Subject: Sick of the same old Havoc?
Posted by bigwig992 on Sat, 22 Mar 2003 05:33:09 GMT
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Here's the soloution, change the speed of "Walk Thru" in soldier presets, to much faster, so you it doesnt take so long to get through the map (SomeRhino discovered this).

And, come of the other great things you can do...

And my personal favorite....

The chicken really works, and is fun as hell to use with "step height" around 50, and normal speed around 20. So why wait? Get rid of the old havoc, and use any character (or animal)in the game in his spot. If you dont really understand this process, AIM:kidrage11.

Subject: Sick of the same old Havoc?
Posted by Cpo64 on Sat, 22 Mar 2003 05:39:09 GMT
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I thought you might be able to this, but I was too lasy to try...

Subject: Sick of the same old Havoc?
Posted by L337m4n1 on Sat, 22 Mar 2003 19:12:21 GMT
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ph33r the chicken!!!!!!!!!

Subject: Sick of the same old Havoc?
Posted by JWP on Sat, 22 Mar 2003 20:14:07 GMT
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you could easily make a "headless havoc" now that'd be fun

Subject: Sick of the same old Havoc?
Posted by Cpo64 on Sun, 23 Mar 2003 10:23:19 GMT
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Or a benevolent floating blob?

Subject: Sick of the same old Havoc?
Posted by Blazer on Sun, 23 Mar 2003 11:14:10 GMT
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Please see my sticky post about the acceptable size of in-post images
http://www.n00bstories.com/renforums/viewtopic.php?t=34

I even included a link on a free microsoft tool to resize your images.