
Subject: I played GDI missions as Nod! :D
Posted by [Anonymous](#) on Sun, 07 Apr 2002 04:49:00 GMT
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I played mission 1(M13),mission 12(M11), mission 6(M05) and mission 7(M06) all as NodAll you have to do is go into the svrcfg_skirmish file and put a mission after under and then when it loads up (the mission) change team. this is kind of ****y because there is no GDI guys to kill except mission 2(M01) and mission 3(M02)dont for get it goes in order of the file name.
eg=MapName01=M10.mix(that would also be a good mission for Nod)Mission 2-M01Mission 3-M02Mission 4-M03Mission 5-M04Mission 6-M05Mission 7-M06Mission 8-M07Mission 9-M08Mission 10-M09Mission 11-M10Mission 12-M11Mission 1-M13

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Posted by [Anonymous](#) on Sun, 07 Apr 2002 07:34:00 GMT
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Can't you do that on WOL? Coz if so, you can play a mission against each other am im right? hmm, i'm gonna test it right now!ll post the results here.

Subject: I played GDI missions as Nod! :D
Posted by [Anonymous](#) on Sun, 07 Apr 2002 07:50:00 GMT
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ofcourse you can.. and theres a few mods out allready wich allowsSP/maps to be played online in deathmatch/team deathmtch

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Yep it worked, you only gotto start with a normal map, and when is started, hit alt-tab and edit the svrcfg_cnc.iniMapName00=C&C_Islands.mixMapName01=M03.mixMapName02=M04.mixand so on[April 07, 2002: Message edited by: Skorpio]

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Or use Flyingbuzz's OLD CO-OP Mod

Subject: I played GDI missions as Nod! :D
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Hey Zerith, can I post that tutorial on my site. I'll give credit to you, no doubt.

Subject: I played GDI missions as Nod! :D
Posted by [Anonymous](#) on Tue, 04 Feb 2003 21:37:00 GMT
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This sounds like fun.

Subject: I played GDI missions as Nod! :D
Posted by [Anonymous](#) on Tue, 04 Feb 2003 23:07:00 GMT
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old post...

Subject: I played GDI missions as Nod! :D
Posted by [Anonymous](#) on Wed, 05 Feb 2003 14:24:00 GMT
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Old post...BTW: Me and Dante did this once

Subject: I played GDI missions as Nod! :D
Posted by [Anonymous](#) on Thu, 06 Feb 2003 00:44:00 GMT
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really old post
