
Subject: Sick of the same old Havoc?

Posted by [bigwig992](#) on Sat, 22 Mar 2003 05:33:09 GMT

[View Forum Message](#) <> [Reply to Message](#)

Here's the solution, change the speed of "Walk Thru" in soldier presets, to much faster, so you it doesnt take so long to get through the map (SomeRhino discovered this).

And, come of the other great things you can do...

And my personal favorite....

The chicken really works, and is fun as hell to use with "step height" around 50, and normal speed around 20. So why wait? Get rid of the old havoc, and use any character (or animal)in the game in his spot. If you dont really understand this process, AIM:kidrage11.
