
Subject: Re: How to make Mr. Tickles playable?
Posted by [The Executor](#) on Tue, 22 Apr 2008 16:05:04 GMT
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rrutk wrote on Mon, 21 April 2008 15:44 just realized, that he get stuck all the time if he is to close at the PT.....thats the reason for the problem.

is this fixable?

The same is of the viceroid.
