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Subject: Re: How to make Mr. Tickles playable?  
Posted by [rrutk](#) on Mon, 21 Apr 2008 20:13:10 GMT  
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Originally Blue wrote on Mon, 21 April 2008 14:59 Just make a new character preset and replace its model with "mrtickles.w3d"

he doesnt move!

or better: sometimes he moves without problems. and the next character-buy he get stucked!

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