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Subject: Re: Release 4 mods

Posted by [Jerad2142](#) on Wed, 04 Oct 2006 13:30:18 GMT

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Correction, I made models maps skins 19 levels so far and all the people you see in the picture are AI units, I also added in different music and deferent weapons (all the old renegade stuff is still in the Mod pkg but I am not using it. Right now the .pkg is about 600 MB. And these levels have to be beat in order or else it will not let you play the level after the one you tried to skip! There also are 4 bosses so far, but I'm not even close to being done with it yet (Thats why I'm releasing my older ones!). Level 1-8b you are a human, 9a-9c you are a grunt. 10-10 jackal, and thats all the further I've got.

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