Subject: Does anyone know why WS switched from the TD-ish models?
Posted by Deactivated on Thu, 03 Jun 2004 22:02:49 GMT
View Forum Message <> Reply to Message

phlakatonthe bitter end for me was when some EA exec couldnt figure out how to use a ladder in the tutorial and so they changed the front end of mission 1... remember how it starts off the side of the beach and you get another lame tutorial about climbing ladders and using stuff... wasnt there before... there was a cool heli zip line assault from Nod on the beach and a fun run up to the two buildings... EA... GRRRR> we had a hovercraft on the beach on fire... GRRR

Well.. what else would you expect from a trained EA monkey?

In mission 3, wasn't the original objective to download the flight data from the Main Console instead of the mainframe...? The annoying result is that when if I run past the mainframe to the Main Console, hordes of Nod soldiers come from the door and usually it ends with the building destroyed without getting the data, bang, GAME OVER and I have to play the whole mission all over again.

In mission 4 if you let a nod soldier past the yellow door and go through that door without the security card, it is not possible to complete the mission.

Sanada78Was that the one with the Gunboat that got destroyed and sunk with loads of black smoke?

I have a video somewhere of it...

I have it
http://www.cannis.net/commando/video.php