
Subject: Modelers and mappers needed
Posted by [archnemesi](#) on Tue, 03 Feb 2004 04:06:31 GMT
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Subject: Modelers and mappers needed
Posted by [Cpo64](#) on Tue, 03 Feb 2004 07:12:15 GMT
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Since when does a beta tester recrute?

Subject: Modelers and mappers needed
Posted by [exnyte](#) on Tue, 03 Feb 2004 07:16:24 GMT
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And why contact the beta tester about joining the mod? Why not contact the mod lead or a team member?

Subject: Modelers and mappers needed
Posted by [Cpo64](#) on Tue, 03 Feb 2004 07:21:41 GMT
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Not to mention the lack of details about the Mod. For all we know it could be a 50p3r 1777 pr0n Mod

Subject: Modelers and mappers needed
Posted by [archnemesi](#) on Tue, 03 Feb 2004 10:02:40 GMT
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Subject: Modelers and mappers needed
Posted by [Cpo64](#) on Tue, 03 Feb 2004 18:13:32 GMT
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Yes, I do have a smart remark

You can't recrute me to that mod

Im already on it

Subject: im diein of laughter here

Posted by [blackhand456](#) on Wed, 04 Feb 2004 02:20:31 GMT

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Cpo64Yes, I do have a smart remark

You can't recrute me to that mod

Im already on it

LOL i love it

Subject: another smart remark

Posted by [blackhand456](#) on Wed, 04 Feb 2004 02:23:30 GMT

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archnemesisthe mod is Regensis and the reason i am recruiting is we need some more skilled moddelers and mappers i am a tester for the mod and i am working on some skins for the mod. U can view screenshots on the site as well as read the story plot. I also give them ideas for weapons and other game elements. So as u can see i am not just a tester. So u got any more smart remarks?

ok so ur a tester and u give ideas wow u must be the team leader there

High in rank

ehm....sarcasm...ehm

Subject: Moddelers and mappers needed

Posted by [archnemesisthe](#) on Wed, 04 Feb 2004 05:34:22 GMT

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Subject: Moddelers and mappers needed

Posted by [sniper12345](#) on Wed, 04 Feb 2004 14:24:04 GMT

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Omgf it's teeheh 40411!!
