Subject: PCNC's guide to playing C&C 95 over a LAN connection
Posted by Dave Mason on Thu, 23 Dec 2004 15:46:40 GMT

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tooncyPheonixx, the AI in C&C's multiplayer computer opponents is horrible. They do absolutley nothing, except for harvest.

J4, I have a router with a built in firewall and this worked fine over the network.

DJM, If I'm not mistaken, there are a few levels like that.

I basically mean, you play the level in single player mode, 2 teams and both start in their own base area with 1 structure/MCV and slowly build up their base, instead of the usual single player in which you build up your own base and the enemy already has theirs. And instead of doing missions, you play it like a skirmish level. Therefore its a single player level but with the characteristics of skirmish.