80096293 00??
Enable 75th Building Modifier 80096294 00??
Enable 76th Building Modifier 80096295 00??
Enable 77th Building Modifier 80096296 00??
Enable 78th Building Modifier 80096297 00??
Enable 79th Building Modifier 80096298 00??
Enable 80th Building Modifier 80096299 00??
```

```
Enable 81st Building Modifier 8009629A 00??
Enable 82nd Building Modifier 8009629B 00??
Enable 83rd Building Modifier 8009629C 00??
Enable 84th Building Modifier 8009629D 00??
Enable 85th Building Modifier 8009629E 00??
Enable 86th Building Modifier 8009629F 00??
Enable 87th Building Modifier 800962A0 00??
Enable 88th Building Modifier 800962A1 00??
Enable 89th Building Modifier 800962A2 00??
Enable 90th Building Modifier 800962A3 00??
Special Weapons Build Options Only

Enable 91st Building Modifier 800962A4 00??
Enable 92nd Building Modifier 800962A5 00??
Enable 93rd Building Modifier 800962A6 00??
Quantity Digits to Accompany Build Modifier Codes
Building Digits

00 - Nothing
01 - Blank
02 - Sandbag Wall
03 - Chain Link Fence
04 - Concrete Wall
05 - Tiberium Silo
06 - Power Plant
07 - Barracks [GDI Only]
08 - Hand of Nod [NOD Only]
09 - Guard Tower [GDI Only]
0A - Hospital [GDI Only]
0B - Bio-Research Lab [NOD Only]
0C - Gun Turret [NOD Only]
0D - Advanced Power Plant
0E - Sam Site [NOD Only]
0F - Communication Center
10 - Advanced Guard Tower [GDI Only]
11 - Repair Bay
12 - Helicopter Pad
13 - Obelisk Guard Tower [NOD Only]
14 - Tiberium Refinery
15 - Weapons Factory [GDI Only]
16 - Air Strip [NOD Only]
17 - Advanced Communication Center [GDI]
18 - Temple of Nod [NOD Only]
Infantry Digits
19 - Mini Gunner
1A - Grenadier [GDI Only]
1B - Flame Thrower [NOD Only]
1C - Bazooka [GDI Only]
1D - Chem Warrior [NOD Only]
1E - Engineer
1F - Commando
Vehicle Digits
20 - Nod Buggy [NOD Only]
21 - Hum-Vee [GDI Only]
22 - Artillery [NOD Only]
23 - Recon Bike [NOD Only]
24 - Light Tank [NOD Only]
25 - APC [GDI Only]
26 - S.S.M. Launcher
27 - Med Tank [NOD Only]
```

```
28 - Rocket Launcher
29 - Flame Tank [NOD Only]
2A - Visceroid
2B - Stealth Tank [NOD Only]
2C - Harvester
2D - Mammoth Tank [GDI Only]
2E - Mobile Construction Yard
Aircraft Digits
2F - Orca [GDI Only]
30 - Attack Helicopter [NOD Only]
31 - Transportational Helicopter
Special Weapons Digits
32 - Air Strike
33 - Ion Cannon
34 - Nuclear Strike




         _____
9)    ___Disclaimer___


C R E D I T S:
Nintendo of America, INC. : They always get credit
Westwood: They get credit too
http://cheatcc.com: Cool M:I codes & gameshark crap
http://gamefaqs.com: CJAYC rocks my world!
..........

You may put this on your site for public/private viewing only under these
conditions:
 1) Complete and full credit is give to the author
 2) The whole faq must be intact & may be put into HTML form
 3) Make sure my e-mail address is attached for readers questions & comments
 4) Leave the disclaimer intact
 5) Must have the latest version from gamefaqs.com
 6) Cannot be used to make any money (not even in Russian currency)

Sites that have permission to have one or more of my faqs:
http://www.gamefaqs.com: GameFaqs
http://www.cheatcc.com: Cheat Code Central
http://www.game-revolution.com: Game-Revolution Online Magizine
http://www.console-gamer.com: Console-Ganer
http://www.cheat-center.com
http://www.about.com

All other sites with my work have stolen it. If any of these sites have an
outdated version of any of my FAQs, please notify the webmaster.


ɪ 99 faq64



         _____
10)    ___Farewell/etc.___



Just finished another FAQ. My third to be exact. I will be working on a lot
more,
i wanna build up my faq archive so i can reach the top thirty contributers on
Gamefaqs. Well, any typos, misprints, misinformation, questions, comments,
```

```
constructive
criticism, praise, hate, guns, bananas, physics text books, devil dogs,
protractors,
post its with curses on them, bootleg liquir, small children with no homes,
body parts, or if you just want to wrap me up in your love, send an e-mail to
flowerpot2000@email.com.
YUP YUP. G' Night.
Until I am needed to save the gaming society once again... this is jason gomer,
signing off.

last revision: 10.01.99

this has been a helpful guide by flowerpot
ɪ 99 faq64




___
 eof
```