
Subject: test map...

Posted by [Anonymous](#) on Sun, 09 Feb 2003 18:41:00 GMT

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http://www2.latech.edu/~jcr015/WOLFhosting/dttest.zip i know the refiner not wark and stuff but need to look for more bugs;) so bord gaev it a go pic(uploed moer in a bit mabey)http://pixas.mine.nu/~www/uplfolders/upload8/run!.JPGq? aim mePS sorry for bad spelling.... cant rilly help it

Subject: test map...

Posted by [Anonymous](#) on Sun, 09 Feb 2003 19:10:00 GMT

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lol, wtf!

Subject: test map...

Posted by [Anonymous](#) on Sun, 09 Feb 2003 19:13:00 GMT

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pley it and u will say that moer;)

Subject: test map...

Posted by [Anonymous](#) on Sun, 09 Feb 2003 19:40:00 GMT

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omg!! I dreamt that this was comming!! The attack of the giant lego men is finally here!! Run for your lives!!!

Subject: test map...

Posted by [Anonymous](#) on Sun, 09 Feb 2003 19:44:00 GMT

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did you level out the base? i D/I it tomarrow.

Subject: test map...

Posted by [Anonymous](#) on Mon, 10 Feb 2003 13:19:00 GMT

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up deda pics

http://pixas.mine.nu/~www/uplfolders/upload8/run2.JPGhttp://pixas.mine.nu/~www/uplfolders/uplo

ad8/olver\%20v.JPGi cant git fig warking in it... o walland look at the maunter and in NOD baes
(cant see in pic rilly)

Subject: test map...

Posted by [Anonymous](#) on Mon, 10 Feb 2003 13:28:00 GMT

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Give it a big gun

Subject: test map...

Posted by [Anonymous](#) on Mon, 10 Feb 2003 13:36:00 GMT

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Subject: test map...

Posted by [Anonymous](#) on Mon, 10 Feb 2003 15:32:00 GMT

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I think he meant give the lego man a gun Also change his outfit color, to a navy blue

Subject: test map...

Posted by [Anonymous](#) on Mon, 10 Feb 2003 15:41:00 GMT

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o yes waes going to maek him and somthin dffert (not tall;) u have to go look) be like agt and ob
but not know how to(know hoe to maek bilding but not to showt things....)

Subject: test map...

Posted by [Anonymous](#) on Tue, 11 Feb 2003 00:34:00 GMT

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add ramp...and will have flying stuff (for git it)
