
Subject: Some new patch ideas

Posted by [Anonymous](#) on Wed, 20 Mar 2002 18:38:00 GMT

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I was thinking to myself while I was rushing the NOD base in under, u know how on normal C&C if u took out all the SAMS then u could get an A10 strike that kicked ass, how about WS make an airstrike beacon for GDI.AS for NOD I really miss the recon bike from C&C and would love to burn around in it again!!And the two proposed flying vehicles (Orca & Apache) what r there weapons??I'm guessing Orca with have the Mammoth's or MRLS rockets and the Apache will have some kind of chain gun.One more thing to get u thinking, how about the Chinook available on Multiplayer for both sides as a great tool to get an engi rush in a base!!

Subject: Some new patch ideas

Posted by [Anonymous](#) on Wed, 20 Mar 2002 18:42:00 GMT

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Orca uses missiles, while Apache uses 2 machine guns.And the Chinook is already planned for the next patch.

Subject: Some new patch ideas

Posted by [Anonymous](#) on Wed, 20 Mar 2002 19:27:00 GMT

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how bout if engies could capture buildings? instead of blowing them up with c4 they plant a capture beacon. it is set for 30 seconds. if it's not disarmed in that time, the building is captured and the other team gets whatever benefit comes from that building. also, they randomly respawn there if killed just as if it were their own base..naturally it would be hard to keep it, but it sure would be fun to see what happens.. lol

Subject: Some new patch ideas

Posted by [Anonymous](#) on Wed, 20 Mar 2002 22:17:00 GMT

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I think capturing the obliisk would be pretty unfair to NOD...it would blast all the NOD guys running around in their own base

Subject: Some new patch ideas

Posted by [Anonymous](#) on Wed, 20 Mar 2002 22:36:00 GMT

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Orcas and the Apaches will use rockets and chain guns, the chinook will be available too and might have guns to take out rocket troops, ect.

Subject: Some new patch ideas
Posted by [Anonymous](#) on Wed, 20 Mar 2002 22:37:00 GMT
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quote:Originally posted by zukkov:how bout if engies could capture buildings? instead of blowing them up with c4 they plant a capture beacon. it is set for 30 seconds. if it's not disarmed in that time, the building is captured and the other team gets whatever benefit comes from that building. also, they randomly respawn there if killed just as if it were their own base..naturally it would be hard to keep it, but it sure would be fun to see what happens.. lolvery stupid and ***

Subject: Some new patch ideas
Posted by [Anonymous](#) on Thu, 21 Mar 2002 03:23:00 GMT
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ok ok, losing a defensive structure would be catastrophic. but if you recall in the original game, defensive structures could not be captured, so they would be exempt in this case. i just thought capturing buildings was more in line with the theme of c&c. maybe it wouldn't work in this game, but it would add variety. imagine gdi stealth soldiers or flame tanks rushing your base...

Subject: Some new patch ideas
Posted by [Anonymous](#) on Thu, 21 Mar 2002 09:53:00 GMT
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Are there any cheats for SP. I am on the mission where u have to save Mobius but he just about died. Now I need to repair him but I need a repair gun is there a cheat that gives u all weapons??
bkon69@hotmail.com

Subject: Some new patch ideas
Posted by [Anonymous](#) on Thu, 21 Mar 2002 10:19:00 GMT
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No cheat in this game.I can escort Mobius without any problem. Just try harder and don't run too fast as he will run faster than you.

Subject: Some new patch ideas
Posted by [Anonymous](#) on Thu, 21 Mar 2002 10:28:00 GMT
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they should create a couple cheats, just not invunrability. [March 21, 2002: Message edited by: Griever89]

Subject: Some new patch ideas
Posted by [Anonymous](#) on Thu, 21 Mar 2002 11:06:00 GMT
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I think they should redo the maps, put more AGT's for the GDI and maybe 2 more turrets for the NOD. Plus they should include base defenses for all the maps. Am getting tired of playing those maps without base defenses. Plus some more new maps might be in order. The current ones are getting rather boring especially the harvester bug on majority of maps.

Subject: Some new patch ideas
Posted by [Anonymous](#) on Thu, 21 Mar 2002 15:51:00 GMT
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Heres a tactic: hit prntscrn. button when something like this happens
angelfire.com/games4/foofas/Buggy_talent.JPG[March 21, 2002: Message edited by: Fartmuffin]
][March 21, 2002: Message edited by: Fartmuffin][March 22, 2002: Message edited by: Fartmuffin]

Subject: Some new patch ideas
Posted by [Anonymous](#) on Thu, 21 Mar 2002 15:53:00 GMT
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quote:I think it would be better if engys could shoot the MCT with their repair gun to capture an enemy building. Make the defenses exempt from this and make buildigns re-capturable i could go along with that idea. no special weapon or beacon needed, just the health gun. in any case, i think capturing buildings would be make for a more wide open game with both sides having the ability to use each other's units/vehicles.

Subject: Some new patch ideas
Posted by [Anonymous](#) on Thu, 21 Mar 2002 15:54:00 GMT
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note: u may have to type in the link i provided u to see it

Subject: Some new patch ideas
Posted by [Anonymous](#) on Thu, 21 Mar 2002 15:55:00 GMT
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won't let me see the pic. the message from angelfire reads that it doesn't allow links from non-angelfire websites..

Subject: Some new patch ideas
Posted by [Anonymous](#) on Thu, 21 Mar 2002 15:58:00 GMT
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try it now, but remember, u may have to type the address in above, in order to prevent from getting the logo thingy

Subject: Some new patch ideas
Posted by [Anonymous](#) on Thu, 21 Mar 2002 16:09:00 GMT
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It sais it can't find the page you're looking for

Subject: Some new patch ideas
Posted by [Anonymous](#) on Thu, 21 Mar 2002 16:10:00 GMT
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Hey my email address is lge3535@aol.com send then to me plz.

Subject: Some new patch ideas
Posted by [Anonymous](#) on Thu, 21 Mar 2002 16:15:00 GMT
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lgabel@wi.rr.com And btw people, I agree, onine hackers suck

Subject: Some new patch ideas
Posted by [Anonymous](#) on Thu, 21 Mar 2002 16:18:00 GMT
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I might ask for one, but I already beat SP in soldier. It sure would have been nice to have infinite ammo

Subject: Some new patch ideas
Posted by [Anonymous](#) on Thu, 21 Mar 2002 17:57:00 GMT
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You kill the spirit of gaming, go to heck[March 21, 2002: Message edited by: gundam007]

Subject: Some new patch ideas

Posted by [Anonymous](#) on Thu, 21 Mar 2002 18:08:00 GMT

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This will be the 15th time (yes, I count) I have told a hacker/cheater to get bent

Subject: Some new patch ideas

Posted by [Anonymous](#) on Thu, 21 Mar 2002 18:16:00 GMT

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Catch on fir! Cheating defeats the whole point of making the game the way it is. I hope you really do catch on fire.

Subject: Some new patch ideas

Posted by [Anonymous](#) on Thu, 21 Mar 2002 18:39:00 GMT

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I have no problem with it as long as it doesn't work online. I guess it could help some people that just plain aren't good enough, or maybe have a bad comp, or whatever to get passed certain hairy areas. I personally don't like cheats but it's really a personal decision if it's only used in SP and none of my business if people use it there.

Subject: Some new patch ideas

Posted by [Anonymous](#) on Thu, 21 Mar 2002 18:46:00 GMT

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Oh great now Renegade is dead before it was born. Someone will probably turn that in to a online trainer now!

Subject: Some new patch ideas

Posted by [Anonymous](#) on Thu, 21 Mar 2002 18:47:00 GMT

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hey email me the SP trainer DephierCS@Hotmail.com

Subject: Some new patch ideas

Posted by [Anonymous](#) on Thu, 21 Mar 2002 19:48:00 GMT

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It's funny comming across this post becuase....The very first time I played the demo, I got my Medium Tank Stolen (I was playing GDI), and about five minutes later I start seeing all of these Nod Medium Tanks, so, not knowing anything really about the game, I assumed that once an

enemy captured a unit and brought it back to base, they could reverse engineer it and produce it themselves. I thought that was pretty cool. Turned out it was just that everyone on my team completely sucked and kept getting their tanks stolen!!!

Subject: Some new patch ideas
Posted by [Anonymous](#) on Thu, 21 Mar 2002 20:49:00 GMT
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Ya well as much i like SP cheatin i have to say NO.. This game is quite good offline so Ill pass it or die trying...

Subject: Some new patch ideas
Posted by [Anonymous](#) on Thu, 21 Mar 2002 21:06:00 GMT
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I use to cheat at games just to see the rest of the game and storyline, but with this game i dont think there good, the game is actually alot of fun with out cheats, I surprised myself by passin the 2nd level... after that i didnt really think out cheats i just thought about stayin alive...

Subject: Some new patch ideas
Posted by [Anonymous](#) on Thu, 21 Mar 2002 21:39:00 GMT
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rvmatt@columbus.rr.com Sign me up!

Subject: Some new patch ideas
Posted by [Anonymous](#) on Thu, 21 Mar 2002 23:53:00 GMT
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Oh shut up you pathetic whiners! There is nothing wrong with cheating in SP - it doesn't affect you in any way!Some of us simply enjoy playing games the way WE want to and that's OK as long as we're not playing with anyone else. Cheating is usually a fun thing to do after you've beaten the game (SoF with all weapons in the first few levels is a lot of fun). Also, Renegade isn't exactly bugfree. I cannot get past the mission "Tomorrows technology today" because when it loads the next one, the game crashes. How am I going to get around that without a level cheat?And no, I don't suck. I've been playing FPS's since Catacombs 3D (a game most of you probably haven't even heard of) and I was ranked #57 on the WOL ladder yesterday.

Subject: Some new patch ideas
Posted by [Anonymous](#) on Fri, 22 Mar 2002 00:25:00 GMT

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O.K. people.... here it is!! I have created a trainer for the game which gives you Infinite health, Ammo, All weapons and allows you to skip missions. Works with all known versions (patched or not) and going for free... Just send a request to the_hakker@hotmail.com and I'll email the trainer to you!

Subject: Some new patch ideas
Posted by [Anonymous](#) on Fri, 22 Mar 2002 00:29:00 GMT
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If that **** works online then I'm gonna jam a knife down your throat.

Subject: Some new patch ideas
Posted by [Anonymous](#) on Fri, 22 Mar 2002 00:33:00 GMT
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I think it would be better if engys could shoot the MCT with their repair gun to capture an enemy building. Make the defenses exempt from this and make buildings re-capturable.

Subject: Some new patch ideas
Posted by [Anonymous](#) on Fri, 22 Mar 2002 00:36:00 GMT
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Nope.....only works on SP! I am a big on-line gamer and had too many probs with cheaters on the likes of Counter-Strike and Rogue Spear so refuse to help those types!

Subject: Some new patch ideas
Posted by [Anonymous](#) on Fri, 22 Mar 2002 00:58:00 GMT
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OK.. the official word on aircraft weapons (at least from the last FAQ that was posted around here by WW folks) The Orca and Apache will BOTH have rockets to take out armor and machine guns to take out troops. Both will carry 2 people. Pilot and gunner. The Chinook will be unarmed, but will carry a total of 6 people. 5+pilot.

Subject: Some new patch ideas
Posted by [Anonymous](#) on Fri, 22 Mar 2002 04:10:00 GMT
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I sent an email for this trainer as soon as you posted this, I'd like the SP trainer, please email it to

Subject: Some new patch ideas
Posted by [Anonymous](#) on Fri, 22 Mar 2002 04:17:00 GMT
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I've completed it in a week, and i beez sheet! so you must be bollocks if you need cheats!

Subject: Some new patch ideas
Posted by [Anonymous](#) on Fri, 22 Mar 2002 04:47:00 GMT
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Just send a request to the_hakker@hotmail.com and I'll email the trainer to you. I'll send you a mail with my opinion about cheats. I really think so. So, can you send me your trainer:
auras47_2000@yahoo.com

Subject: Some new patch ideas
Posted by [Anonymous](#) on Fri, 22 Mar 2002 05:09:00 GMT
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erm I had trouble with that level, and I'm not sure of this but as long as you don't shoot him then he won't die or get hurt....might just be me though, I let him run ahead at one point and the noddies were laying into him while I took them out with my sniper rifle....Hope this helps...

Subject: Some new patch ideas
Posted by [Anonymous](#) on Fri, 22 Mar 2002 07:06:00 GMT
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tigerius2001 if you haven't noticed so has everyone who's requesting these cheats... and a week you noob. 3 nights and I thought that was bad.. any how I sent a request in case didn't get it
big_bad_billy83@hotmail.com send plz

Subject: Some new patch ideas
Posted by [Anonymous](#) on Fri, 22 Mar 2002 07:36:00 GMT
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for people who just bought the game, sp is a way to get used to the game and learn how everything works, when they cheat, they won't learn squat... then when they come over to the multiplayer side of things they are the god ****ed definition of noobs. let them learn how to play by themselves or they'll never learn anything and say the game was crap coz it took 3 seconds to

pass in sp, and they couldnt play the multiplayer koz they just purely suck

Subject: Some new patch ideas

Posted by [Anonymous](#) on Fri, 22 Mar 2002 07:55:00 GMT

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mate theres been heaps of fps. If you come to this game and suck obviously your dislexic and you will never be anything but a noob....SO WOULD YOU PLEASE SHUT THE HELL UP. Let us have fun with sp now that we have clocked it blind folded so many times its boring..

Subject: Some new patch ideas

Posted by [Anonymous](#) on Fri, 22 Mar 2002 08:08:00 GMT

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I send a request e-mail but incase that didn't get to you please send the trainer to one of the followingd_lorimer@hotmail.comhunkyfunkyspunkydunky@hotmail.comdeathofthedisworld@hotmail.comThanx

Subject: Some new patch ideas

Posted by [Anonymous](#) on Fri, 22 Mar 2002 08:14:00 GMT

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The cheats for multiplayer are eminent. They will come out, period. How long, who knows, but rest assured they will come out. Without any anti-cheating initiatives into the first gen product, it's going to be hacked like like no other game. If you can find this many bugs in this engine, IMAGINE the vulnerabilities. They didn't have time to complete it, it's overbearingly obvious.. It's gonna get a lot worse before it gets better.Imagine free machine gunners running around locking on your head from a quarter mile away. 5 bullets from distance and you're dead. 500 rounds means 100 people die with no chance, from a free unit. It's going to be so horrible

Subject: Some new patch ideas

Posted by [Anonymous](#) on Fri, 22 Mar 2002 08:17:00 GMT

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Perhaps if people cheating becomes a big problem we could start banning people or something? Not when some n00b is c*ap and starts saying "oh he killed me, he cheated! he must have!" but when someone gets screenshots etc. and we notice one person cheating more than once we could ban them from games?

Subject: Some new patch ideas

Posted by [Anonymous](#) on Fri, 22 Mar 2002 08:23:00 GMT

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plz send me one... will just use it at ship mission cuss i aint finding the **** key so plz send

Subject: Some new patch ideas

Posted by [Anonymous](#) on Fri, 22 Mar 2002 08:26:00 GMT

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quote: for people who just bought the game, sp is a way to get used to the game and learn how everything works, when they cheat, they wont learn squat... then when they come over to the multiplayer side of things they are the god ****ed definition of n00bs.let them learn how to play by themselves or theyll never learn anything and say the game was crap koz it took 3 seconds to pass in sp, and they couldnt play the multiplayer koz they just purely suck That is such utter nonsense. The SP campaign has NOTHING in common with multiplayer games except for shooting at enemies in first person perspective - and if you haven't done that before you will be a newbie no matter if you play through the SP campaign or not. SP doesn't teach you anything about any of the mistakes most new players make - 30 mine limit, repair at MCT, not to repair enemies, how to destroy a building in one blow, how to penetrate defenses with APC rushes etc etc.Find a real argument against SP cheating! Oh, wait - there are none!

Subject: Some new patch ideas

Posted by [Anonymous](#) on Fri, 22 Mar 2002 08:33:00 GMT

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I agree with those who say you can cheat in single player, it is none of our business.As I have read in a post before... Im sorry, I don't remember the post name or who posted it... but I'll try to make this as accurate as possible.-Think about someone who has no patience. They are playing singleplayer, and they die. They slam down their mouse, and pound their keyboard with frustration.-Youve gotta feel some sympathy for those guys.HOWEVER; CHEATING OR USING TRAINERS IN MULTIPLAYER IS ABSOLUTELY UNACCEPTABLE!Cheating takes away all fun, and is totally unfair to the people with real skill.Nobody is crappy enough that they have to use a cheat for multiplayer. You are a one target out of 16, which lowers your odds of death slightly.Alternative to cheating-PRACTICE![March 22, 2002: Message edited by: UltraMoron]

Subject: Some new patch ideas

Posted by [Anonymous](#) on Fri, 22 Mar 2002 08:36:00 GMT

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send it to chilly_z@hotmail.comI've compleated the game, so I just want to have a bit fun withe the game now.

Subject: Some new patch ideas
Posted by [Anonymous](#) on Fri, 22 Mar 2002 08:39:00 GMT
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Dont worry he said it DOESNT work on multiplayer, so how can people cheat on it then?Any way, ive completed the game, but i want these cheats to explore the game throughly, SO INCLUDE ME! rickaay2001@hotmail.com[March 22, 2002: Message edited by: 1001]

Subject: Some new patch ideas
Posted by [Anonymous](#) on Fri, 22 Mar 2002 09:59:00 GMT
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Me too!toyman69x@hotmail.comI've already beaten the game in all modes but I would like to play the game like a mad dog for once without worry of running out of ammo. Heh!

Subject: Some new patch ideas
Posted by [Anonymous](#) on Fri, 22 Mar 2002 10:41:00 GMT
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and me i need the skip mision one or invunerability so i can get passed the dammed escape with mobius as i'bve done it twice now and it keeps taking me back to the menu when i load so i need the cheat plz simonsimpkins@hotmail.com

Subject: Some new patch ideas
Posted by [Anonymous](#) on Fri, 22 Mar 2002 10:56:00 GMT
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Hacker plz send me the file to this email cmdneo@hotmail.comi only want this cos im stuck on the lvl after tommoraws tech today on commando so i just want to complete fully thxill also send u email askin 4 it too k

Subject: Some new patch ideas
Posted by [Anonymous](#) on Fri, 22 Mar 2002 11:04:00 GMT
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you can send it to me also pleasebmin@traverse.netthank you

Subject: Some new patch ideas
Posted by [Anonymous](#) on Fri, 22 Mar 2002 11:27:00 GMT
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I think that no one here wants to get it through their thick skull that they are getting a trojan horse sent to them.

Subject: Some new patch ideas
Posted by [Anonymous](#) on Fri, 22 Mar 2002 12:00:00 GMT
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Devon is pretty much right. I love going back and playing Max Payne(I know its not FPS, shut up) with 'coder' on. It makes me seem like the **** terminator and its STILL a ton of fun. Some games(like the aforementioned Max Payne) have impossible areas to beat. Whether it be bugs or just the **** fact that it takes super-human skill. As long as the cheats don't trickle into Multiplayer, I don't see a problem. What people do on their own computers without involving others is their own business.

Subject: Some new patch ideas
Posted by [Anonymous](#) on Fri, 22 Mar 2002 12:06:00 GMT
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I would use cheats in SP only cuz: FRIENDLY AI SUCKS @SS!!!! Mobius is such a retard and you have to use your own body as a human shield to protect those incompetent rejects!!!!!!

Subject: Some new patch ideas
Posted by [Anonymous](#) on Fri, 22 Mar 2002 12:29:00 GMT
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thats true send the cheat my way to please briskyblue@hotmail.com and the codes to type in the console while playing or whatnot

Subject: Some new patch ideas
Posted by [Anonymous](#) on Fri, 22 Mar 2002 13:18:00 GMT
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LOL! It is so obvious. Just like those people who download warez games. they also download a crack from 46K, and they think "HEY! This crack is not working!" And next day, all files have been deleted from their computer. Hmmm, I wonder how this could be so? So, once again. DO NOT USE THIS PROGRAM! IT IS A TROJAN HORSE!

Subject: Some new patch ideas
Posted by [Anonymous](#) on Fri, 22 Mar 2002 13:44:00 GMT
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It's an .exe? Geeze, I thought it was some replacement files in a folder or something. Never download a custom .exe without the sourcecode!

Subject: Some new patch ideas
Posted by [Anonymous](#) on Fri, 22 Mar 2002 16:09:00 GMT
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COME ON! If you're going to buy a \$50.00 game then why would you cheat. That's just a waste of money and you deserve to have you entire computer's hard drive fry.

Subject: Some new patch ideas
Posted by [Anonymous](#) on Fri, 22 Mar 2002 18:45:00 GMT
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Please send a Trainer to schultzman66@yahoo.com

Subject: Some new patch ideas
Posted by [Anonymous](#) on Fri, 22 Mar 2002 19:30:00 GMT
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tsk tsk look at all the future cheaters we will have. I'm sure that some of you guys will think "well gee, since cheating in sp is fun, imagine what cheating in mp will be like" I also bet some of the good players will turn to cheating too. Some people just want a higher rank in ladder so they can brag about it. Here's a question I have for you guys. Why do you want to cheat? Is it because sp is boring or frustrating? Well, what if you find mp boring or frustrating too? Are you going to cheat there?

Subject: Some new patch ideas
Posted by [Anonymous](#) on Fri, 22 Mar 2002 20:05:00 GMT
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Uh, I respect other player's rights in multiplayer, besides.. When a llama shows up in a server and starts cheating, it is highly annoying. I'd do the single player cheating for personal enjoyment, it would be kind of nice to have the personal ion cannon on the first level. Oh and by the way guys, I asked this dude for the trainer and its a trojan. Just don't open it. I'm going to report this post for abuse.

Subject: Some new patch ideas
Posted by [Anonymous](#) on Fri, 22 Mar 2002 20:07:00 GMT
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im not a bollock whatever that is, I got to the 8th level, might as well get the cheats to finally pass the game and get back to MP

Subject: Some new patch ideas
Posted by [Anonymous](#) on Fri, 22 Mar 2002 21:22:00 GMT
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quote:So, once again. DO NOT USE THIS PROGRAM! IT IS A TROJAN HORSE!People I guess dont care, they are still requesting it. So for the ones you have recieved the email from hacker, did it contain a trainer?

Subject: Some new patch ideas
Posted by [Anonymous](#) on Sat, 23 Mar 2002 00:20:00 GMT
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quote:Originally posted by Vekoma:I think that no one here wants to get it trough their thick skull that they are getting a trojan horse sent to them.Lol, that's what I was thinking but decided not to say anything - I mean if people usually post trainers on web pages.

Subject: Some new patch ideas
Posted by [Anonymous](#) on Sat, 23 Mar 2002 04:07:00 GMT
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quote: *tsk tsk* look at all the future cheaters we will have. I'm sure that some of you guys will think "well gee, since cheating in sp is fun, imagine what cheating in mp will be like" Not everyone who use cheats is a lamer, contrary to what you might think (if you actually READ previous posts you might understand why). Perhaps you speak in regard to your own inability to separate "fun messing around" from "ruining for others".Oh, and I want to use cheats, and yet, I don't suck! GASP! Imagine that! I'm #32 on the ladder and STILL use SP cheating sometimes! Something must be wrong with the universe!Idiot.

Subject: Some new patch ideas
Posted by [Anonymous](#) on Sat, 23 Mar 2002 05:58:00 GMT
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Dude I sent you my email like 3 dasy ago and u still havent sent me the trainer.my email is m_gianino@hotmail.com.SEND ME THE TRAINER please

Subject: Some new patch ideas
Posted by [Anonymous](#) on Sat, 23 Mar 2002 07:20:00 GMT

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losers , im playing the SP on commando(as in:medium is for the weak) and im well on my way in mission 12but mobius sucks indeed, it took me about 20 relaods

Subject: Some new patch ideas
Posted by [Anonymous](#) on Sat, 23 Mar 2002 09:34:00 GMT
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i'm playing escape with Dr.Mobius in his suit he sux and is stupid he truns into a room and doesn't even fire his laser gun and the manual is wrong you do get a laser chain gun in signgle player cos you get it in an office
