



COMMAND  
&  
CONQUER

THE FORGOTTEN

USER'S MANUAL

# CONTENTS



<u>Installation</u>	<u>1</u>	<u>Unit and Buildings Upgrades</u>	<u>6</u>
<u>Introduction</u>	<u>2</u>	<u>Support Powers</u>	<u>7</u>
<u>Story</u>	<u>3</u>	<u>Super weapon</u>	<u>7.1</u>
<u>Cast of Characters</u>	<u>3.1</u>	<u>Tech Tree</u>	<u>8</u>
<u>The Forgotten Fiction</u>	<u>3.2</u>	<u>Additional Content</u>	<u>9</u>
<u>Units</u>	<u>4</u>	<u>Skirmish Maps</u>	<u>9.1</u>
<u>Infantry</u>	<u>4.1</u>	<u>Upgrade Center</u>	<u>9.2</u>
<u>Vehicles</u>	<u>4.2</u>	<u>Known Issues</u>	<u>10</u>
<u>Aircraft</u>	<u>4.3</u>	<u>Credits</u>	<u>11</u>
<u>Buildings</u>	<u>5</u>	<u>Legal</u>	<u>12</u>
<u>Production Structures</u>	<u>5.1</u>		
<u>Support Structures</u>	<u>5.2</u>		



C&C 3 : THE FORGOTTEN

# INSTALLATION



The mod includes a built-in installer that will extract all the appropriate files to your computer. Please make sure that Command and Conquer 3: Tiberium Wars is patched to version 1.09 before installing.

C&C 3: The Forgotten requires somewhat higher system requirements than the original Command and Conquer 3 in order to have an optimal playing experience. Though many players have had success with lower-end systems, to truly experience the world of The Forgotten, we recommend a computer capable of running C&C 3 on high detail levels.

This mod only modifies Command and Conquer 3, and does not require or affect its expansion pack, Kane's Wrath.

To play the mod, double-click The Forgotten's desktop icon, or manually load it through the Command and Conquer 3 control center. Even when you have the mod installed, by clicking on the regular C&C 3 icon, you can load the unmodified version of the game.

You can remove the mod at any time by uninstalling it via the Control Panel.



# INTRODUCTION



Thank you for downloading Command and Conquer 3: The Forgotten, the work of dozens of Command and Conquer fans from around the world. For more than the past three years, we've imagined, designed, and built this mod, for no compensation save the joy of creation. It's our profound pleasure to share our work with you now. It is no exaggeration to say that we have worked for this day for years.

Our mod tells the story of The Forgotten, a group legendary in Command and Conquer lore from their appearances in Tiberian Sun and its expansion Firestorm. Afflicted with Tiberium-based illnesses, their determination, resourcefulness, and anger make them a potent threat to the superpowers that have shunned them for so long. Yet after Firestorm, their fate remained uncertain, as their story was never continued in Command and Conquer 3.

We have sought over the last three years to rekindle their tale, enlivening it with high definition full motion videos (produced in conjunction with Broken Wall Films), a unique set of units and structures, and an immersive campaign replete with a variety of beautiful environments and challenging missions. You will find in these pages a guide to our mod, an introduction to The Forgotten faction, and more detail on our intricate story.

The leader of The Forgotten, Salvadore Trogan, is fond of his personal motto, "The future is to be invented." And so it is. We invite you to step into Trogan's world, to become his right-hand man, and to lead a rebellion like none other. It will not be easy. Indeed, whether The Forgotten think they can win against three powerful superpowers—whether they even want to win, whatever winning means—is an open question. One thing is certain, however: they have no intention of being neglected, ignored, and shunned any more. Indeed, they no longer want to be The Forgotten.

*It is time to invent the future.*

***The Forgotten Mod Team***

# P&C 3 : THE FORGOTTEN STORY



The year is 2047. The Third Tiberium War continues to rage on, with the Global Defense Initiative, the Brotherhood of Nod, and the Scrin deadlocked in a seemingly endless fight. The incessant warfare continues to cause serious and lasting damage to Planet Earth, and, even more so, to Planet Earth's inhabitants. The vast majority of these inhabitants are poor, stuck in dilapidated Red or Yellow Zones, unemployed, angry, sick, and ignored. In this state, disregarded by the major fighting powers and left with little resources, these people christen themselves with the title used by past war victims: The Forgotten.

The grouping "The Forgotten" is at best a loose lumping together of the various clusters of people, generally isolated in various decrepit areas of the planet. They are linked not by uniform, race, or ideology—many at one time supported GDI, while vast numbers once considered their best hopes to lie with the Brotherhood—but by status. All victims of The Third Tiberium War, all suffering from some level of Tiberium mutation, they find company only in those who are like them. Inherently mistrustful of the forces that be, who are sipping martinis and ordering men into battle from a bank of computers in some Blue Zone or dwelling in some ornate "Temple" in the desert, The Forgotten are unified by their desperation and their hate for those who have rendered them in such a state. In short, they are a people abandoned but not incapable, forgotten but not inept. They are a people with nothing to lose—a very dangerous people indeed.

The closest thing The Forgotten have to a leader is a mutant named Salvador Trogan, a native of East Germany. Once little more than a street thug with no education or formal training, at the age of seventeen Trogan fell for the ideology of Kane and Nod, and served as a low-level spy for Nod in the Second Tiberium War. He spent years reporting on Mutant activities and their connections to GDI. After the defeat of Nod, however, Trogan was left largely to fend for himself. Nod warped more and more into a structured global superpower consumed with a desire to possess weapons of mass destruction and caring less and less about the Mutants, perceiving them to lack any strategic skills and be too crippled by their mutations to serve as effective foot soldiers.

During the gap between the wars, Trogan saw himself emerge as the de facto leader of the East German Red Zones, the man in charge of a populace awed by his increasingly more heroic war stories. Trogan

embraced this role, and realized that the people saw in him what they did not see anywhere else: a mutant like themselves who had fought bravely and ably in war, who fended for himself and his community, and, who, above all, disproved the notion that the mutants were weak, as he fought his Tiberium illness and outlasted many in the community who succumbed to theirs.

Trogan proved himself to not only be an expert sleuth and saboteur, but a leader with tremendous political acumen. Cognizant of the people's struggles and eager to retain his position, he realized that the one who consistently provided for the people would be the one who they trusted. Able to lead the mutant community into the production of certainly meager, but not insignificant, amounts of much needed food and medicine, Trogan's legend grew. Most importantly, he was able to spin the occasional outreach by Nod or GDI as a mere effort by a superpower to bribe the hearts and minds of a local populace they neither understood nor cared about. In so doing, he remained the only trusted—if not revered—figure in the community of The Forgotten.

Gradually, as the Third Tiberium War sparked and raged, conditions became worse and worse for The Forgotten, especially as the continued use of Tiberium weapons grew the mutants' numbers substantially. Trogan, never one to miss an opportunity and well aware of the vulnerable position of all three factions, began to rally and equip his forces in the East German Red Zones. Whether he was spurred to act by the people's restlessness, or whether he encouraged the uprising to further his own motives is unclear and unknowable. What is apparent, though, is that as the war continued in 2047, Trogan's Red Zones were gearing up for a fight, believing that while they were outgunned in nearly every respect, they were obliged to fight, if only because there was nothing else to do.

These are the conditions that exist at the beginning of our story. A ragtag army, led by a leader loyal to no one and composed of desperate individuals in varying forms of illness, aims to join the fray of the most brutal war in human history. Whether they think they can win—whether they even want to win, whatever winning means—is an open question. One thing is certain, however: they have no intention of being ignored and shunned. Indeed, they no longer want to be The Forgotten.





## CAST OF CHARACTERS

### Salvadore Trogan (Rick Desilets)



There are two notable facts about Salvadore Trogan: first, he is a former Nod spy; second, he has been Forgotten. It is the first that led to him spending years in the worst places on earth, alongside fellow operative Raven Hades (whose diary can be accessed in the mod). These experiences, coupled with tremendous natural ability, have enabled his current mission with The Forgotten. It is the second, his illness and its associated stigma, that has inspired it. No one knows the nature exactly of Trogan's illness—for one, it seems to have kept his looks deceptively young—yet the resulting marginalization it caused him is the key to understanding his motives.

### Abel Livy (Matt Heron Duranti)



Abel Livy is an eager recruit who long thought The Forgotten's situation was hopeless. Inspired by the success of the attack on The Fernsehturm, he increasingly began to view The Forgotten across Europe as part of a single entity and a cause worth fighting for. Quickly spotted by Trogan's unerring eye for talent, he proved himself to be a capable field commander, though he retained some of his hesitancy on the battlefield. At times dreaming of grand triumph and at times fretting about the costs of war, his time with The Forgotten is one marked with long periods of awkward worry and also surprising success.

## THE FORGOTTEN FICTION

You will find three artifacts from our story included with the mod download. These serve to add some depth to our tale, and to reveal a little more about the background, motivations, and intent of The Forgotten, at least as GDI and Nod perceive them. The first document, "The Morning Dawn Report," is an internal GDI memo discussing operations in Red and Yellow Zones that are designed to improve GDI's image and win the support of the local populations, including The Forgotten. The second, "From the Journal of Raven Hades," is a reflective journal entry written by Salvadore

Trogan's former intelligence partner (and current member of the Nod Inner Circle) from his days as a Nod spy. The third piece, "The Code of the Open Hand," is a GDI paper reviewing what seem to be the guiding principles of The Forgotten and their dissemination across the Red and Yellow Zones of Earth. The three documents are in chronological order, and each is written before the mod's story begins.



## INFANTRY

### THE HORDE



Description	Basic MG Infantry. Strong vs. Infantry
Cost	150
Build Time	0:01
Abilities	-
Upgrades	Basic Training (Training Grounds)

The Horde is composed of what some might call rioters, and others might call freedom fighters. Armed with only the lightest of firearms, they swarm their targets. Horde members are usually the lowest of the low in The Forgotten community, and are often the sickest individuals on the battlefield. That said, because they are trained in large numbers, they remain effective against other infantry.

### DISC THROWER SQUAD



Description	Basic Grenade Infantry. Strong vs. Vehicles
Cost	300
Build Time	0:03
Abilities	-
Upgrades	Basic Training (Training Grounds)

Many in The Forgotten fought alongside GDI in the Second Tiberium War and still possess a number of old, but still usable, GDI technologies. An example of this is the Disc Thrower. Though GDI used them with great effectiveness in the Second Tiberium War, they've now moved on to rocket based assault teams, particularly because of their increased efficiency against aircraft. The Forgotten, however, still see value in their old Discs, and employ teams of Disc Throwers to damage enemy infantry and vehicles alike.

### SALVAGER



Description	Utility Infantry. Weaponless.
Cost	500
Build Time	0:05
Abilities	Capture Structure Capture Walker Husk Repair Structure Repair Bridge Repair Vehicle
Upgrades	-

The Salvager is an expert Mutant who specializes in making something out of nothing, or at least not much. He functions as an Engineer, capable of repairing friendly buildings, seizing neutral ones, and capturing enemy structures, but also brings valuable knowledge to the battlefield. Even though Forgotten vehicles aren't quite as strong as their counterparts, skillful use of Salvagers can help minimize this weakness, as they can expertly repair friendly vehicles free of charge. Nevertheless, Salvagers are unarmed, so Forgotten commanders must take care not to get these special units killed on the front lines.



<b>MARAUDERS</b> 	<b>Requires</b>	Relay Station	<p>These high level infantry units are found in C&amp;C 3, but return to form a key part of The Forgotten's combat chain. They are effective against both infantry and aircraft—even more so once they are upgraded with Gatling Guns. Otherwise, they have the same attributes as in C&amp;C 3.</p>
	<b>Description</b>	Advanced Infantry. Strong vs. Infantry, Aircraft.	
	<b>Cost</b>	600	
	<b>Build Time</b>	0:06	
	<b>Abilities</b>	Stealthed in Tiberium	
<b>BEASTMASTER HERD</b> 	<b>Requires</b>	Training Grounds	<p>Beastmasters are older Mutants who have years of experience working with Tiberium life forms. They put this unique past to use on the battlefield, each commanding a squad of Tiberium Fiends in combat. The Fiends are powerful weapons, but will listen only to their Beastmaster; if he dies, they are no longer under anyone's control, though they will not attack fellow Mutants. Therefore, commanders deploying Beastmasters must be certain to protect them while their Fiends do the dirty work of combat.</p>
	<b>Description</b>	Advanced Infantry. Strong vs. Vehicles.	
	<b>Cost</b>	1000	
	<b>Build Time</b>	0:10	
	<b>Abilities</b>	-	
<b>MORTAR SOLDIER SQUAD</b> 	<b>Requires</b>	Training Grounds Garden of Life	<p>The Mortar Team is an essential part of The Forgotten's army. They strike from afar, besieging their target with heavy mortars that, while somewhat inaccurate, are quite deadly against all types of ground units and structures. Their main drawbacks lie in their slow speed and in the fact that setting up the mortar base takes a bit of time. Laugh at their backwards technologies if you must, but know that the shrill sound of incoming mortars usually wipes a smile off a commander's face.</p>
	<b>Description</b>	Advanced Infantry. Strong vs. Structures.	
	<b>Cost</b>	800	
	<b>Build Time</b>	0:08	
	<b>Abilities</b>	-	
<b>Upgrades</b>	Solidarity (Training Grounds)		

**COMMANDO**

<b>Requires</b>	Training Grounds Garden of Life
<b>Description</b>	Elite Infantry. Strong vs. Infantry, Structures.
<b>Cost</b>	2000
<b>Build Time</b>	0:20
<b>Abilities</b>	Create Dummy (Creates a body double from friendly infantry to fool enemies. Costs 500 each time is used) Destroy Structure Destroy Walker
<b>Upgrades</b>	Solidarity (Training Grounds)
<b>Other</b>	Only one Commando may be trained at a time.

The Commando is very adept as a spy and saboteur on the battlefield, capable of destroying structures and mechs with a single round of explosives. He also is equipped with a powerful rifle capable of killing infantry. The Commando has a unique special ability. He can, using his skills as a spy, assist another soldier in becoming a body double for him, making him twice as hard to find!



## VEHICLES

JEEP		Description	Light Vehicle. Strong vs. Infantry.	<p>The Light Jeep is the most basic unit The Forgotten use. It is what its name suggests: a Light Jeep perfect for zipping around the battlefield as a scout, and armored with a light machine gun thats perfect for killing lone infantry, but not much else.</p>
	Cost		500	
	Build Time		0:05	
	Abilities		-	
	Upgrades		-	
	WAR CAMPER		Description	Transport Vehicle. Strong vs. Aircraft.
	Cost		800	
	Build Time		0:08	
	Abilities		Transports Infantry Detects Stealth	
	Upgrades		-	
	TICK TANK		Description	Medium Tank. Strong vs. Vehicles, Structures.
	Cost		1000	
	Build Time		0:10	
	Abilities		Deploys into stationary form Stationary form has greater range, armor and rate of fire	
	Upgrades		Blue Tiberium Shells (Garden of Life) Advanced Fortifications (Garden of Life)	



## HARVESTER



<b>Requires</b>	Refinery
<b>Description</b>	Resource Vehicle. Weaponless.
<b>Cost</b>	1400
<b>Build Time</b>	0:14
<b>Abilities</b>	Gathers Tiberium Point Defense Laser
<b>Upgrades</b>	-

The Forgotten Harvester is a sturdy vehicle, built after years of experience in the Red Zones. Cognizant of the threats it faces, and worried particularly about the capabilities of enemy missiles, The Forgotten have equipped the Harvester with a small Point Defense Laser.

## MCV



<b>Description</b>	Utility Vehicle. Weaponless.
<b>Cost</b>	3500
<b>Build Time</b>	0:35
<b>Abilities</b>	Deploys into Construction Yard.
<b>Upgrades</b>	-

The Mobile Construction Vehicle is a large, lumbering unit that can deploy into a Construction Yard. They are particularly useful if The Forgotten's primary Construction Yard has been destroyed, or if The Forgotten are trying to make a significant expansion into new territory. Unarmed and relatively fragile, they must be carefully protected.

## FISSURE TANK



<b>Requires</b>	Relay Station
<b>Description</b>	Medium Artillery. Strong vs. Infantry, Structures.
<b>Cost</b>	1000
<b>Build Time</b>	0:10
<b>Abilities</b>	Clear Garrisoned Structure
<b>Upgrades</b>	-

The Fissure Tank isn't as heavily armored as a true tank, but still is effective in battle. It lobs a huge shell a sizable distance—though not as far as traditional artillery—which, upon landing, causes a great seismic impact. Such an impact is especially effective against groups of infantry and light vehicles. In addition, the Fissure Tank excels at destroying structures. Infantry garrisoned in buildings hit by its shells also exit the buildings as a result of the blast.



	<b>Requires</b>	Garden of Life	<p>The Slicer is one of the more advanced units in The Forgottens arsenal. It fires volleys of missiles at air and ground targets. While very ineffective against infantry, its missiles chew through light vehicles and especially aircraft very well. Though it can outrange tanks, it is not a prototypical artillery unit.</p>
	<b>Description</b>	Light Artillery. Strong vs. Vehicles, Aircraft.	
	<b>Cost</b>	1200	
	<b>Build Time</b>	0:12	
	<b>Abilities</b>	-	
	<b>Requires</b>	Garden of Life	<p>Resourceful as ever, The Forgotten recognize the dual use of construction equipment. In an effort to add firepower to their army, they have taken vehicles previously used for construction, and instead modified them to be makeshift battering rams, capable of ramming with great force into enemy infantry, vehicles and structures. Advanced Forgotten commanders have also managed to run electricity through the spikes on the outside of the dozer, frying enemy units that get too close.</p>
	<b>Description</b>	Heavy Melee Vehicle. Strong vs. Structures.	
	<b>Cost</b>	1500	
	<b>Build Time</b>	0:15	
	<b>Abilities</b>	-	
	<b>Requires</b>	Garden of Life Tacitus Library	<p>The Longhorn—named for its extended barrel—is an advanced unit very representative of The Forgottens philosophy. A lumbering tank, its real strength lies not in its gun, but in its raised and covered platforms along its sides, top, and back, which are garrisonable by up to four squads of infantry. These infantry can fire out in all directions, making the Longhorn itself a feared force. The Longhorn has tremendous armor plating, enabling it to stand up to direct assaults and protect its interior units. In lieu of the advanced beam technology of Nod or the Scrin, The Forgotten prefer to make the crown jewel of their forces a symbol of their united strength, filled with their soldiers.</p>
	<b>Description</b>	Heavy Tank. Strong vs. Vehicles, Structures.	
	<b>Cost</b>	2000	
	<b>Build Time</b>	0:20	
	<b>Abilities</b>	Transports Infantry	
<b>Upgrades</b>	Blue Tiberium Shells (Garden of Life) Electric Armor (Garden of Life)		



## AIRCRAFT

### SIDEWINDER



<b>Description</b>	<b>Assault Aircraft. Strong vs. Infantry, Vehicles.</b>
<b>Cost</b>	<b>1100</b>
<b>Build Time</b>	<b>0:11</b>
<b>Abilities</b>	<b>Create Tiberium Gas Cloud (Requires "Gas Duster" to be researched, and costs 100 each time is used,)</b>
<b>Upgrades</b>	<b>Gas Duster (Garden of Life)</b>

The Sidewinder is The Forgotten's all-purpose aircraft of choice. Relying on basic air technology, it provides decent speed, agility, and firepower at a reasonable cost. It is equipped with a nose cannon for enemy aircraft, and six wing guns—some believe this is where its name comes from—which spray the battlefield with bullets. It is also capable, when upgraded, of spreading Tiberium gas, corroding armor and mutating infantry into Viceroids. The result is a versatile aircraft that, though it cannot go toe to toe with the best the superpowers have to offer, is an asset to The Forgotten.

### LOGISTICS BLIMP



<b>Description</b>	<b>Utility Aircraft. Weaponless.</b>
<b>Cost</b>	<b>1000</b>
<b>Build Time</b>	<b>10</b>
<b>Abilities</b>	<b>Missile Jammer Logistical support increases damage against nearby targets. Detects Stealth</b>
<b>Upgrades</b>	<b>-</b>

The Logistics Blimp is a perfect unit for the intelligent commander. The Forgotten realized quickly that oftentimes the superpowers would have more sheer firepower than they would, but would fail to properly use it. The reliable and durable Logistics Blimp is the result of serious efforts to take advantage of these tactical advantages. Gliding high above the battlefield, it offers Forgotten commanders excellent tactical views—permitting friendly units to fire farther. It also can jam nearby enemy missiles.

### IMPACT DRONE



<b>Requires</b>	<b>Garden of Life</b>
<b>Description</b>	<b>Suicide Drone. Strong vs. Structures.</b>
<b>Cost</b>	<b>1200</b>
<b>Build Time</b>	<b>0:12</b>
<b>Abilities</b>	<b>-</b>
<b>Upgrades</b>	<b>-</b>

The Impact Drone is a modified version of GDI's old Hunter-Seeker technology. It is an unmanned suicide weapon, capable of targeting and smashing enemy units and structures.

# BUILDINGS



## PRODUCTION STRUCTURES

### POWER STATION



Description	Tech Structure. Provides Power.
Cost	400
Build Time	0:04
Power Produced	12
Abilities	Can be upgraded with Modulator Or Can be attached with Base Defense: Pillbox RPG Launcher (Hovel) Flack Cannon (Relay Station)
Build Upgrades	Modulator (Garden of Life)

The Power Station is entirely unique to The Forgotten. Unlike other sides, which feature basic power plants, this structure can be upgraded in numerous ways. It provides, initially, a small amount of power. However, it can be upgraded with base defenses, transforming it quickly into a weapon. If more power is desired, additional arrays can be attached, making it more similar to a traditional power plant. All upgrades are permanent.

### REFINERY



Description	Resource Structure. Comes with a Harvester.
Cost	2000
Build Time	0:20
Power Consumed	6
Abilities	Processes and Stores Tiberium

The Refinery holds special significance for The Forgotten because of their dependence on Tiberium. While failing to approach the majestic beauty of The Garden of Life, the Refinery is eminently more functional and practical. It converts Tiberium into useable credits and permits the storing of vast amounts of Tiberium within a sturdy structure. Indicators on the side of the structure let Forgotten soldiers and commanders know just how much of the valuable crystal is contained within.

### HOVEL



Requires	Power Station
Description	Production Structure. Trains Mutant Infantry.
Cost	500
Build Time	0:05
Power Consumed	5
Unlocks Upgrades	Power Station RPG Launcher

The Hovel is where Forgotten infantry, from The Horde to Commandos, are trained.

# BUILDINGS



## MACHINE SHOP



<b>Requires</b>	Power Station Refinery
<b>Description</b>	Production Structure. Deploys Mutant Vehicles.
<b>Cost</b>	2000
<b>Build Time</b>	0:20
<b>Power Consumed</b>	7
<b>Abilities</b>	Repairs nearby Vehicles

All vehicles are constructed and repaired at the Machine Shop, a large complex where Forgotten mechanics keep old relics in battle-shape and use stolen GDI technologies to build the weapons needed for modern warfare.

## RELAY STATION



<b>Requires</b>	Power Station Refinery
<b>Description</b>	Tech Structure. Unlocks advanced units and structures.
<b>Cost</b>	1500
<b>Build Time</b>	0:15
<b>Power Consumed</b>	9
<b>Unlocks Upgrades</b>	Power Station Flack Cannon
<b>Provides Support Powers</b>	Radio Scan Blossom Tree

The Relay Station is essential for utilizing advanced technology and for communicating with the civilian population. Through judicious use of Relay Stations, Forgotten commanders can radicalize and inspire locals to aid their cause, a dangerous force multiplier if left unchecked.

## AIRPAD



<b>Requires</b>	Relay Station
<b>Description</b>	Production Structure. Deploys Mutant Aircraft.
<b>Cost</b>	1000
<b>Build Time</b>	0:10
<b>Power Consumed</b>	8
<b>Provides Support Powers</b>	Messenger Paratroop

Sidewinders, Logistics Blimps, and Impact Drones are all built at the Airpad. Drones also circle the Airpad that can repair friendly airplanes.

# BUILDINGS



## TRAINING GROUNDS



<b>Requires</b>	Hovel
<b>Description</b>	Tech Structure. Infantry Tech Center.
<b>Cost</b>	1000
<b>Build Time</b>	0:10
<b>Power Consumed</b>	7
<b>Researches Upgrades</b>	Infantry Basic Training Infantry Solidarity Marauder Gattling Guns
<b>Provides Support Powers</b>	Following

The Training Grounds permits The Forgotten to research advanced infantry weaponry such as Gatling Guns, and to provide additional valuable preparation for their troops in battle. In addition, it is required before two of The Forgotten's deadliest infantry, Beastmasters and Commandos, can be trained.

## GARDEN OF LIFE



<b>Requires</b>	Relay Station
<b>Description</b>	Tech Structure. Unlocks high tech Units and Structures.
<b>Cost</b>	4000
<b>Build Time</b>	0:40
<b>Power Consumed</b>	12
<b>Unlocks Upgrades</b>	Power Station Modulator
<b>Researches Upgrades</b>	Sidewinder Gas Dusters Tank Blue Tiberium Shells Heavy Vehicle Electric Armor Base Defense Advanced Fortifications
<b>Provides Support Powers</b>	Fiend Herd Arteries of Assault

The Garden of Life is where The Forgotten research advanced technologies. It is a huge, sprawling beautiful yet functional building covered with and surrounded by Tiberium. By many in The Forgotten, it is given a special place in their hearts as a symbol of the group's prowess and its willingness to directly work with Tiberium in a reverential way. It is the third level tech center.

# BUILDINGS



<p><b>TACITUS LIBRARY</b></p> 	<p><b>Requires</b></p> <p><b>Description</b></p> <p><b>Cost</b></p> <p><b>Build Time</b></p> <p><b>Power Consumed</b></p> <p><b>Provides Support Powers</b></p>	<p>Garden of Life</p> <p>Tech Structure. Advanced Science Structure.</p> <p>3000</p> <p>0:30</p> <p>15</p> <p>Sabotage Ion Tempest</p>	<p>The Forgotten do not need the supercomputers of GDI or Nod to unlock the secrets of the Tacitus, for they have a connection to it unlike any other. It is in this beautiful, almost alien, structure that the secrets of the Tacitus are contained. Constructing one allows The Forgotten to deploy the most advanced units, upgrades, and support weapons, including devastating Ion Storms. An opposing commander who derides The Forgotten as technologically backwards will be lucky to live long enough to see himself proven wrong once the secrets of the Tacitus are unleashed from this structure.</p>
<p><b>CRANE</b></p> 	<p><b>Description</b></p> <p><b>Cost</b></p> <p><b>Build Time</b></p> <p><b>Power Consumed</b></p>	<p>Production Structure. Provides an extra structure production queue</p> <p>1500</p> <p>0:15</p> <p>10</p>	<p>The Crane grants The Forgotten an additional build queue for all primary structures. It is essential for keeping up with the rapid pace of combat characteristic of The Third Tiberium War.</p>



## SUPPORT STRUCTURES

<b>WALL HUB</b>		<b>Description</b>	Defensive Structure. Weaponless.	<p>These passive base defenses serve as a barrier against enemy forces. Be warned that some weapons can fire over them. They are only available in skirmish and multiplayer modes.</p>
		<b>Cost</b>	100	
		<b>Build Time</b>	0:01	
		<b>Power Consumed</b>	-	
<b>PILLBOX</b>		<b>Requires</b>	Power Station	<p>The Pillbox add-on adds additional armor and an anti-personnel machine gun to an already-existing Power station. Once upgraded in this way, the Power Station can also detect stealth units.</p>
		<b>Description</b>	Defensive Structure. Strong vs. Infantry.	
		<b>Cost</b>	500	
		<b>Build Time</b>	0:05	
		<b>Power Consumed</b>	5	
<b>RPG LAUNCHER</b>		<b>Requires</b>	Hovel	<p>The RPG Launcher add-on adds additional armor and a rocket propelled grenade launcher to an already-existing Power Station. This weapon is particularly strong against enemy vehicles. Once upgraded in this way, the Power Station can also detect stealth units.</p>
		<b>Description</b>	Defensive Structure. Strong vs. Vehicles.	
		<b>Cost</b>	1000	
		<b>Build Time</b>	0:10	
		<b>Power Consumed</b>	9	
<b>FLAK CANNON</b>		<b>Requires</b>	Relay Station	<p>The Flak Cannon add-on adds additional armor and an anti-aircraft flak cannon to an already-existing Power Station. Once upgraded in this way, the Power Station can also detect stealth units.</p>
		<b>Description</b>	Defensive Structure. Strong vs. Aircraft.	
		<b>Cost</b>	800	
		<b>Build Time</b>	0:08	
		<b>Power Consumed</b>	5	

# BUILDINGS



## TIBERIUM SILO



<b>Requires</b>	Refinery
<b>Description</b>	Resource Structure. Stores Tiberium, allowing for a greater maximum reserve.
<b>Cost</b>	600
<b>Build Time</b>	0:06
<b>Power Consumed</b>	-
<b>Abilities</b>	Emits Tiberium Radiation

The Tiberium Silo can house large quantities of Tiberium reserves. Building one enables players to save their credits for a future time. The area directly around a Silo is often filled with Tiberium gases and radiation, and can be deadly to unprotected human infantry.

## MORTAR TOWER



<b>Requires</b>	Garden of Life
<b>Description</b>	Advanced Base Defense. Strong vs. Vehicles.
<b>Cost</b>	2000
<b>Build Time</b>	0:20
<b>Power Consumed</b>	15
<b>Abilities</b>	Detects Stealth

The Mortar Tower fires an explosive projectile a great distance. In an added twist, on impact the projectile causes a small amount of electromagnetic interference, briefly disabling nearby vehicles and structures.

## VEINHOLE CHAMBER



<b>Requires</b>	Garden of Life
<b>Description</b>	Superweapon. Charges the Veinhole Monster Superweapon.
<b>Cost</b>	5000
<b>Build Time</b>	0:50
<b>Power Consumed</b>	12
<b>Other</b>	Only one Veinhole Chamber may be built at a time.

The Veinhole Chamber houses the deadly Tiberium Veinhole Monster. Once the monster has reached its full size, it is loaded into a missile warhead and fired at an enemy base. Upon impact, the monster quickly spreads and attacks anything in the vicinity.

**MESSENGER**

<b>Description</b>	Light Vehicle
<b>Cost</b>	1200
<b>Build Time</b>	0:12
<b>Power Consumed</b>	-
<b>Abilities</b>	Unpacks into Outpost Outpost provides Ground Control to place Structures Light Machine Gun

The Messenger is The Forgotten's expansion unit. Lightly armed with a machine gun, it serves to provide the Forgotten additional space to build on the battlefield.



## UNITS AND BUILDINGS UPGRADES

### MODULATOR



Upgrade at	Power Station (Requires Garden of Life)
Description	Increases the power output of the selected Power Station by 24 units.
Cost	600
Build Time	0:10

### GATTLING GUNS



Researched at	Training Grounds
Description	Upgrades all Marauders with Gatling Guns. Increases attack damage.
Cost	2000
Build Time	1:00

### BASIC TRAINING



Researched at	Training Grounds
Description	Upgrades all Hordes and Disc Throwers with basic training regimen. Increases veterancy level.
Cost	1500
Build Time	0:45

### SOLIDARITY



Researched at	Training Grounds
Description	Upgrades all Marauders, Beastmasters, Mortar Soldiers, and the Commando with leadership bonus. Increases attack damage and hit points of self and nearby units.
Cost	1500
Build Time	0:45

### GAS DUSTER



Researched at	Garden of Life
Description	Upgrades all Sidewinders with Tiberium gas sprayer tanks.
Cost	1000
Build Time	0:30

### BLUE TIBERIUM SHELL



Researched at	Garden of Life
Description	Upgrades all Tick Tanks and Longhorns to fire shells containing explosive blue Tiberium. Increases attack damage.
Cost	4000
Build Time	2:00

### ADVANCED FORTIFICATION



Researched at	Garden of Life
Description	Upgrades all modular base defenses and deployed Tick Tanks with advanced fortifications. Increases armor and hit points.
Cost	2500
Build Time	1:15

### ELECTRIC ARMOR



Researched at	Garden of Life
Description	Upgrades all Bulldozers and Longhorns with electrically charged armor. Increases hit points. Adds electric bolt weapon.
Cost	2000
Build Time	1:00

# SUPPORT POWERS



<b>RADIO SCAN</b> 	Available after	Relay Station	<b>FIEND HERD</b> 	Available after	Garden of Life
	Description	Intelligence Power. Removes the shroud over civilian and tech buildings across the battlefield for a short period of time.		Description	Reinforcement Power. Summons a herd of Tiberium Fiends to a Tiberium field on the battlefield.
	Cost	500		Cost	1200
<b>BLOSSOM TREE</b> 	Available after	Relay Station	<b>ARTERIES OF ASSAULT</b> 	Available after	Garden of Life
	Description	Resource Power. Plants an early incarnation of Tiberium grown from samples saved by The Forgotten. Yields less income than modern Tiberium, but grows faster.		Description	Utility Power. Digs an Assault Tunnel, allowing most units to travel underground between different locations quickly and safely.
	Cost	1500		Cost	400
<b>MESSENGER PARADROP</b> 	Available after	Airpad	<b>SABOTAGE</b> 	Available after	Tacitus Library
	Description	Reinforcement Power. Deploys a Messenger to the battlefield.		Description	Offensive Power. Hacks into base defenses, causing them to attack anything nearby.
	Cost	1500		Cost	2500
<b>FOLLOWING</b> 	Available after	Training Grounds	<b>ION STORM</b> 	Available after	Tacitus Library
	Description	Reinforcement Power. Deploys several veteran Marauder Squads near a civilian area of the battlefield.		Description	Offensive Power. Conjures a large Ion Storm on the battlefield.
	Cost	1800		Cost	3500

# SUPPORT POWERS



## SUPER WEAPON

**VEINHOLE MONSTER**

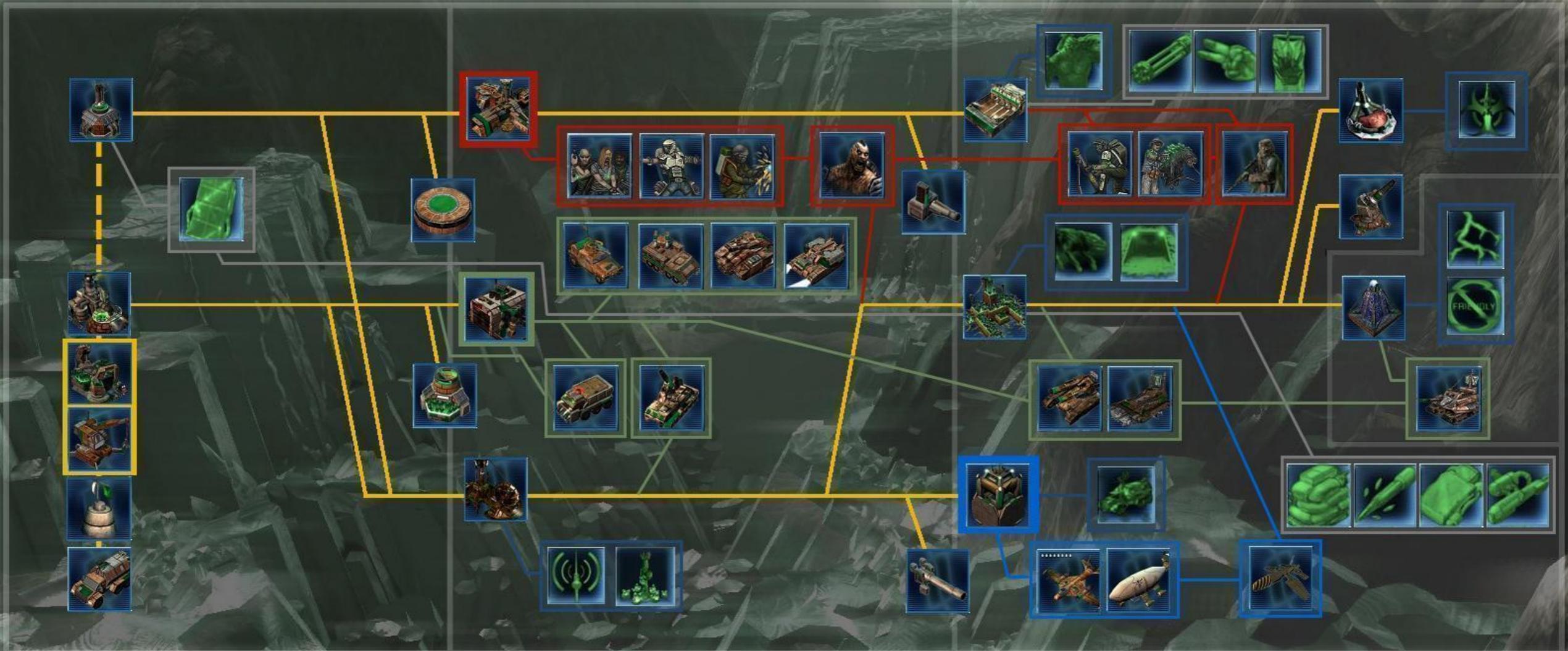


<b>Available after</b>	<b>Veinhole Chamber</b>
<b>Description</b>	<b>Superweapon. Launches a Veinhole Larva Missile from the Veinhole Chamber.</b>
<b>Recharge Time</b>	<b>7:00</b>

The Veinhole Chamber is a deadly and unique superweapon for The Forgotten. The chamber itself houses a Tiberium Veinhole Monster, a deadly creature first seen in the Second Tiberium War. Once the chamber is constructed, the monster generates a smaller monster every few minutes, which is then loaded by The Forgotten onto a missile. When the missile is fired at an enemy position, the monster buries itself in the ground on impact, and grows rapidly, spreading deadly Tiberium Veins. The monster does not affect infantry, but is quite potent to enemy structures and vehicles.



C&C 3 : THE FORGOTTEN  
**TECH TREE**



# ADDITIONAL CONTENT

## SKIRMISH MAPS

### UNFRIENDLY SKIES

Similar to some of the darkest missions from the campaign, this map takes place in a battlefield where Mother Nature herself is also an obstacle. Devastating and unpredictable Ion Storms sweep the terrain, confronting all involved and demonstrating that in this war, even the quietest moments can quickly turn deadly.



### GDI SPACE COMMAND

For those looking for a change of base from the desolate settings of the mod's Red Zones, look no further. This map showcases the hub of GDI's extra planetary operations, a site of tremendous strategical importance. Intricate levels of detail will make you appreciate the surroundings, but don't take your eyes off the battle for too long in this combat-heavy map.



# ADDITIONAL CONTENT



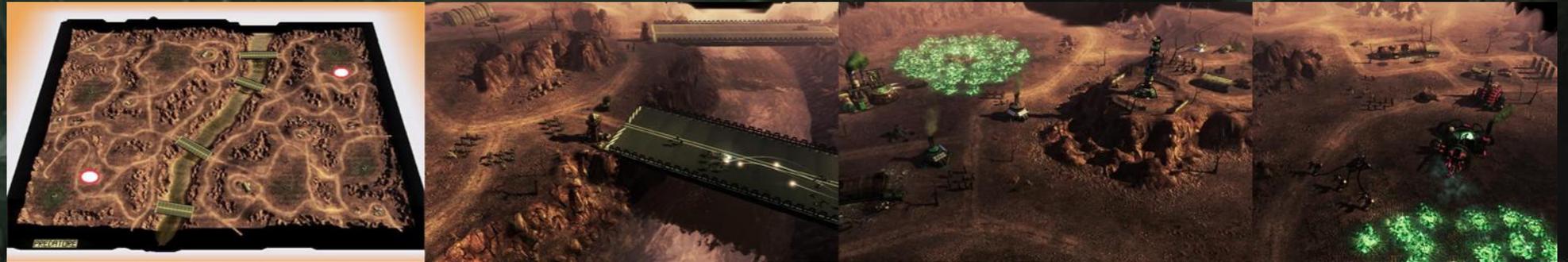
## ALPINE VALLEYS

For those who like long battles, this map is an excellent choice. It features a realistic day-night cycle (there are changes to lighting and sounds), as well as ample opportunities for explosive combat between all four factions.



## HURRICANE DESERT

This is a two player skirmish map that reveals how this war has spread to the farthest reaches of the Earth. Set in a desert, this asymmetrical battlefield still offers balanced and competitive play. Huge rock formations, elegant cliffsides, and a lone water source offer endless tactical possibilities. This desert is anything but dull.



# ADDITIONAL CONTENT



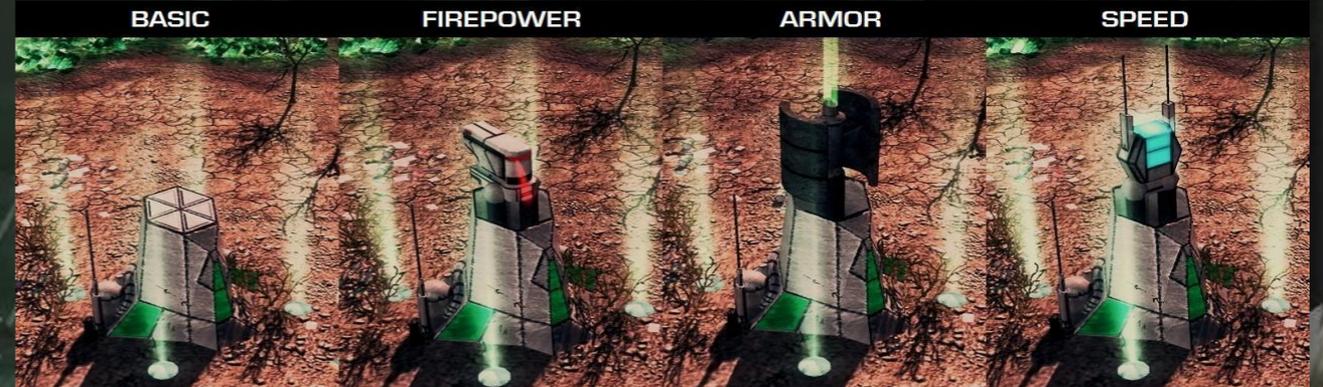
## BUENOS AIRES NIGHT

This map is set far from the killing fields of Europe commonly seen in The Forgotten's campaign. An elegant city, this battlefield is no less deadly. Its asymmetric urban layout yet symmetric resource allocation makes it an ideal locale for balanced and interesting combat. The expert lighting work gives the city a unique character, but reveals a cityscape that, however modern, is still torn by war.



## UPGRADE CENTER

The Upgrade Center is a neutral tech structure that replaces the Mutant Hovel. When captured by a player, three free and mutually-exclusive upgrades become available, one each for speed, armor, and firepower. When a given upgrade is selected, it provides a 10% boost in the given attribute to all of the player's units. Upgrades cannot be reversed.



# KNOWN ISSUES



Modding Command and Conquer 3 is a challenging endeavor, and The Forgotten seeks to push the C&C 3 engine to its limits—in some cases, we have gone beyond, and generated minor bugs that are impossible to fix. Please note the following:

- A blank mission objectives screen will appear after each mission and in-game.
- Only one unit can exit the Longhorn once loaded.
- Graphical settings cannot be changed while the mod is active. To change graphics settings, load C&C 3 normally, change the desired settings, then close C&C 3 and reload The Forgotten.
- When using low graphics settings, the Garden of Life model appears distorted.

C&C 3 : THE FORGOTTEN  
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C&C 3 : THE FORGOTTEN  
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Jorus

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MrrBond

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ramstein331

ravi'L

renegade9

RKDG7th

sabot00

Serathas

starfixer

Taxikiller

Tehnloss

TheBos\$\$

varkanoid

warstomp

**Special Thanks**

Aaron Kaufman

Electronic Arts

To those who love the C&C series and story: *this one's for you.*



# LEGAL INFO



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COMMAND & CONQUER THE FORGOTTEN

