

DIRECTION!

So you can play The Villagers' Avengence straight after Mission Impossible, use Mixman (available from the Gamer's Forum) to put the files into general.mix. The way to do this is:

- 1) Copy Mixman files into c&c directory.
- 2) Put GDI disk into CDROM
- 3) Copy all source files from the CD root directory to c&c directory except for sounds.mix and movies.mix
- 4) Type 'attrib -r general.mix
- 5) Run Mixman by typing 'mixman'
- 4) Press 'o' to order the files
- 5) Scan down the list until you find the files 'scg14ea.ini' and 'scg14ea.map'
- 6) Press 'r'
- 7) Scan down the list of files until you find 'avenge.ini' or 'avenge.map' then press return.
But remember the file you first selected must be the same type. e.g. scg14ea.ini,
you must select avenge.ini.
- 8) Do the same with the other file
- 9) Move down to scg13ea and replace them with the two files mimposs ini and map
- 10) Press esc.
- 11) Run C&C by typing 'C&C -cdc:X' (Where X is your directory)
e.g. C&C -cdc:\c&c
- 12) Load a saved game that is on mission 13, GDI and restart it. When it restarts, my hard mission will start.