
Subject: C&C 95 Saved Games
Posted by [genetix](#) on Tue, 27 Sep 2005 03:23:14 GMT
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Since C&C 95 was missing a skirmish gameplay feature I searched around and found saved games for all the missions.

This is a complete group of all levels, GDI and NOD(with all starting locations).

The point of this is not to cheat through the missions but be able to play a skirmish type game.

http://www.webdummy.net/cnc95_missions.zip

Subject: Re: C&C 95 Saved Games
Posted by [idebo](#) on Tue, 27 Sep 2005 14:57:54 GMT
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If I could just get it to work...

Subject: Re: C&C 95 Saved Games
Posted by [cmatt42](#) on Tue, 27 Sep 2005 20:04:34 GMT
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Yeah, those are nifty to refresh on the plot.

If anyone has the Tiberian Sun/Firestorm saved files for the USA/English version, PM me. I'd play them through again, but I'm lazy.

Subject: Re: C&C 95 Saved Games
Posted by [genetix](#) on Wed, 28 Sep 2005 01:22:13 GMT
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idebo wrote on Tue, 27 September 2005 08:57If I could just get it to work...

As far as I know these only work with the C&C95 Edition. I don't know if they work with the dos version.

Subject: Re: C&C 95 Saved Games
Posted by [idebo](#) on Wed, 28 Sep 2005 10:34:13 GMT
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genetix wrote on Tue, 27 September 2005 20:22idebo wrote on Tue, 27 September 2005 08:57If I could just get it to work...

As far as I know these only work with the C&C95 Edition. I don't know if they work with the dos version.

No, I meant the whole game...

Subject: Re: C&C 95 Saved Games
Posted by [genetix](#) on Wed, 28 Sep 2005 18:17:05 GMT
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I had trouble getting my game woking aswell. I have 3 computers that I was able to put it on and it took quite a bit of fidling.

I'm pretty sure Silent Kane knows how to trouble shoot it and get it working. I'm not sure if you have seen his Multiplayer fix post. Theres a few suggestions for troubleshooting in there.

Subject: Re: C&C 95 Saved Games
Posted by [Aircraftkiller](#) on Sun, 21 May 2006 17:51:16 GMT
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Remember, it's Nod, not NOD.

Subject: Re: C&C 95 Saved Games
Posted by [rm5248](#) on Sun, 21 May 2006 17:55:32 GMT
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Aircraftkiller wrote on Sun, 21 May 2006 12:51Remember, it's Nod, not NOD.

Remember, this topic is 8 months old. It's not nice to bump a topic like this just to correct grammar, because nobody cares.

Subject: Re: C&C 95 Saved Games
Posted by [Aircraftkiller](#) on Sun, 21 May 2006 17:56:18 GMT
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That's why you replied, right?

Subject: Re: C&C 95 Saved Games
Posted by [JohnDoe](#) on Sun, 21 May 2006 17:58:54 GMT
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It's Nob, not Nod.

Subject: Re: C&C 95 Saved Games
Posted by [genetix](#) on Sun, 21 May 2006 19:33:21 GMT
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Aircraftkiller wrote on Sun, 21 May 2006 11:51Remember, it's Nod, not NOD.

You seriously need to get a life. Do you sit around all day looking through old posts?

From what I read a little while ago it sounds like you have a lot issues going on in the real world. Yet your sitting on a computer going through 8 month old posts... Why don't you go try and make some money.

Subject: Re: C&C 95 Saved Games
Posted by [Aircraftkiller](#) on Sun, 21 May 2006 19:34:26 GMT
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I'm the one who needs a life, but you're flipping out over a fact? lol Take your own advice.

Subject: Re: C&C 95 Saved Games
Posted by [Ma1kel](#) on Sun, 21 May 2006 19:45:25 GMT
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This is fuckd up, why the fuck are you bumping a year old topic to comment on someone's grammar?

Subject: Re: C&C 95 Saved Games
Posted by [Jaspah](#) on Sun, 21 May 2006 19:47:55 GMT
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Because he has nothing better to do I guess...

Subject: Re: C&C 95 Saved Games
Posted by [Aircraftkiller](#) on Mon, 22 May 2006 02:31:50 GMT

Someone was viewing the topic and I wanted to see what it was about. I saw Nod improperly spelled and replied. I could care less about the date, as any mistake like that must be corrected! It's still funny, after four years, that you people shit a brick whenever you see that sentence.

"Remember, it's Nod, not NOD."

"OMG BAN HIM HES BEING AN ASSHOLE FUCKING ASSHOLE BAN HIM NOW RAPE HIS FAMILY!!1"

"U HAVE NO LIEF!!! NO LIEF!!!!"

rofl.
