
Subject: Meow?

Posted by [Jerad2142](#) on Fri, 12 Jun 2009 07:08:39 GMT

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

<http://www.youtube.com/watch?v=uWIBDtu6ecs>

Its a mod... sortof

Subject: Re: Meow?

Posted by [nopol10](#) on Fri, 12 Jun 2009 07:09:36 GMT

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

Cool. How about friendly kittens eh?

Subject: Re: Meow?

Posted by [Jerad2142](#) on Fri, 12 Jun 2009 07:10:51 GMT

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

nopol10 wrote on Fri, 12 June 2009 01:09Cool. How about friendly kittens eh?

Send a custom to the script and it teams it to your side, then they just follow the nearest star around.

Subject: Re: Meow?

Posted by [Omar007](#) on Fri, 12 Jun 2009 08:12:22 GMT

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

I lol'd

Subject: Re: Meow?

Posted by [ErroR](#) on Fri, 12 Jun 2009 09:28:26 GMT

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

holy shit, even the animations work even making viceroids spawn when you kill someone and be on your side.

Subject: Re: Meow?

Posted by [Reaver11](#) on Fri, 12 Jun 2009 13:54:12 GMT

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

Nice kitties, they remember me of the killerrabbit from Monty Python.

Subject: Re: Meow?

Posted by [MGamer](#) on Fri, 12 Jun 2009 14:43:24 GMT

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

cat survival mode?

Subject: Re: Meow?

Posted by [Di3HardNL](#) on Fri, 12 Jun 2009 15:05:16 GMT

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

Awesome

Subject: Re: Meow?

Posted by [Jerad2142](#) on Fri, 12 Jun 2009 16:11:33 GMT

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

MGamer wrote on Fri, 12 June 2009 08:43cat survival mode?

Nazi... Kittys... *bloody letter effect*

Subject: Re: Meow?

Posted by [ErroR](#) on Fri, 12 Jun 2009 16:25:53 GMT

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

release?

Subject: Re: Meow?

Posted by [Jerad2142](#) on Fri, 12 Jun 2009 16:52:19 GMT

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

ErroR wrote on Fri, 12 June 2009 10:25release?

In time...

Subject: Re: Meow?

Posted by [LiL KiLLa](#) on Fri, 12 Jun 2009 18:07:29 GMT

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

Omar007 wrote on Fri, 12 June 2009 10:12I lol'd

Subject: Re: Meow?

Posted by [Jerad2142](#) on Sat, 13 Jun 2009 04:50:07 GMT

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

It had to be done, Renegade had s serious lack of wildlife.

Subject: Re: Meow?

Posted by [Omar007](#) on Sat, 13 Jun 2009 09:30:20 GMT

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

Jerad Gray wrote on Sat, 13 June 2009 06:50It had to be done, Renegade had s serious lack of wildlife.

Subject: Re: Meow?

Posted by [Tupolev TU-95 Bear](#) on Sat, 13 Jun 2009 10:59:19 GMT

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

GDI kittens?

Nod kittens?

Neutral kittens?

Subject: Re: Meow?

Posted by [Naamloos](#) on Sat, 13 Jun 2009 23:32:11 GMT

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

Good work.

And you aren't just doing this to grab the attention of a few people, hmm?

Subject: Re: Meow?

Posted by [Jerad2142](#) on Sun, 14 Jun 2009 06:35:26 GMT

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

Naamloos wrote on Sat, 13 June 2009 17:32Good work.

And you aren't just doing this to grab the attention of a few people, hmm?

I did it because my 16 year old cat died, I was depressed so I made kittys... don't ask, but after I had I figured I might as well throw it up because nap wanted to see it.

So I made the cat because I wanted something to dedicate to my loss, and I made the movie because I wanted to grab attention.

Subject: Re: Meow?

Posted by [mr£Äz](#)

on Sun, 14 Jun 2009 09:46:14 GMT

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

Needs more bloom.
