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Subject: Request: Hacked Campaign Saves  
Posted by [Dr. Lithius](#) on Wed, 28 Jun 2006 20:58:37 GMT  
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I found something neat the other day. Basically, it's details on how to hex-edit save games to give you infinite ammunition for all your existing weaponry. This got me thinking... "Why hasn't someone made a program that lets you fiddle with save games like this? And wouldn't it be easy enough to add in other weapons into save games?"

To get to the point...I'd like to see a save game that starts you out at the beginning of each mission, but with a completely full and "glitched" load-out. And by that I mean the Automatic Pistol, Automatic Rifle, Chaingun, Sniper Rifle, the normally-inaccessable Ramjet Rifle, Flamethrower, Chem Sprayer, Rocket Launcher, Proficient Rocket Launcher(Gunner), Grenade Launcher, Repair Gun, Proficient Repair Gun(Hotwire/Technician), Campaign Repair Gun(Nod Engineers), Laser Rifle, Laser Chaingun, Personal Ion Cannon, Railgun, both Auto-Volt Rifles(GDI and Nod), Tiberium Auto-Rifle, Tiberium Flechette Gun, Timed C4, Remote C4, Proximity C4, an Ion Cannon Beacon, and a Nuclear Launch Beacon. All with 999/999 Ammunition.

Who among you is willing to try this task?

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