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BASIC KEYBOARD FUNCTIONS

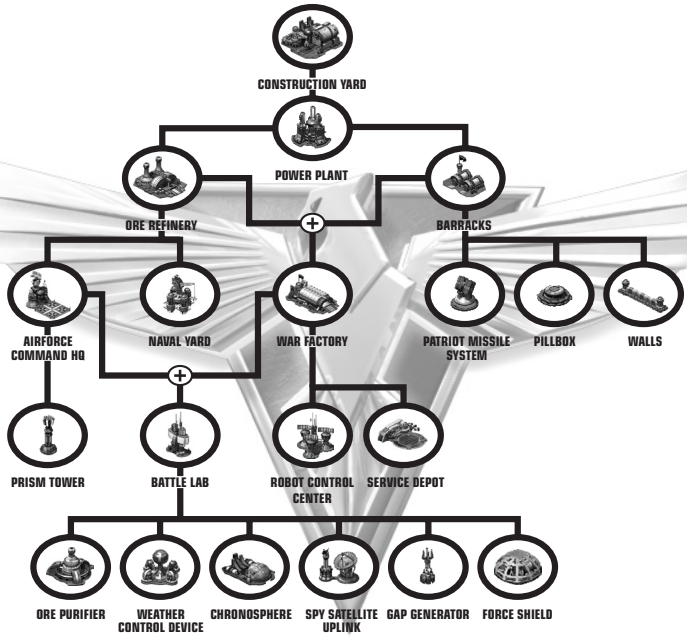
NAME	KEY	DEFINITION
Deploy Item/Unit	D	Some units have secondary functions that enable greater or different attacks or powers. You can also click on them when the "deploy" cursor appears above the unit. GIs, Desolators and Yuri all have secondary powers. You can also use this to exit units of garrisoned buildings.
Guard Current Area	G	Units will actively scan the terrain and attack enemies automatically.
Attack Move	Click unit, CTRL/SHIFT, move to area	Units will travel from place to place and actively attack & destroy enemies they encounter.
Scatter	X	Units will try to avoid being run over. Press when vehicle tries to run over your infantry.
Stop	S	Stops selected unit's movement in its tracks.
Force Fire	Hold CTRL key, guide cursor over target, left-click	Forces a unit to fire on a friendly or neutral unit.
Force Move	Hold ALT key, guide cursor over target, left-click	Forces a unit to drive/walk over an area or to run over a unit.
Options Menu	ESC	Goes to Options Menu.
Create Team	CTRL + 1-9	Creates teams of units.
Select Team	1-9	Selects a team you have already created.
Ally with Chosen Side	A	Press to avoid attacking friends.
Type Select	T	Left-click on TYPE SELECT button in the Advanced Command Bar or press T once to select all the units on screen of the same type (one press). Double-press to select them across the battlefield.
Chat to All Listeners (in Multiplayer)	Hit enter to bring up chat cursor, ENTER to send message, Right-click to cancel message	Sends messages to all listeners
Chat to All Allies (in Multiplayer)	Hit BACKSPACE, type, hit ENTER	Sends messages to all allies
Chat to All Players (in Multiplayer)	Press '\' to bring up chat cursor, ENTER to send message, Right-click to cancel message	Sends messages to all players
Place Beacon	(B), press Enter, write message, press Enter to send message. Press DEL to delete beacon	Writes messages to allies and sets them on battlefield.
Enter Way Point Mode	Click on unit, press and hold Z, set down the way points, release to initiate movement command	Sets Way Points.

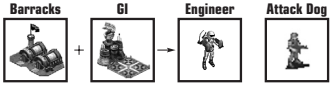
Set Rally Point	Click on Barracks, War Factory, Shipyard or Cloning Vats and select the rally point on the battlefield	Rallies your units to a spot on the battlefield after they are produced.
Go to Event on Radar	Space Bar	Centers your view on latest radar map ping.
All Units Cheer!	C	Makes all your infantry cheer in victory!
Go to Diplomacy Menu	Tab	Accesses the Diplomacy Screen.

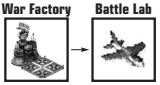
ADVANCED KEYBOARD FUNCTIONS

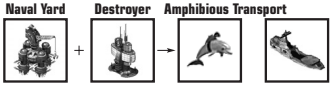
NAME	KEY	DEFINITION
Follow	F	Game viewport follows selected unit.
Guard Destination	CTRL/ALT + click area	Moves to area and then guard it.
Escort Unit	CTRL/ALT + click unit	Guards a unit while it moves about terrain.
Guard a Structure	CTRL/ALT + click structure	Guards a specific structure.
Structure Tab	Q	Hotkey to Structures Options.
Armory Tab	W	Hotkey to Armory Options.
Infantry Tab	E	Hotkey to Infantry Options.
Vehicle Tab	R	Hotkey to Vehicle Options.
Next Unit	N	Selects the next unit in order of creation.
Previous Unit	M	Selects the previous unit you selected.
Select All	P	Press P once to select all the units on screen of the same type (one press). Double-press to select them across the battlefield.
Veterancy Navigation	Y	Selects all veteran or all elite units.
Page User (During Game)	U	Pages user from in game.
Modify Selected Units	Hold SHIFT and click on selected unit to deselect. Click on unselected unit to add to group	Remove specific unit(s) from a group of units.
Center Tactical Map on Base	H	Centers your view on your base. Normally this is your Construction Yard.
Repair Mode	Left-click structure, K	Repairs your structures.
Sell Mode	Left-click structure, L	Sells your structures.
Bookmark Creation	CTRL +F1-F4	Creates a spot on the map you want to instantly jump to.
Go to Bookmark Selection	F1-F4	Jumps to bookmarked terrain area.
Multiplayer Taunts	F5-F12	Sends preset audio messages to other players.

ALLIED TECH TREE



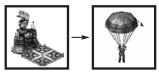




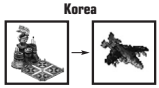


Country Specific Units

America

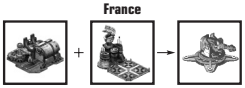


Korea



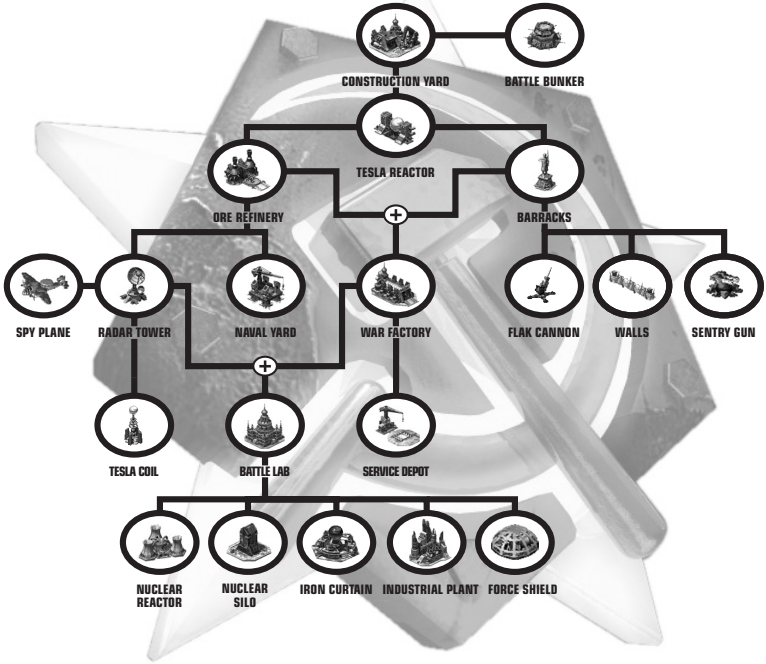
Germany

France

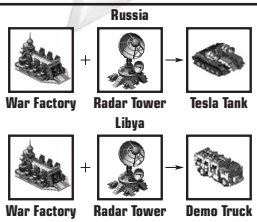


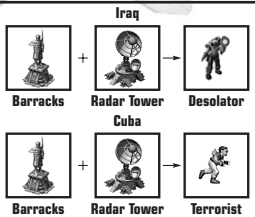
Britain

SOVIET TECH TREE

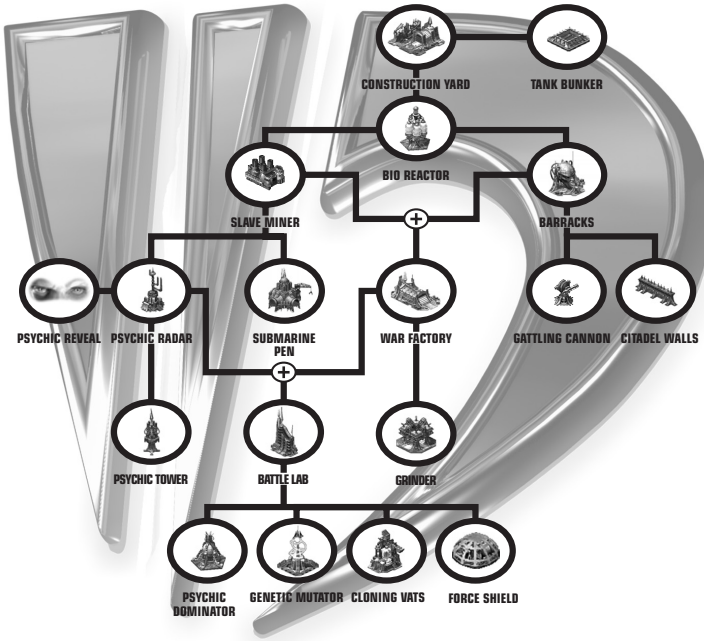


Country Specific Units





YURI TECH TREE



Barracks
Initiate
Engineer
Brute
Barracks
Psychic Radar
Virus
Yuri Clone
Barracks
Battle Lab
Yuri Prime
War Factory
Slave Miner
Lasher Tank
Chaos Drone
Gattling Tank
War Factory
Grinder
Yuri MCV
War Factory
Psychic Radar
Magnetron
War Factory
Battle Lab
Master Mind
Floating Disc
Sub Pen
Amphibious Transport
Sub Pen
Psychic Radar
Boomer

WELCOME BACK COMMANDER

Once again, the battle between the Allied forces and the Soviet army has been joined, but this time, there is a dangerous third element. The Soviet traitor Yuri has returned, bringing with him an army of genetically and psychically altered warriors bent on world domination.

In the single-player game, you'll command either Allied or Soviet forces and thwart Yuri's insidious plans. In multi-player and skirmish games, you can select the Allied or Soviet army or opt to command Yuri's army and wield all its forbidden technologies.

Both the Allied and Soviet forces have several powerful new weapons in their arsenals. Yuri's army is radically different from his more conventional foes and uses banned technologies to control minds, create mutants, enslave workers, administer biological weapons and inflict other exotic punishments on his enemies.

SITUATION REPORT

Command & Conquer Yuri's Revenge picks up immediately after the end of the Allied campaign in Command & Conquer Red Alert 2™. The Allied army has defeated the Soviets, capturing the Russian Premier Romanov and imprisoning him in the Tower of London. Unfortunately for the Allies, the Soviet agent Yuri has escaped. Yuri's ability to control enemy units with his mind makes him a powerful and dangerous adversary.

While the Allies celebrate their victory, Yuri reveals himself. He has created his own army of mind-altered warriors and genetic mutations. He has spent his time creating a number of new technologies, the most insidious of which is the Psychic Dominator, a device that allows Yuri complete control of its victims. Yuri has planted many Psychic Dominators around the globe, threatening to control the minds of the world's population when they are activated.

The Allies immediately launch an attack on Yuri's facility located on Alcatraz Island. While the attack fails to destroy the Psychic Dominator. it is successful in knocking down Yuri's power enough so that the device does not activate. Now the only hope the Allies have is to gain enough of their own power to activate a time machine created by Professor Einstein. With this, they can send a force back in time to take out Yuri's device long before it is activated. Unfortunately, the Soviets have their own plan to steal the time machine and not only stop Yuri but also reverse the outcome of the last war!

INSTALLATION

TO INSTALL COMMAND & CONQUER™ RED ALERT™ 2 – YURI'S REVENGE™

NOTE: YURI'S REVENGE™ is an expansion of RED ALERT™ 2; therefore, you must have RED ALERT™ 2 installed on the system before you can install YURI'S REVENGE™.

WINDOWS™ 95/98/2000/ME/NT AUTOPLAY

1. Insert the Yuri's Revenge CD into your CD-ROM drive and click on "Install."
2. Click "Next" and read through the license agreement. When finished, click the check box to agree or click "Cancel" to exit
3. Enter the serial number that is provided on the back of your Yuri's Revenge jewel case, then click "Next" to continue.
4. Follow the prompts to finish the installation.

WINDOWS™ 95/98/2000/ME/NT MANUAL INSTALLATION

1. Insert the Yuri's Revenge CD into your CD-ROM drive.
2. Click on the "Start" button and select the "Run" option on the menu.
3. Click "Browse" and go to your CD-ROM drive.
4. Double click on the "Setup.exe" file. This may appear as "Setup" on some systems, but will always have a CD icon before it.
5. Click "OK" to continue.
6. Follow the procedures outlined in the AUTOPLAY section above, starting at #2.

TO UNINSTALL

1. Click on "Start" and then select "Programs," "Westwood," "Yuri's Revenge," "Yuri's Revenge Uninstall."
2. Follow the on-screen instructions to complete the uninstall process.

TO UNINSTALL THROUGH THE AUTORUN FEATURE

1. Insert the Yuri's Revenge CD into the CD-ROM drive.
2. When the AutoPlay window pops up, click "Uninstall."
3. Follow the on-screen instructions to complete the uninstall process.

TACTICAL UPDATE: NEW GAME MODES

Several new multiplayer game options have been added to Command & Conquer Yuri's Revenge.

WESTWOOD ONLINE

QUICK MATCH

Quick Match remains essentially unchanged. However, Quick Matches are now the only way to gain points and be ranked at Westwood Online. We have also added the ability to play in any screen resolution you choose.

QUICK CO-OP

This new option allows you to team up with another human player to try your skill against a computer AI. You and your partner will fight against two computer opponents on a map with random settings.

CUSTOM MATCH

You may now Page other users by clicking on the Page button. This will call up a new screen. Type in the name of the person you wish to page in the top box and the text you wish to send in the box below. Your conversation will appear in the large area at the center of this screen. By clicking on the Page Buddy button at the bottom left, you can use your Buddy List to select whom you wish to speak to.

NEW MULTIPLAYER GAME OPTIONS

TEAM ALLIANCE

A new style of multiplayer game has been added to the list of those available. The Team Alliance game uses special maps specifically designed for team play. Each side has starting positions located very close to each other, allowing allies to begin in close proximity.

You may now sort available games at Westwood Online by the various column headers, including Type of game, Password, Resolution, Game Name, Ping, Player Name, Clan, and Rank. This will assist you in finding a particular game, or a game suited to your desires.

The COMMUNITY button on the Westwood Online screen allows you to link directly to the Command & Conquer Red Alert 2 Community.

Westwood Online ranks players that use the site to meet and challenge other players. Only the results of Quick Match games are used to rank players on the tournament ladders.

Badges of Honor are available at Westwood Online for special achievements. You will earn these badges by:
1) Completing all of the co-op campaigns;
2) Being ranked in the top 1000 players in any month; or
3) Being promoted to higher ranks.

TACTICAL UPDATE: GAMEPLAY CHANGES

There have been a number of changes between Command & Conquer Red Alert 2 and Command & Conquer Yuri's Revenge. In addition to the various patches released for Command & Conquer Red Alert 2, there are additional changes new for this upgrade.

1. On the Options tab in the Main Menu, changing the screen resolution of the game no longer affects the resolution of the menus. Menus always appear at a resolution of 800x600. Changes in resolution will take effect once gameplay starts.
2. When in Observer Mode in multiplayer games, you can now see the statistics of the players in combat.
3. In games at Westwood Online or a Local Area Network, you may now select your starting position. Additionally, you can now ally with other players before the start of the battle.
4. Quick Match at Westwood Online gives you a chance to meet and play against other players. Select the "Quick Match" option in Westwood Online. This will attempt to match players of similar ranking, ping time (Internet connection latency to other players), location, resolution setting, and system specs.
5. Official maps that have been modified are not transferred over Internet games.
6. If a player disconnects three times in one game for a duration of more than 25 seconds each time, the game will end and be awarded to the non-disconnector after the third disconnection.
7. Hospital Tech structures no longer require you to place your injured infantry units inside them to heal. When you capture a Hospital with an Engineer, all of your infantry units automatically begin healing regardless of their location on the map.
8. All hero units, including Tanya, Boris, and Yuri Prime are immune to psychic control and cannot be crushed by vehicles, except by one special new unit, the Allied Battle Fortress (see the section on new Allied units).
9. Cloning Vats allow the creation of a second hero unit (Tanya, Boris, Yuri Prime).

10. Garrisoned units now gain levels of veterancy. However, you will not be alerted to their promotion until they exit or are forced out of the structure.
11. If walls or other buildings block the exit of a Barracks, no unit is built, even if the owner has a Cloning Vats. The cost of the unit is refunded to the player.
12. You are now able to see how many enemy units are contained within a garrisoned structure. Moving the cursor over a structure garrisoned by the enemy will show both the maximum space available in the structure as well as the number of units currently stationed inside.
13. An IFV containing a Chrono Legionnaire no longer loses its target when selecting an enemy farther than its firing range. The unit moves into range and fires without losing focus.
14. No other infantry units other than those with explosives can blow up buildings when joined to a Tanya command waypoint. No units can merge onto Planning Mode plans.
15. Tanya no longer shoots vehicles with her weapon. When Tanya targets a vehicle, she plants a C4 charge on the vehicle and detonates it just as she does against buildings.
16. Sending a Spy into an Allied Battle Lab grants the ability to create Chrono Commandos. Getting a Spy into a Soviet Battle Lab allows for the production of Chrono Ivans. Having a Spy enter Yuri's Battle Lab gains you the ability to produce Psychic Commandos.
17. Navy SEALs are now an official Allied unit and are a part of the standard Allied arsenal.
18. Because they are now a part of Yuri's army and arsenal, Soviet players no longer have access to the Psychic Radar, Cloning Vats, Yuri Clone, or Yuri Prime structures and units. See the section on new units and structures for the replacements in the Soviet arsenal.
19. The Cloning Vats no longer allow for the recycling of infantry units. Additionally, mind-controlled units can no longer be sent to the Cloning Vats to allow for production of new infantry types. The Cloning Vats now only produce duplicates of infantry.
20. All Psychic units and structures are capable of seeing through the disguise of the Allied Spy.

TACTICAL UPDATE: NEW UNITS AND STRUCTURES

NEW TECH BUILDINGS

Three new Tech buildings have been added to Command & Conquer Yuri's Revenge. Each has its own unique ability and each is well worth capturing. Additionally, each side now has a powerful defensive system that goes online as soon as a Battle Lab is built and placed.

CIVILIAN POWER PLANT

Civilian Power Plants are similar to the Power Plants created by each of the three armies. Capturing one with an Engineer will significantly increase your current power supply.

MACHINE SHOP

When captured by an Engineer, this structure automatically begins repairing all of your damaged vehicles regardless of their location on the map.

SECRET TECH LAB

If you capture this Tech building with an Engineer, you will be given the ability to create a special unit that you are not normally able to build. You may gain the opportunity to build Allied, Soviet, or even Yuri units regardless of the army you are leading.

FORCE SHIELD

Each army now possesses an additional defensive system called the Force Shield. This device begins charging up as soon as you place your Battle Lab. Once charged, the Force Shield can be used on any friendly structure or group of structures, including those of an ally. When used, the Force Shield makes the selected structures completely invulnerable to all damage, even from super weapon attacks. However, the strain of using this device is difficult for your power structure to handle. When you invoke the Force Shield, your base will be without power for a short duration.

SPIES

Allied Spies are stealth units used by the Allies to gain advantage over their enemies. Spies can enter enemy buildings much like Engineers. Unlike Engineers, Spies do not capture buildings. Instead, their function depends on the building they enter.

If a Spy enters…
Enemy Barracks, you gain veteran infantry
Enemy War Factory, you gain veteran vehicles
Enemy Power structure, enemy power is temporarily shut down
Enemy Radar, you reset the shroud
Enemy Refinery, you steal half of the target's money
Enemy Super Weapon, you reset the weapon's timer
Enemy Allied Battle Lab, you gain the ability to produce Chrono Commandos
Enemy Soviet Battle Lab, you gain the ability to produce Chrono Ivans
Enemy Yuri Battle Lab, you gain the ability to produce Psychic Commandos

NEW ALLIED UNITS AND STRUCTURES

The Allies have gained several new, unique units that increase their ability to fend off both Soviet forces and Yuri's diabolical minions. They also gain a building designed specifically to fight Yuri's mind-control ability.

GUARDIAN GI

Like a normal GI, the Guardian GI fires a powerful machine gun from a standing position. When deployed, the Guardian GI cannot be crushed and switches to a powerful anti-tank weapon that is effective against vehicles and aircraft. Guardian GIs cannot be used to garrison structures.

NAVY SEAL

Equipped with a high-powered machine gun, SEALs are excellent against enemy infantry and can defend themselves against vehicles as well. Like Tanya, SEALs use C4 charges to detonate enemy structures.

ROBOT TANK

The main strength of the Robot Tank is that it cannot be mind controlled because there is no human driver onboard this assault vehicle. Robot Tanks hover, allowing them to cross water. The ability to create Robot Tanks is granted with the construction of a Robot Control Center. These cease to function if there is low/no power.

BATTLE FORTRESS

This massive construction grinds over the battlefield, crushing infantry, vehicles (even tanks), and walls with equal ease. Up to five infantry units can be placed inside the Battle Fortress. These infantry units can shoot out of the many ports, adding to the carnage.

ROBOT CONTROL CENTER

As mentioned above, the Robot Control Center allows the Allies to build Robot Tanks. This building can be built after the production and placement of an Allied War Factory. This building ceases to function if your base is low on power.

NEW SOVIET UNITS AND STRUCTURES

Because Yuri defected from the Soviet Union, taking all of his mind control units with him, the Soviet engineers have developed several new infantry units and vehicles to more than compensate for the loss. Additionally, Yuri took the technology for the Psychic Radar and the Cloning Vats, leaving holes in the Soviet arsenal. New structures have been developed to shore up these sudden gaps in the Soviet defense.

BORIS

Boris is highly effective against infantry thanks to his rapid rate of fire. Rather than using C4 charges to eliminate structures, Boris is able to call in an airstrike of MiG fighters to bombard any structure he targets with his laser designator.

SIEGE CHOPPER

With the creation of the Siege Chopper, the Soviets now have quick strike capabilities from the air. When flying, this vehicle is mobile and effective against enemy infantry units. When deployed, the Siege Chopper lands and reveals a massive weapon capable of quickly destroying buildings and stationary targets from long range.

SPY PLANE

When the Soviets place a Radar, they immediately begin development of their new Spy Plane. When fully charged, the Spy Plane can be deployed anywhere on the map. As it passes over the targeted terrain below, it reveals the shroud, allowing the Soviets to see new areas of the map.

BATTLE BUNKER

This new defensive structure has no actual defenses of its own, but it can be fortified by conscripts to provide a formidable firepower. When Conscripts are placed inside a Battle Bunker, it operates exactly like a garrisoned building. Because it is a Soviet structure, the Battle Bunker can be repaired when damaged.

INDUSTRIAL PLANT

When built and placed, this structure significantly reduces the cost of all vehicles. Additionally, the Industrial Plant reduces the build time of these units accordingly.

YURI'S ARMY

In the single-player game, you will generally be facing off against Yuri's forces. In multiplayer games, Yuri's side is available to play by anyone with the desire. Yuri took some Soviet units and structures with him when he defected. He has augmented many of these, adding additional functions and power, and added many new structures, infantry types, and vehicles to his arsenal. This gives Yuri a diverse, powerful, and unique force.

YURI'S UNITS

Yuri's units are a combination of power, finesse and deviousness. With psychic and genetic technologies, the Yuri player can quickly acquire enemy technologies and even coerce civilians and wild animals to serve his purposes.

INITIATE

The base infantry unit of Yuri's army, Initiates use the power of their minds to do damage. Like GIs and Conscripts, Initiates can garrison civilian buildings.

ENGINEER

Yuri's Engineers are identical to those of the Allied and Soviet armies.

VIRUS

This deadly infantry unit is equipped with a long-range rifle capable of slaughtering any infantry unit with a single strike. Worse, the victim is killed not with a bullet but with a powerful toxin that leaves a dangerous residue that damages other infantry units unfortunate enough to walk through the poisonous cloud left by a Virus's victim.

YURI CLONE

Defenseless in the traditional sense, this unit is equipped with a powerfully altered brain that allows it to take control of almost any enemy unit. While Miners, Attack Dogs, Master Minds,Yuri Clones, hero units, and any flying unit are immune to the power of the Yuri Clone, all others are susceptible to being taken over by this unit and added to Yuri's war effort. When confronted by masses of infantry units, a Yuri Clone can deploy and create a massive Psi Wave, damaging or killing nearby infantry. This unit is identical to the Yuri Clone possessed by the Soviet Army in Command & Conquer Red Alert 2.

BRUTE

Yuri's anti-tank infantry unit is the Brute, a genetically engineered monstrosity designed to crush everything that blocks its path. Dogs will avoid Brutes and will not attack them.

YURI PRIME

Yuri's answer to Tanya and Boris is Yuri himself. Seated on a massive flying chariot, Yuri Prime is a much more capable and deadly version of the Yuri Clone. Like the other heroes, Yuri Prime cannot be crushed by vehicles, regenerates automatically, and is immune to mind control. Like his clones, Yuri Prime can control most vehicles and enemy infantry units, as well as most enemy structures, even turning enemy defenses to his nefarious will. Additionally, Yuri is equipped with an improved Psi Wave attack that instantly kills infantry in its area of effect and even damages units outside of the immediate blast radius. Yuri Prime is in greater control of this effect than his clones are; when he uses his Psi Wave attack, he does not damage allies.

LASHER TANK

The Lasher is Yuri's basic tank unit, comparable to the Allied Grizzly and the Soviet Rhino. Like its counterparts, it is designed to attack and defend against enemy artillery.

CHAOS DRONE

When deployed, this small vehicle releases clouds of hallucinatory toxins that drive enemies berserk. Berserk units' attack power is greatly magnified and will automatically target friendly units before they attack enemies.

GATTLING TANK

As the Allies have Prism technology and the Soviets use Tesla items, Yuri's engineers have developed Gattling weapons. The Gattling Tank is equipped with twin .50-caliber machine guns that spin rapidly, spitting out hordes of deadly shells that rip through both infantry and aerial units in just a few moments. A unique feature of these weapons is that the longer they fire, the faster the barrels spin and the more damage the weapons cause. Because of this, Gattling Tanks are most useful in prolonged firefights.

MCV

Yuri's MCV is identical to that possessed by both the Allies and Soviets, save that when deployed, it creates Yuri's Construction Yard.

MAGNETRON

Against vehicles, this unique weapon unleashes a powerful magnetic force that levitates the enemy vehicle, pulling it toward Yuri's forces where it can be mind controlled with impunity. Additionally, the Magnetron can deal significant damage to structures by firing an intense magnetic beam at buildings. The main drawback of the Magnetron is that it is virtually defenseless against enemy infantry, having no effective weapon against them and no way to drag them closer.

MASTER MIND

Another extension of Yuri's mind control technology, the Master Mind vehicle is capable of safely mind controlling a group of three enemy units at a time. However, this unit can't stop itself from mind controlling additional enemy units. Exceeding its unit limit causes the device to break down and self-destruct, releasing all of its formerly captured units.

FLOATING DISC

The Floating Disc is a capable unit able to throw any enemy base into serious disarray. Its small laser is effective against infantry units including Allied Rocketeers, and can also cause damage to both vehicles and structures. More significantly, if placed over an enemy Power Plant, the Floating Disc immediately powers down the entire base. Floating Discs can also be stationed over enemy Refineries, drawing credits away to feed Yuri's war effort. A Floating Disc placed over any defensive structure that requires power effectively shuts off that structure.

AMPHIBIOUS TRANSPORT

Yuri's Amphibious Transports are identical to those possessed by both the Soviet and Allied armies.

BOOMER SUBMARINE

Like Soviet Typhoon Subs, the Boomer is a stealth unit, capable of closing in on an enemy position without being spotted. Against other naval foes, the Boomer is capable of launching deadly torpedoes. However, it is their ballistic missiles, which are used against land targets, that make the Boomer such a deadly foe.

YURI'S STRUCTURES

While Yuri's army depends on some of the same structures as those used by the Allies and Soviets, it contains several unique structures that give Yuri the ability to defend his base adequately and destroy his opposition.

CONSTRUCTION YARD

Yuri's Construction Yard is identical to that of the Allies and Soviets, save that it builds Yuri's other structures.

BIO REACTOR

The Bio Reactor is Yuri's main power source. In times of energy shortage, infantry units can be placed inside a Bio Reactor. Each one will significantly increase the amount of the power output. The infantry can be deployed from the Bio Reactor at any time, and are released if the Reactor is destroyed.

SLAVE MINER

Rather than using a standard miner, Yuri's forces depend on the Slave Miner for their economy. The entire structure moves next to a mining site and deploys, releasing Slaves to gather ore for processing. When mobile, damaged Slave Miners auto-repair, and when deployed, the structure can be repaired by sending an Engineer into it. Any Slaves killed by enemy action are automatically replaced by the Slave Miner.

BARRACKS

Yuri's Barracks is identical to that of the Allies and Soviets, save that they allow the production of Yuri's infantry units.

WAR FACTORY

Yuri's War Factory is identical to that of the Allies and Soviets, save that it allows the production of Yuri's vehicles.

SUBMARINE PEN

Yuri's Submarine Pen is identical to the Allied and Soviet Naval Yards save that it allows the production of Yuri's Hover Transports and Boomer Submarines.

PSYCHIC RADAR

Yuri's Psychic Radar has all of the powers of the Psychic Sensor formerly used by the Soviet Army. When placed, it indicates the target of enemy attacks within its area of effect. Yuri's engineers have souped up the device significantly, allowing it to operate as Yuri's radar as well. When placed, the Psychic Radar immediately begins developing the Psychic Reveal technology.

PSYCHIC REVEAL

Not truly a structure or a unit, this ability is created with the placing of a Psychic Radar. When fully charged, the Psychic Reveal allows Yuri to uncover a sizable radius of the shroud, much like the Soviet Spy Plane.

GRINDER

Thanks to his psychic technology, Yuri often finds himself with a number of captured units he'd rather recycle than use. The Grinder was designed with this idea in mind. When placed, the Grinder allows for the recycling of any vehicle or infantry unit currently under Yuri's control. Any unit sent into the Grinder is destroyed instantly, refunding all or part of the production cost of the unit.

BATTLE LAB

Yuri's Battle Lab allows for the production of advanced units and structures, much like the Battle Lab of the Allies and Soviets.

CITADEL WALLS

Yuri's Citadel Walls are similar to the Walls used by the Soviet and Allied armies. They are designed to protect vulnerable and fragile structures.

TANK BUNKER

When placed, this structure has no method of defense on its own. However, any turreted vehicle except a Magnetron can be garrisoned inside the Tank Bunker, giving it both added defenses and additional firepower.

GATTLING CANNON

This defensive structure operates on the same principles as the Gattling Tank, with sustained fire causing additional damage and mayhem. This weapon is always effective at ripping through infantry, regardless of the speed at which the cannons are spinning.

PSYCHIC TOWER

The Psychic Tower automatically mind controls the first three units that come within range of it, turning them against their former friends. These units are fully controllable and can be sent into battle or to the Grinder. Once it controls its maximum number of units, the Psychic Tower is otherwise defenseless against assaults.

CLONING VATS

Each time a new infantry unit is created at the Barracks, a duplicate is produced for free at the Cloning Vats.

GENETIC MUTATOR

The first of Yuri's super weapons is the Genetic Mutator. When fully charged and deployed, this device turns all enemy infantry in its area of effect into Brutes. Both friendly and enemy units are affected by the Genetic Mutator, and all created Brutes fall under the control of Yuri. Attack Dogs and any beasts (including Dolphins and Giant Squids) are not changed into Brutes by the Genetic Mutator. They are simply killed.

PSYCHIC DOMINATOR

When fully charged and deployed, this weapon causes a massive burst of psychic energy that turns all units in it's area of effect into units under Yuri's control. These new additions to Yuri's army can then be turned on their former friends or sent back to Yuri's base for a trip to the Grinder or Bio Reactor. Units normally immune to mind control, and garrisoned units, are immune to the effects of the Psychic Dominator. Once a unit is captured by the Psychic Dominator, it can never be mind controlled again. The Dominator's psychic bursts also damage nearby structures.

CREDITS

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Associate Producer: Julio Valladares
Production Coordinator: Julie Brugman

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Online Technical Director: Jeffrey Brown
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Tanya: Kari Wurher
General Carville: Barry Corbin
Romanov: Nicholas Worth
Lieutenant Eva: Athena Massey
Zophia: Aleksandra Kaniak
Einstein: Larry Gelman
Chairman Bob: Rick Ginn
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Allied Gis: Brett Logan, Lamar Lucas, Michael Rouleau, McKenzie Woodcock
Prison Guards: Anrian Vanderwalt, Sly Smith
Secret Service: Robert Garretson, Spike Measer
White House Aides: Al Conahan, Eugene Harris, Matt Mooney, Peter Conklin, Rosie Heeter
Air Force Generals: Dave Crockett, Robert Eustice
Army Generals: Bruce Mastracchio, Sylvester Smith
Navy Admiral: Michael Pfleegor
Medevac: Wayne Young
Moroccan Bar Girl: Cezette Gregory
Belly Dancer: Laura McDonald
Soviet "Tyme" Commando: Elena Nekrassova

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