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Subject: Re: Doctor Who mod?

Posted by [Scrin](#) on Wed, 25 Apr 2007 08:33:32 GMT

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Merovingian wrote on Tue, 24 April 2007 08:31Jerad Gray wrote on Tue, 24 April 2007 02:56Merovingian wrote on Mon, 23 April 2007 11:27Jerad Gray wrote on Mon, 23 April 2007 17:15Here is the way I look at it, it's his time and he can spend it how he wants to, just because you don't think it would be fun doesn't mean he should not make it. You never know until you try, so go ahead if it doesn't work, you can always scrap stuff from it and make a better mod. If it's not fun, you will just probably get board of it and quit.

^ He's right you know.

I can say the same thing with my Warzone 2100 mod.

How close is it to completion?

I got a basic base layout and about 20% of the research center before cancelling it and joining AR.

DoctorVirgian

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