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Subject: MVP Levels in Practice???

Posted by [Anonymous](#) on Thu, 21 Mar 2002 19:31:00 GMT

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I've been playing the AI on practice out of BOREDOME and have found out that they get harder or +1 MVP level everytime u beat em. Even at MVP 10 the AI is soooooooooo easy to beat, do they ever get some real hardware such as tanks. They handle advanced infantry well Raveshaw, Mendoza, Mobius, Havoc etc but thats about it. Once I get a tank I'm invincible!!!

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Subject: MVP Levels in Practice???

Posted by [Anonymous](#) on Thu, 21 Mar 2002 21:07:00 GMT

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Ive only ever played SP, and when i enter it in it says "Extras enabled" or some crap like that. Was wondering what it does in SP or is it for MP only...

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Subject: MVP Levels in Practice???

Posted by [Anonymous](#) on Thu, 21 Mar 2002 21:14:00 GMT

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give u the options that came with pre-order games, so now everyone can get them

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Subject: MVP Levels in Practice???

Posted by [Anonymous](#) on Thu, 21 Mar 2002 21:27:00 GMT

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Where and how do i use these extras? Will it do anything for me in SP?

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Subject: MVP Levels in Practice???

Posted by [Anonymous](#) on Thu, 21 Mar 2002 22:30:00 GMT

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quote:Originally posted by NiRvAnA711: give u the options that came with pre-order games, so now everyone can get them LIES! It enables the hidden characters and vehicles. Hold ALT (the button) before you click on the "characters" or "vehicles" buttons in the PT (purchase terminal), and you will see the EXTRA units.

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Subject: MVP Levels in Practice???

Posted by [Anonymous](#) on Fri, 22 Mar 2002 03:00:00 GMT

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I stand err.. sit corrected...

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Subject: MVP Levels in Practice???

Posted by [Anonymous](#) on Wed, 03 Apr 2002 06:22:00 GMT

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does it work in the mp demo?? or only in the full version??

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Subject: MVP Levels in Practice???

Posted by [Anonymous](#) on Wed, 03 Apr 2002 06:25:00 GMT

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from what i have seen, the extras for the vehicles are ugly and i think its just sad to even use.

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Subject: MVP Levels in Practice???

Posted by [Anonymous](#) on Wed, 03 Apr 2002 06:26:00 GMT

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i know i know, i just want to try them out, so is it possible to use it in the demo using gamespy??

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Subject: MVP Levels in Practice???

Posted by [Anonymous](#) on Wed, 03 Apr 2002 15:36:00 GMT

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Are there any other codes after 'extras'? Or is 'fnkqrm' the only one that exists/works?

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Subject: MVP Levels in Practice???

Posted by [Anonymous](#) on Wed, 03 Apr 2002 15:39:00 GMT

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There was a different one that used to work for the demo. Can't remember the name now. I think the demo patch may have stopped it though. Can't remember that for sure either. I need another beer ...

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Subject: MVP Levels in Practice???

Posted by [Anonymous](#) on Wed, 03 Apr 2002 15:40:00 GMT

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well, the NOD bamelion looks bad, but you can just drive right into enemy base.. the advanced

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guard tower will not kill yuo quickly.. it takes very long to kill a nod camelion!

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Subject: MVP Levels in Practice???

Posted by [Anonymous](#) on Thu, 04 Apr 2002 00:15:00 GMT

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try iti dont think it will work, westwood surely hasnt brought the extra vehicles in the demo

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