

---

Subject: Dead 6 Mod

Posted by [cowmisfit](#) on Sun, 02 May 2004 12:27:02 GMT

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

---

Hey, is the dead 6 modification for hl2 need any mappers??? Ill map, im very very good at mapping on CS, i think i could do hl as well seeing how its the same program.

---