

---

Subject: Single Player Problem

Posted by [pyrogunz](#) on Thu, 06 Jul 2006 21:42:27 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

There is a problem with my single player game. I have played through the whole game before in hard mode, and was starting another newly installed game with The First Decade to play through it again.

I played up to the second mission (the one with the detention center), and after I destroyed the barracks I moved to the detention center. I died twice here to the Nod Buggy, and was willing to start my game all over again because I wanted five stars.

I went to the main menu to begin a new campaign, and that's when things started to get weird, for both levels I had unlocked. The cutscenes were not playing anymore, none of the objectives were on, there were no GDI units, Commander Locke wouldn't speak to me; essentially, there were no map triggers in the maps, the levels were simply hollow versions of themselves. The only active objects were Nod infantry, which attacked you until you killed them; none of the nod vehicles or structures were even working.

Given the fact that nothing worked, I attempted to progress through the campaign anyway, but alas, triggers were disabled and the detention center door wouldn't open. As of now there is no way for me to progress through the game; even if I change difficulties to normal or easy, the levels will still be broken. I tried loading the saved games I had, didn't work; tried deleting them, didn't work either.

Sorry for the long paragraphs, I just thought this weird thing had to be explained fully. Do you guys know if this is supposed to happen, or if it only happens with The First Decade, or something? Are there any solutions to the problem other than me reinstalling the game (hassle)?

---