

27 November 2007

By: Filip Truta, Games Editor



## [Command & Conquer: Tiberian Sun Tips & Tricks \(PC\)](#)

*Tiberian Sun introduced a new isometric game engine to deliver the feeling of true 3D*

**Command & Conquer: Tiberian Sun** is a real-time strategy game by Westwood Studios. Released for Microsoft Windows in 1999. A sequel to *Command & Conquer: Tiberian Dawn*, and predecessor to [Command & Conquer 3: Tiberium Wars](#), the main storyline follows the second war between the Global Defense Initiative and the Brotherhood of Nod taking place in 2030, roughly 30 years after the end of *Tiberian Dawn*. Compared to its predecessor, *Tiberian Sun* relies heavily on science fiction technologies, and introduces a new isometric game [engine](#) featuring various level terrain to give the impression of a true 3D environment. ([Wikipedia](#)) The tips & tricks below act more as glitches, which you can use to your advantage. The game doesn't suffer, although you'll need the unpatched version for one of them.

**Tips & Tricks**

**Unlimited Firestorm Wall** Completely charge your Firestorm Wall and turn it on. Then, before it turns off or runs out of power, sell or turn off your power plants, until the message "On Hold" appears in the Firestorm Icon. You will be granted an unlimited firestorm wall that will last until you build or turn on your power plants. This trick only works with the unpatched version.

**Hijack vehicles** To hijack a vehicle take a Mutant Hijacker into a city. Then, find a car, truck or a bus and select it. This will give you control over this vehicle, being able to use it as transportation.

**Quick kill** To kill a Cyborg Commando with a single hit you must have the ability to build a GDI Firestorm Wall Generator and Firestorm Wall sections. Develop your base until you can build a Firestorm Wall and sections. Then, build Firestorm Walls in the positions where enemies can access your base. If a Cyborg Commando is near one of these new structures, turn on the Firestorm Wall Generator to finish them at once.

**Tiberium veins** These units work great for scouting vein areas, but bare in mind that they won't have any effect on the following enemy units: NOD Buggy, Wolverine, Hover MLRS, infantry and Harvesters. Thanks conqurfans.com.