
Subject: CNC tiberian dawn now free from EA
Posted by [AoBfrost](#) on Sat, 01 Sep 2007 23:10:09 GMT
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Celebrating 12 years of CNC, EA is releasing command and conquer tiberian dawn the original cnc game that started the craze, FOR FREE.

<http://www.commandandconquer.com/intel/default.aspx?id=61#NewsMain>

Subject: Re: CNC tiberian dawn now free from EA
Posted by [Ryu](#) on Sat, 01 Sep 2007 23:15:05 GMT
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First Ubisoft, Now EA? Whao..

yay for 50kbps capped download speed...

Subject: Re: CNC tiberian dawn now free from EA
Posted by [AoBfrost](#) on Sat, 01 Sep 2007 23:20:49 GMT
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I got 15kbps the first 5 minutes, then i canceled it, I'll just download it next week like I did with 1.08 for cnc3, everyone is downloading it at the same time rushing to get it so it is obviously slow, i bet by next week the download speed will be 100kbps for everyone or higher just because theres less people downloading it, but if you leave it alone for 2-3 hours i'm sure it would get done today.

Subject: Re: CNC tiberian dawn now free from EA
Posted by [Ryu](#) on Sat, 01 Sep 2007 23:45:22 GMT
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AoBfrost wrote on Sat, 01 September 2007 18:20I got 15kbps the first 5 minutes, then i canceled it, I'll just download it next week like I did with 1.08 for cnc3, everyone is downloading it at the same time rushing to get it so it is obviously slow, i bet by next week the download speed will be 100kbps for everyone or higher just because theres less people downloading it, but if you leave it alone for 2-3 hours i'm sure it would get done today.

Nope, EA purposely capped the download speed.

But.. I have 100kbps download speed now, thanks to some tools!

Subject: Re: CNC tiberian dawn now free from EA
Posted by [AoBfrost](#) on Sat, 01 Sep 2007 23:51:42 GMT

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Ya I guess maybe they did cap it so they werent overloaded, download accelerators are good at times like this.

Subject: Re: CNC tiberian dawn now free from EA
Posted by [Crimson](#) on Sat, 01 Sep 2007 23:59:56 GMT

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It wasn't capped when I downloaded it at 800 KB/sec... I was pulling both down at the same time, too, for a total of 1.6 MB/sec.

Subject: Re: CNC tiberian dawn now free from EA
Posted by [Zion](#) on Sun, 02 Sep 2007 00:38:17 GMT

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EA also released C&C3 for the Mac as well, along with patch 1.08 for the Mac.

If it's as boring and costly as the Windows version i'm not getting it.

Subject: Re: CNC tiberian dawn now free from EA
Posted by [AoBfrost](#) on Sun, 02 Sep 2007 00:41:54 GMT

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TIME TO PLAY ONLINE!

does this version have multiplayer? I used to own the game, but dont remember if it did or not.

Subject: Re: CNC tiberian dawn now free from EA
Posted by [Starbuzz](#) on Sun, 02 Sep 2007 00:42:59 GMT

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SWEEEEETTTT!!!!!!!!!!!!!!

Subject: Re: CNC tiberian dawn now free from EA
Posted by [AoBfrost](#) on Sun, 02 Sep 2007 00:47:43 GMT

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Starbuzz wrote on Sat, 01 September 2007 20:42SWEEEEETTTT!!!!!!1111!!!!!!11!!!!!!1!!1!!

Subject: Re: CNC tiberian dawn now free from EA
Posted by [DutchNeon](#) on Sun, 02 Sep 2007 00:49:28 GMT
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Does it have MP? i still got it on First decade CD, never played it besides own created maps (as Scripting and map maing was dam easy with C&C TD).

Subject: Re: CNC tiberian dawn now free from EA
Posted by [JeepRubi](#) on Sun, 02 Sep 2007 02:43:57 GMT
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You can, but the only successful way I've found to do it is using hamachi.

Subject: Re: CNC tiberian dawn now free from EA
Posted by [Ryu](#) on Sun, 02 Sep 2007 03:02:24 GMT
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I just pwn'd some GDI Forces.

PEACE, UNITY, BROTHERHOOD!

Subject: Re: CNC tiberian dawn now free from EA
Posted by [AoBfrost](#) on Sun, 02 Sep 2007 04:33:19 GMT
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Problem with hamachi is it's like IRC sort of, people sit in there and leave it on even though they may be not at their keyboard, while in the standard cnc server/player listing, usually they are at the keyboard.

Does this have normal standard multiplayer? or is hamachi the only answer.

Subject: Re: CNC tiberian dawn now free from EA
Posted by [havoc9826](#) on Sun, 02 Sep 2007 05:15:02 GMT
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You can't play multiplayer in a "normal standard" way - you have to replace at least one file. There's the bumped thread here, the single-file version and a link to the XWIS guide here, and the old, full version SK uploaded here.

Subject: Re: CNC tiberian dawn now free from EA

Posted by [Xylaquin](#) on Sun, 02 Sep 2007 08:24:44 GMT

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can't download it, file was not found on the server.

Subject: Re: CNC tiberian dawn now free from EA

Posted by [Goztow](#) on Sun, 02 Sep 2007 10:30:47 GMT

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I thought I'd at least try (read first post here) to get them to do the same with Renegade . You can't blame me for not trying .

Subject: Re: CNC tiberian dawn now free from EA

Posted by [Ryu](#) on Sun, 02 Sep 2007 10:57:37 GMT

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Goztow wrote on Sun, 02 September 2007 06:30I thought I'd at least try (read first post here) to get them to do the same with Renegade . You can't blame me for not trying .

I think your message fell upon def ears.

Subject: Re: CNC tiberian dawn now free from EA

Posted by [IronWarrior](#) on Sun, 02 Sep 2007 11:54:46 GMT

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

Wow, awesome.

Command and Conquer was the whole reason why I got into gaming.

Main reason why I got a play station to play the game.

Then when I got an PC, it was just to play Command and Conquer.

Never played the first version on the PC, will look forward to it, if I can ever get it to work.

Question, are you able to play MP on this?

Subject: Re: CNC tiberian dawn now free from EA

Posted by [Ryu](#) on Sun, 02 Sep 2007 23:34:54 GMT

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IronWarrior wrote on Sun, 02 September 2007 06:54Wow, awesome.

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Never played the first version on the PC, will look forward to it, if I can ever get it to work.

Question, are you able to play MP on this?

Using SK's and Scorprias' patch, Yep!

Subject: Re: CNC tiberian dawn now free from EA

Posted by [Foreman](#) on Mon, 03 Sep 2007 14:59:52 GMT

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Peace, unity, brotherhood! Woohooo!! ive been waiting for this forever...

Subject: Re: CNC tiberian dawn now free from EA

Posted by [IronWarrior](#) on Mon, 03 Sep 2007 16:20:52 GMT

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Ryu wrote on Sun, 02 September 2007 18:34IronWarrior wrote on Sun, 02 September 2007 06:54Wow, awesome.

Command and Conquer was the whole reason why I got into gaming.

Main reason why I got a play station to play the game.

Then when I got an PC, it was just to play Command and Conquer.

Never played the first version on the PC, will look forward to it, if I can ever get it to work.

Question, are you able to play MP on this?

Using SK's and Scorprias' patch, Yep!

Wow, what is MP play like?

Subject: Re: CNC tiberian dawn now free from EA
Posted by [AoBfrost](#) on Mon, 03 Sep 2007 16:21:27 GMT
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Ummm...skirmish but harder and alot cheaper, constant many rushes from gdi lol.

Subject: Re: CNC tiberian dawn now free from EA
Posted by [DutchNeon](#) on Mon, 03 Sep 2007 22:22:43 GMT
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Where is Skirmish o,O Skirmish ftw!

Subject: Re: CNC tiberian dawn now free from EA
Posted by [Aprime](#) on Mon, 03 Sep 2007 22:34:31 GMT
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The Merovingian wrote on Sat, 01 September 2007 20:38EA also released C&C3 for the Mac as well, along with patch 1.08 for the Mac.

If it's as boring and costly as the Windows version i'm not getting it.

It's a shitty port (I assume, based on the following), Cider sucks.

BF2142 won't even install and I hear Cider doesn't the kind of performances you'd expect.

sigh Having to rely on Windows for PC gaming sucks.

Subject: Re: CNC tiberian dawn now free from EA
Posted by [Ryu](#) on Tue, 04 Sep 2007 00:21:27 GMT
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AoBfrost wrote on Mon, 03 September 2007 11:21Ummm...skirmish but harder and alot cheaper, constant many rushes from gdi lol.

How are playing Skirmish? it's not there man!!! Tell me now!!

Also, are there any tools out there that let you play a game by yourself? I want to build a massive base. >.<

Subject: Re: CNC tiberian dawn now free from EA
Posted by [AoBfrost](#) on Tue, 04 Sep 2007 01:08:55 GMT
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oh there isn't skirmish, i was just thinking of IN GENERAL cnc games, the skirmish is easy to play while online it's brutal.

Subject: Re: CNC tiberian dawn now free from EA
Posted by [Starbuzz](#) on Tue, 04 Sep 2007 01:22:49 GMT
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WOW...no skirmish? That's...er...dumb.

Subject: Re: CNC tiberian dawn now free from EA
Posted by [Ryu](#) on Tue, 04 Sep 2007 01:32:55 GMT
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Starbuzz wrote on Mon, 03 September 2007 20:22WOW...no skirmish? That's...er...dumb.

The game is over 12 years old, go figure.

EDIT: IronWarrior, I haven't tried it.. But if you use that patch I told you about, I'll set up a game with you.

Or anyone in general..

Subject: Re: CNC tiberian dawn now free from EA
Posted by [Starbuzz](#) on Tue, 04 Sep 2007 01:36:04 GMT
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Ryu wrote on Mon, 03 September 2007 20:32Starbuzz wrote on Mon, 03 September 2007 20:22WOW...no skirmish? That's...er...dumb.

The game is over 12 years old, go figure.

Bah...you pwnaged me.

Anyway, I never played this...the only C&C RTS I played was RA, RA2/YR and Generals (for 1 hour lol). I also played the demo of TS.

Subject: Re: CNC tiberian dawn now free from EA
Posted by [Ryu](#) on Tue, 04 Sep 2007 04:03:25 GMT
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Hehe, I just had a game of RA2 then, Just built a mega base. >.<

Subject: Re: CNC tiberian dawn now free from EA
Posted by [Starbuzz](#) on Tue, 04 Sep 2007 07:42:44 GMT
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That's what I always did in RA2...and that's why I loved those Skirmish games!

I was usually the Soviets. I would build like giant bases LOL. The best fun came from my Siege Chopper squadrons LOL! Fun game!

Subject: Re: CNC tiberian dawn now free from EA
Posted by [IronWarrior](#) on Tue, 04 Sep 2007 08:39:38 GMT
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The best maga base I'll ever had was in one of the GDI mission's, I dind't turn off my Play Station for a week and let the Tiberium grow none stop till it covered the entire map, aswell having lot's of big bases and outposts aswell as "guard points" all over the map.

I'll maxed out on every unit too.

Nod, only had a Power Plant left.

Subject: Re: CNC tiberian dawn now free from EA
Posted by [Ryu](#) on Tue, 04 Sep 2007 09:31:28 GMT
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IronWarrior wrote on Tue, 04 September 2007 03:39The best maga base I'll ever had was in one of the GDI mission's, I dind't turn off my Play Station for a week and let the Tiberium grow none stop till it covered the entire map, aswell having lot's of big bases and outposts aswell as "guard points" all over the map.

I'll maxed out on every unit too.

Nod, only had a Power Plant left.

haha, The American forces had a Ore miner left, While me (The Soviets) turned one island into a Power plant isle, And Another into a place were Tanks were placed to idle. Ohh the money I had.
>.<

Subject: Re: CNC tiberian dawn now free from EA
Posted by [Spoony](#) on Tue, 04 Sep 2007 11:40:23 GMT
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Multiplay in C&C was always horribly unbalanced... GDI sucked because the WF was too flimsy, recon bikes would own it. Most top players would hate using GDI for that reason alone. As for

Nod, whoever was on the right side of the map automatically won.

Subject: Re: CNC tiberian dawn now free from EA
Posted by [Nightma12](#) on Tue, 04 Sep 2007 11:44:29 GMT
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does anybody want a game?

Subject: Re: CNC tiberian dawn now free from EA
Posted by [cheesesoda](#) on Tue, 04 Sep 2007 21:31:17 GMT
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If the download for you is still going slow, you should be able to download it from
<http://www.thekingsthron.net/misc/C&C95>

Subject: Re: CNC tiberian dawn now free from EA
Posted by [trooprm02](#) on Tue, 04 Sep 2007 21:57:47 GMT
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Thanks for the link, Ea released the a game for free? There has to be money behind it somewhere.....oh ya, saved 50 cents by caped the download speeds

If they actually want people to download it and play it, why make it take forever to actually get the game?

Subject: Re: CNC tiberian dawn now free from EA
Posted by [nikki6ixx](#) on Tue, 04 Sep 2007 22:16:04 GMT
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trooprm02 wrote on Tue, 04 September 2007 16:57

If they actually want people to download it and play it, why make it take forever to actually get the game?

Because they want all the young'un's to see what downloads were like back in the '90's, when 33.6 and 56k ruled the day.

If you got 20kbps/second download back then, you were THE Man.

Subject: Re: CNC tiberian dawn now free from EA

Posted by [trooprm02](#) on Wed, 05 Sep 2007 01:18:31 GMT

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Um, even using that fix, that's only like RenIP, where we need the IP of someone hosting to actually connect to play, is there anyway to get to the lobby, and see a list of all the game servers online?

And is there anyway to skip that annoying video that starts when you load it up?

Subject: Re: CNC tiberian dawn now free from EA

Posted by [cheesesoda](#) on Wed, 05 Sep 2007 01:22:26 GMT

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No, but the closest you can get is to be in the chat lobby and talk to players and get them to join. The XWIS walkthrough tells you how.

Subject: Re: CNC tiberian dawn now free from EA

Posted by [trooprm02](#) on Wed, 05 Sep 2007 01:26:14 GMT

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<http://strike-team.net/nuke/html/modules.php?op=modload&name=News&file=a rticle&sid=82>

^here it is, people who want to play online, do what it says to play it on the internet, host a game anybody? I will tomorrow.

Subject: Re: CNC tiberian dawn now free from EA

Posted by [Ryu](#) on Wed, 05 Sep 2007 05:24:08 GMT

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nikki6ixx wrote on Tue, 04 September 2007 17:16
trooprm02 wrote on Tue, 04 September 2007 16:57

If they actually want people to download it and play it, why make it take forever to actually get the game?

Because they want all the young'un's to see what downloads were like back in the '90's, when 33.6 and 56k ruled the day.

If you got 20kbps/second download back then, you were THE Man.

I still have my 56K modems. >.<

Subject: Re: CNC tiberian dawn now free from EA
Posted by [trooprm02](#) on Sat, 15 Sep 2007 00:58:10 GMT
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Review:

1)download it from the links posted by jball, its MUCH faster (50kbps vs 500kbps)
2)I just using daemon tools to mount the .iso's and it installed in like 3 seconds.
3)Download that guide on how to install it, because it can really fuck over you directx and video card drivers if you dont follow the intructions exactly, and then read up on how to run it the right way (compatibility stuff)
4)When I first tryed a C&C rts game, I hated it, it was Ra2, and the cut scenes felt dumb, and the gameplay was slow, this game, for some reason the cut scenes are just...good And the gameplay is simple and surprisingly fun. Seems I have been changed from fps only, to the rest of the C&C games, im getting TFD soon and ill see how the rest are like.

Oh, and did I mention, why don't people host some games for C&C95? I did a few times, waiting like 1hour+ no one was on Lets try to get more peps online to have a few games

Subject: Re: CNC tiberian dawn now free from EA
Posted by [jonwil](#) on Sat, 15 Sep 2007 02:45:14 GMT
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Actually, it IS possible to play online via Westwood Chat, even on XP. Exactly what you need and how to make it work I dont know but I have definatly done it before.

Subject: Re: CNC tiberian dawn now free from EA
Posted by [trooprm02](#) on Sat, 15 Sep 2007 03:04:09 GMT
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Thats exactly what I mean....I use XP and I joined and start a game with someone from the UK before....Quite simple, just use the guide from EA and the one on the XWIS site to get it online easily

Subject: Re: CNC tiberian dawn now free from EA
Posted by [Chuck Norris](#) on Sat, 15 Sep 2007 03:09:46 GMT
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IronWarrior wrote on Tue, 04 September 2007 03:39The best maga base I'll ever had was in one of the GDI mission's, I dind't turn off my Play Station for a week and let the Tiberium grow none stop till it covered the entire map, aswell having lot's of big bases and outposts aswell as "guard points" all over the map.

I'll maxed out on every unit too.

Nod, only had a Power Plant left.

Ah, now THOSE were the days. I did that with Retaliation all the time. That's what got me into the series.

Subject: Re: CNC tiberian dawn now free from EA

Posted by [Oblivion165](#) on Sat, 15 Sep 2007 03:40:43 GMT

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I didn't care for RA2 or TS at all. RA with Retaliation is the way it was meant to be played. No cartoonist art and unrealistic buildings, just turrets, pillboxes and the need to feed your refineries.

TS was the worst of them all to me. Every five freaking seconds there was a triple missile and that damn seeker droid thing. You have to build concrete everywhere and I would just like to see someone make a real mega base in that thing.

Subject: Re: CNC tiberian dawn now free from EA

Posted by [trooprm02](#) on Sat, 15 Sep 2007 04:02:16 GMT

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I was gonna get TFD, but looking over the games, im thinking im just gonna try Ra2 (most played on xwis atm, apart from ren), and the new CNC3, still C&C95 is a good prelog to me, because I had no idea where this conecept of GDI vs NOD even came about, its just a good overall background game

Subject: Re: CNC tiberian dawn now free from EA

Posted by [scarabguy](#) on Sat, 15 Sep 2007 04:40:16 GMT

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the game that got me into the series was ra2, i liked it and had to get tfd.

once, i was nod on the mission where you gotta capture the gdi base, i killled every thing except an orca and built a base, had 2 refineries, 3 harversters, and attacked the only tib field on the map, it was fun. the map was filled with silos and pps

Subject: Re: CNC tiberian dawn now free from EA

Posted by [puddle_splasher](#) on Sat, 15 Sep 2007 15:47:02 GMT

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Downloading as we chat.

Played all the C&C games. Wonder how shitty it looks in comparison to now

Subject: Re: CNC tiberian dawn now free from EA
Posted by [puddle_splasher](#) on Sun, 16 Sep 2007 09:56:15 GMT
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Twice the down load failed. I give up.

Having played the game, its no great hardship to do without.

Subject: Re: CNC tiberian dawn now free from EA
Posted by [trooprm02](#) on Sun, 16 Sep 2007 13:53:47 GMT
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you using the EA links? Dont bother, somewhere Jball posting his links, use em, they MUCH faster anyway

Subject: Re: CNC tiberian dawn now free from EA
Posted by [sadukar09](#) on Sun, 16 Sep 2007 13:55:55 GMT
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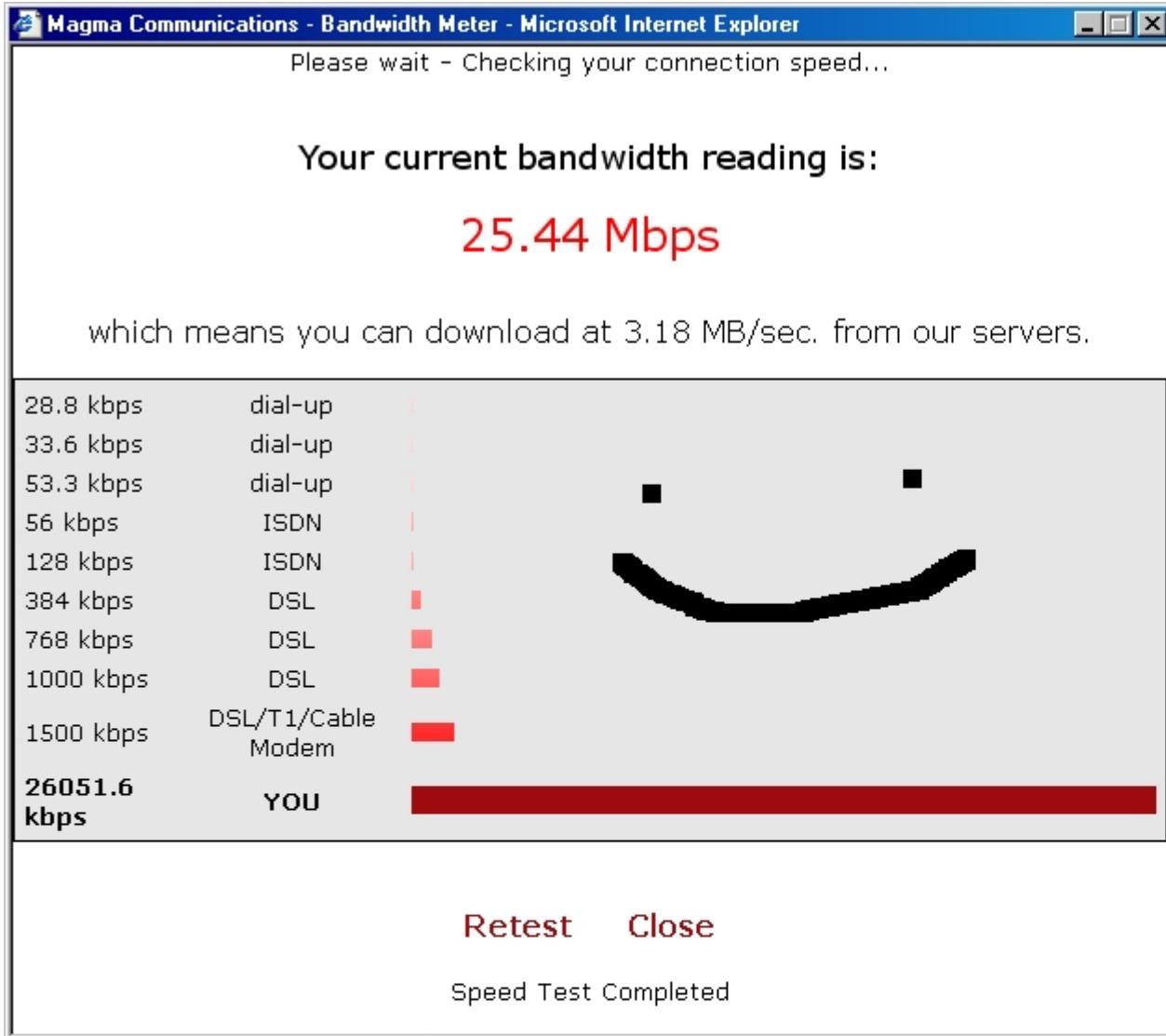
Depends, I downloaded from EA at 500KB a sec with NO download accelerators. Probably because my 6MB line though

Subject: Re: CNC tiberian dawn now free from EA
Posted by [trooprm02](#) on Sun, 16 Sep 2007 15:16:04 GMT
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Um....I got it @ 1.4mb/s with Jballs links, no accelerator

File Attachments

1) [25mbps.JPG](#), downloaded 339 times



2. If you are testing from a network environment that makes use of a shared internet connection, the above holds true for any machines that may be on your local area network.

Any internet traffic being generated on your local network other than the speed test will have a negative impact on the results.

[javascript:OpenMeter\('meter.php'\);](javascript:OpenMeter('meter.php');)

Start Inbox - Outlook Express [REDACTED] Cannot find server - Micro... http://speedtest.magma.c... Magma