
Subject: Help with Evolution of evil level *SPOILER*
Posted by [Anonymous](#) on Wed, 27 Feb 2002 16:07:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

ok so i need to find the scientests in the reserach facility but i just cant :/ ive looked everywhere anyone got any hints or know where they are located?

Subject: Help with Evolution of evil level *SPOILER*
Posted by [Anonymous](#) on Wed, 27 Feb 2002 18:45:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

I just bought C&C Renegade and have played through to the submarine rescue mission. I have KIA'd everyone on the blasted ship and rescued the captured GDI's, now I can not seem to locate the Captain(of the sub?), to get the key and exit said ship...please any help here? Thank You.
Rich tkr81555@aol.com [/EMAIL][February 27, 2002: Message edited by: TKR81555]

Subject: Help with Evolution of evil level *SPOILER*
Posted by [Anonymous](#) on Wed, 27 Feb 2002 18:52:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

Just posted on this on another forum actually, I think I've found the answer. From what I can tell, this is a bug, but here's how I got around it. Restart the mission, and this time don't release the prisoners when you get the prison key. Instead, finish the rest of the mission, including getting the sub key. You'll find the captian on the deck, opposite end of the ship from where the jail is. Once you get the sub key and finish the other primary objectives, THEN go back and release the prisoners. Head to the sub pen, protect the prisoners, and jump on the sub.

Subject: Help with Evolution of evil level *SPOILER*
Posted by [Anonymous](#) on Wed, 27 Feb 2002 19:27:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

its not a glitchi found him fine..**** Mazes.... lol[February 27, 2002: Message edited by: PuNk]

Subject: Help with Evolution of evil level *SPOILER*
Posted by [Anonymous](#) on Wed, 27 Feb 2002 19:33:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

I found him fine too, once I did it the other way. Maybe you don't have to release them at the very end, it could just be something in the general order that you compelte the objectives. However, I'm almost positive that there IS some kind of bug involved, it's just that not everyone runs into it. If you check the general forum you'll find another guy with the same problem and the exact same symptoms that I and this guy encountered.

Subject: Help with Evolution of evil level *SPOILER*
Posted by [Anonymous](#) on Wed, 27 Feb 2002 22:25:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

Stuck on the second level (snow level...where they actually tell you its gonna be a long one). Im at thee point where you have to destroy the hand of Nod, and Ive destroyed it, but i have NO idea wheree the green access card you need to get to the Dr. is. Any ideas? I thought i had been pretty thorough in my searching ...hayulp!

Subject: Help with Evolution of evil level *SPOILER*
Posted by [Anonymous](#) on Thu, 28 Feb 2002 07:58:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

where is it .is it in the hand of nod.i'm going crazy hlp plz

Subject: Help with Evolution of evil level *SPOILER*
Posted by [Anonymous](#) on Thu, 28 Feb 2002 08:23:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

go to the sp help formu man! it's there just for that!

Subject: Help with Evolution of evil level *SPOILER*
Posted by [Anonymous](#) on Thu, 28 Feb 2002 08:26:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

if that is all you have to say you'd better shut up

Subject: Help with Evolution of evil level *SPOILER*
Posted by [Anonymous](#) on Thu, 28 Feb 2002 09:50:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

The green keycard is on the exact same level as the doors that ask you for it. I had a LOT of problems getting to it tho. When you come out of the elevator, turn right. First you'll see the entrance with the two "green" doors. Go pass this entrance, their is another door there. The problem I had, and probably you too, is that the door doesn't open... Go back and forth facing the door until it opens. The green card is there. It's probably a small bug in the game since I experienced the "not opening doors" quite a few times already... Hope it helps.

Subject: Help with Evolution of evil level *SPOILER*
Posted by [Anonymous](#) on Thu, 28 Feb 2002 12:06:00 GMT

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

I had this exact problem. I did half a dozen laps before I figured it out... and if you did the same, prepare to kick yourself There's a small corner that leads to the open roof in what looks like a tiny infirmary. It was hard for me to see in all the red lighting, but once I found it, it was very obvious

Subject: Help with Evolution of evil level *SPOILER*
Posted by [Anonymous](#) on Thu, 28 Feb 2002 14:10:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

Thanks guys....i got it figured out finally.. =D Much Appreciated!

Subject: Help with Evolution of evil level *SPOILER*
Posted by [Anonymous](#) on Thu, 28 Feb 2002 17:05:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

I cant even find my way to the control terminals. PLEASE, sent help, because i really have no idea what to do. i have spent 30 min walking around that accursed complex. someone help.

Subject: Help with Evolution of evil level *SPOILER*
Posted by [Anonymous](#) on Thu, 28 Feb 2002 22:18:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

Same problem here. Where the hell do I go? I've been all up and downstairs, apparently whatever I'm heading for is behind some wall. I gotta say, Renegade has just about the ugliest "chateau" I have ever seen. I guess after Max Payne's mansion, it's hard to compare, but geez guys! Also, the red bathrooms in the Hand of Nod... who could take a dump in that? And for that matter, why do bathrooms either have all urinals or all sit-downs? Do you people ever go to real bathrooms?

Subject: Help with Evolution of evil level *SPOILER*
Posted by [Anonymous](#) on Fri, 01 Mar 2002 00:58:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

The doors that dont open are elevators that go UP. Stand by them for a while and they will open eventually because THE ELEVATOR HAS TO COME DOWN FIRST

Subject: Help with Evolution of evil level *SPOILER*
Posted by [Anonymous](#) on Fri, 01 Mar 2002 14:34:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

ok my friend told me.i feel quite stupid with not seeing this. in the cavern, there are 2 elevators around one of the rock spires. you have to go on the one that has the green signs on it. otherwise, thats it. its pretty self explanatory. thx to nuke-um.

Subject: Help with Evolution of evil level *SPOILER*
Posted by [Anonymous](#) on Fri, 01 Mar 2002 16:57:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

Hey Guys, there was a pretty evil bug in this mission that would hose you if you bypassed the yellow security doors before killing the first mate. The day-1 patch should have fixed it. FYI the captain is in the very front of the ship (north I think) and is on the very top deck. Hope this helps.

Subject: Help with Evolution of evil level *SPOILER*
Posted by [Anonymous](#) on Sat, 02 Mar 2002 12:19:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

i also know where he is, but when i'm 10meters away i can't find stairs or something to the upper deck. every other way makes the distance longer...

Subject: Help with Evolution of evil level *SPOILER*
Posted by [Anonymous](#) on Mon, 08 Apr 2002 10:40:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

What cavern? The complex?Only asking because I'm stuck here.

Subject: Help with Evolution of evil level *SPOILER*
Posted by [Anonymous](#) on Mon, 08 Apr 2002 11:18:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

LOL that level is easy

Subject: Help with Evolution of evil level *SPOILER*
Posted by [Anonymous](#) on Mon, 08 Apr 2002 16:37:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

IF your talking about the mansion building thingy, there is an area near the messhall where you can go downstairs. You need a key card and i cannot remember where it is located. Also, in the library there is a hidden door that you can get some nod laser guns in. They work very good at killing infantry.

Subject: Help with Evolution of evil level *SPOILER*
Posted by [Anonymous](#) on Mon, 08 Apr 2002 16:47:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

Dude, remember in the Research Facility where you got the light tank, (not the tank that you get when you escape the prison) first, if you are on the big bridge, look for an elevator and it takes you to the ground. No around one of the big support towers there is an elevator that you take and when you take it, follow the path and you will get there.
