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Subject: Could there be a God Mode?

Posted by [Anonymous](#) on Sat, 13 Apr 2002 07:09:00 GMT

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I know everyone says that there isn't (and at the moment i believe them) but i was browsing thorough always.dat and i found if\_cheatgod.dds showing an alternate Havoc PT icon.Could ww be hiding something???-Rogue

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Subject: Could there be a God Mode?

Posted by [Anonymous](#) on Sat, 13 Apr 2002 07:20:00 GMT

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I believe if you search this board you will see this was answered.there were things before release - WW took them out.There are skins inside - wasnt used in final game -- (gives modders something to work with though)etc...

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Subject: Could there be a God Mode?

Posted by [Anonymous](#) on Sat, 13 Apr 2002 08:07:00 GMT

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if there is a map wihtou base defenses, and the starting money is 450-500, Nod gets a big advantage. A group buys stealth soldiers and focus on destroying one building (at least 3 will do) while the others get technician and laser chaingun trooper, and destroy another building (trooper covers technicians).another point is that if after the entrance to a building and u still have at least 2 covers, take the time to place mines at the entrance, usually people will rush in, trying to kill you, and thinking the mines are theirs, run over them. The best part is that if they DON'T die, u (and you covers) can finish him off.if possible, make it back to your base witou dying, reload (press e on a PT, then press 5)then repeat.

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Subject: Could there be a God Mode?

Posted by [Anonymous](#) on Sat, 13 Apr 2002 08:30:00 GMT

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I've played some games with the beta air units switched on and they unrealistically drop onto the nod airstip on a parachute.Shouldn't have some kind of new structure like a mini air hangar that opens up and out pops a new air unit which is a bit like the GDI war factory except it uses doors on the roof?

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Subject: Could there be a God Mode?

Posted by [Anonymous](#) on Sat, 13 Apr 2002 08:31:00 GMT

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That's all fine and well if there were a plan in place....

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Subject: Could there be a God Mode?

Posted by [Anonymous](#) on Sat, 13 Apr 2002 08:34:00 GMT

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is that a compliment?p.s. btw, do people rank other people often,? cause i want to get ranked

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Subject: Could there be a God Mode?

Posted by [Anonymous](#) on Sat, 13 Apr 2002 08:41:00 GMT

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I'm thinking of the simple idea that parts of a C&C map should have base gates like in the single player that can be opened and closed by a team to help with their defence/offence. The game should also contain more simple modifications like: Ladders or Lifts on sides of buildings that have a roof to walk on Gantries or Walkways or Bridges in a base

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Subject: Could there be a God Mode?

Posted by [Anonymous](#) on Sat, 13 Apr 2002 08:49:00 GMT

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hi i was wondering if anyone has actually got any cheats that work for renegade?? PLEASE E-MAIL ME IF U DO!!!!!!

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Subject: Could there be a God Mode?

Posted by [Anonymous](#) on Sat, 13 Apr 2002 08:51:00 GMT

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Why don't you just play the game like a normal person. Don't you have the skill to beat it without cheating?

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Subject: Could there be a God Mode?

Posted by [Anonymous](#) on Sat, 13 Apr 2002 08:55:00 GMT

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Those would be nice but... for one the netcode isn't very good so you would have a hard time adding all these extra things without creating more lag. Also if you created bridges in your base, why? what's the point? It would just increase the polygon count for that level

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Subject: Could there be a God Mode?

Posted by [Anonymous](#) on Sat, 13 Apr 2002 09:01:00 GMT

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Thought you'd be a \()/()B from 1 post and wanting to cheat joined April 2002 ROFL! can u not complete game without cheats Oh sorry can you not TRY!!! ive completed on Recruit Soldier and Commando

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Subject: Could there be a God Mode?

Posted by [Anonymous](#) on Sat, 13 Apr 2002 09:04:00 GMT

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I see "flame" in the distance....

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Subject: Could there be a God Mode?

Posted by [Anonymous](#) on Sat, 13 Apr 2002 09:23:00 GMT

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So the only one that makes sense is the ladders on side of some buildings like a static guard tower not the AGT.

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Subject: Could there be a God Mode?

Posted by [Anonymous](#) on Sat, 13 Apr 2002 09:50:00 GMT

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Why do you need cheat to play renegade???

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Subject: Could there be a God Mode?

Posted by [Anonymous](#) on Sat, 13 Apr 2002 09:56:00 GMT

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right. this is an fps and not an rts. teamwork is difficult enough without adding gates to the formula. i do advocate adding base defense to all maps, just to keep the game from ending too quickly. but that's just me, many probably disagree...

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Subject: Could there be a God Mode?

Posted by [Anonymous](#) on Sat, 13 Apr 2002 10:32:00 GMT

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I had commented about this in an earlier thread saying some new maps should feature the const. yard - basically the biggest argument is that it would mean more polygons and more lag for the

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server. Second, if I'm right, and I usually am about Renegade (not something to be proud of), too many fools are going to waste their time with the air units as offensive units ("oops, I died! BUYING ANOTHER x infinity"). Then, you'd need to enlarge certain levels to include them. Which would also increase poly levels.... But there is one thing we need... NEW MAPS. If I had my way, I'd make a base with four entry points to make n00bs scream "HOW ARE YOU SUPPOSED TO DEFEND THIS?" only for seasoned players to yell "TEAMWORK, n00b!"

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Subject: Could there be a God Mode?

Posted by [Anonymous](#) on Sat, 13 Apr 2002 11:32:00 GMT

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destruyax, being right gets old, doesn't it? I want to advance on the ladder, but then again I don't want to be #1, I'll feel too nerdy

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Subject: Could there be a God Mode?

Posted by [Anonymous](#) on Sat, 13 Apr 2002 13:10:00 GMT

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For MP cheats ----take a sharp rusty screwdriver and drag it across the disk 2 cd.insert and save us from your cheating ways...(Disclaimer - i take no responsibility for any damage that may occur -- look up "sarcastic" in the dictionary) - if you do this - you will not be able to play -- but hey -- we wont have to worry about you cheating....!) (btw - i edited this because i didnt look up the word dictionary - and spelled it dictionary-- joke one me....)(and if you dont know how to spell it - how can you look it up???) [ April 13, 2002: Message edited by: StoneRook ]

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Subject: Could there be a God Mode?

Posted by [Anonymous](#) on Sat, 13 Apr 2002 13:13:00 GMT

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quote:Originally posted by StoneRook:For MP cheats ----take a sharp rusty screwdriver and drag it across the disk 2 cd.insert and save us from your cheating ways...(Disclaimer - i take no responsibility for any damage that may occur -- look up "sarcastic" in the dictionary) - if you do this - you will not be able to play -- but hey -- we wont have to worry about you cheating....!) nonono that won't work. What you do is fill a pan up with vinager and put your cd in it. Let it soak for a few days. After 3 days boil your pan (w vinager and cd) for 10 mins or. The vinager and boiling will melt away the protective covering on the cd and will let you have complete access to the entire cd.

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Subject: Could there be a God Mode?

Posted by [Anonymous](#) on Sat, 13 Apr 2002 14:31:00 GMT

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I think the opportunity to rebuild dead buildings would be better... or maybe the necessity to build

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them in the first place, like the original C&C. There are probably many practical problems with this but I still like the idea that even when you lose a structure there is a way back. How cool would it be to buy an MCV and redeploy it under stealth near to an enemy base. Of course the maps would need to be a lot bigger too, not a bad thing in my view.-----oleum HoA Defence-----

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Subject: Could there be a God Mode?

Posted by [Anonymous](#) on Sat, 13 Apr 2002 14:42:00 GMT

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forget what these other guys said...the real cheat is when you're in the game press alt + f4 at same time...gives you invincibility

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Subject: Could there be a God Mode?

Posted by [Anonymous](#) on Sat, 13 Apr 2002 16:26:00 GMT

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Take "Stonerook's adviceCheaters "take" power.....true players "Earn" it. Tank stealers = weak

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Subject: Could there be a God Mode?

Posted by [Anonymous](#) on Sat, 13 Apr 2002 16:50:00 GMT

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i forgot to add that certain amount should stay at base, snipers, other, and technicians to protect it.

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Subject: Could there be a God Mode?

Posted by [Anonymous](#) on Sat, 13 Apr 2002 17:21:00 GMT

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Tank stealers = l337. Never get out of your vehicle unless it is destroyed. always get someone else to repair it, otherwise, you just lost yourself a whole lot of cash Many a Mammoth has been taken from /V00B'5 via them getting out, in the middle of a battle to repair their vehicle.

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Subject: Could there be a God Mode?

Posted by [Anonymous](#) on Sat, 13 Apr 2002 17:27:00 GMT

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(to message host) if you like cheats so much, go and play Pokemon or somethin' THATS got some cheats. Or maybe play Yoshi Island, since you got no skill.

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Subject: Could there be a God Mode?

Posted by [Anonymous](#) on Sun, 14 Apr 2002 00:05:00 GMT

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quote:Originally posted by SnowyC:I'm thinking of the simple idea that parts of a C&C map should have base gates like in the single player that can be opened and closed by a team to help with their defence/offence.The game should also contain more simple modifications like:Ladders or Lifts on sides of buidlings that have a roof to walk on Gantries or Walkways or Bridges in a baseI agree. When the air vehicles come out you will be able to get on top of buildings by ladders cuz it would be unfair to have beacons on top of buildings that are unreachable. Second, some maps will be changed, such as in WALLS, the middle sniper cave up top will be connected to the base walls for easy acces and soem new strategies.

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Subject: Could there be a God Mode?

Posted by [Anonymous](#) on Sun, 14 Apr 2002 00:14:00 GMT

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I was thinking barricades that people could c4 etc to destroy, so a team could open a new path to the enemy basethe enemy's could repair, and probably it would be resurrectable, so if it is destroyed the team could repair and reassemble the wall... Like the big walls that u blow with dynamite in the demo level of RtCW

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Subject: Could there be a God Mode?

Posted by [Anonymous](#) on Sun, 14 Apr 2002 07:47:00 GMT

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No cheats topic host, use your skills. Or then, don't play Renegade online. Just sit at your home then play your leaky Single Player campaign . lol

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Subject: Could there be a God Mode?

Posted by [Anonymous](#) on Sun, 14 Apr 2002 07:51:00 GMT

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Well, I think cheats for SINGLE player arent bad. It allows you to explore each level entirely and look for secret stuff. For MP, well, We all know that this is weak !

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