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## [Command and Conquer: Red Alert 2 - Hints and Secrets](#)

### *The father of modern real time strategies*

Everyone must agree that Red Alert 2 was one of the most played real time strategies after the first one of course. Its gameplay is incredibly simple and yet, it can force the player to think more strategic than ever. Since then, every other developer has engulfed some kind of features from the Red Alert 2 and we'll probably see these simple principles integrated in most of the future games. Here are some tips to help you get pass some of the difficult sequences of the game:

**Easy Money** To get an easy \$15,500 just follow these easy instructions. - Build 2 power plants side by side - Build a nuclear reactor next to them - Train 2 attack dogs, 1 infantry, and build a mirage tank - Move these units next to the reactor - Tell the mirage tank to attack the reactor and tell the dogs to attack each other - When the reactor's strength is in the red zone, finish it off with the infantry This will destroy every thing in the area, but give you \$15,500.

**Mobile Triple Nuke** You need to be Libia in order to have this vehicle, and need water in your map. Here is a list of needs: 4 demo trucks, 1 hovercraft and 1 crazy Ivan The cost together is \$5200! Make your crazy Ivan put a bomb on 1 of the demo trucks. Now quickly put that demo truck into the hovercraft before it explodes. Do the same with the rest of the demo trucks. They will not explode till you command the hovercraft to unload its transport! Now drive to your enemy base with your hovercraft, and command them to get out! It can destroy every single building/unit depending on how far away the building/unit is from the bomb. It will not explode if it is destroyed.

**Infinite Free Infantry** First of all, you need to build the Cloning Vat. Then put walls around your primary barracks so that no infantry units can get out. Now build any Infantry unit, although the unit will be unable to come out and therefore, you are refunded but the one out of the Cloning Vat will come out for free. (Note: This will not work if you have the 1.006 patch or Yuri's Revenge)

**Build Anywhere as America** Wait until you have paratroopers and a building ready to be placed on the map, then click on paratroopers icon in the sidebar (but don't deploy them yet!), then click on your building (the one that's ready). Now simply use the mini map in the lower right corner to deploy your building.

**Bovine Freedom in mission 5- op.** When you start the mission, head north toward the missile silos only with Tanya and not the spies or G.I. Stay to the right of the path north until you see a barn. Shoot the barrels near the barn to kill the infantry (this is optional to make the mission easier). Cross the trail to the east, and head north a bit. You should see another barn. Go behind a barn, and you will see a water tower, cows and a fence. Shoot the barrel below the tower and the fence guarding the cows will blow up. You now have control of a few bovine. You can either let them stay and eat grass, send them up to the enemy base, or shoot them off with Tanya.

**The Magic School Bus (Soviet)** Take a Yuri and mind control a school bus (if they're on the map). You can put five infantry into the Bus and drive it into an enemy base, they won't fire on it.