Subject: Chicken Mod Beta 2 Posted by bigwig992 on Mon, 31 Mar 2003 03:29:26 GMT View Forum Message <> Reply to Message

Another beta. Some new stuff. -New Units: "Fried" Chicken Flying Chicken

New Maps: Chicken Test 2

I need some ideas, suggestions for new units, buildings, etc. All that wonderful stuff goes to kidrage11@attbi.com

Download here. http://modx.renevo.com/showthread.php?s=&threadid=161

Subject: Chicken Mod Beta 2 Posted by Predator on Mon, 31 Mar 2003 03:41:27 GMT View Forum Message <> Reply to Message

how about having a KFC? or some sort of kickass Coq(rooster) hmmm or maybe an egg that justs sits still and blows up every so often and causes a nuclear yolk? :rolleyes:

Subject: Chicken Mod Beta 2 Posted by bigwig992 on Mon, 31 Mar 2003 03:54:54 GMT View Forum Message <> Reply to Message

Darn everyone but me, it seems the extra units added in don't work without the barracks building controller. I'll fix that, and upload the new version tommrow morning, too tired right now. :oops:

Subject: Chicken Mod Beta 2 Posted by Doitle on Mon, 31 Mar 2003 04:39:17 GMT View Forum Message <> Reply to Message

You should add vehicles, and make the bucket of X-tra Crispy. A Big ol' Bucket O' Chicken on Wheels. You'd do the colonel proud.

Subject: Chicken Mod Beta 2

make the giant kfc cook of doom

Subject: Chicken Mod Beta 2 Posted by laeubi on Mon, 31 Mar 2003 17:17:24 GMT View Forum Message <> Reply to Message

check your PM again...

Subject: Chicken Mod Beta 2 Posted by JCOOL91 on Mon, 31 Mar 2003 23:05:03 GMT View Forum Message <> Reply to Message

lol the army of the chickens

Subject: Chicken Mod Beta 2 Posted by Sir Phoenixx on Tue, 01 Apr 2003 00:15:41 GMT View Forum Message <> Reply to Message

Yeah, add some vehicles...

Add a chicken launcher. It could be a regular pickup truck with a large slingshot on top that lobs chickens. A MRLS (Mobile Rooster Launch System), a flat bed truck with something like a chicken coop on the back that fires a bunch of roosters at a time. Etc...

Subject: Chicken Mod Beta 2 Posted by bigwig992 on Tue, 01 Apr 2003 01:18:02 GMT View Forum Message <> Reply to Message

If only i could model... HINT HINT Who would want to join a chicken mod team? Positions Availible (or would just help out alot): Vehicle Modeler Building Modeler Weapon Modeler Another Mapper Abunch of beta testers.

I can see it know, an incredibly awesome chicken mod....

Subject: Chicken Mod Beta 2 Posted by laeubi on Tue, 01 Apr 2003 05:55:12 GMT View Forum Message <> Reply to Message

As i said I'll support you, e.g. with models etc.

Subject: Chicken Mod Beta 2 Posted by JCOOL91 on Wed, 02 Apr 2003 00:40:08 GMT View Forum Message <> Reply to Message

ill help jcool_7777@hotmail.com

Subject: Chicken Mod Beta 2 Posted by Predator on Wed, 02 Apr 2003 00:58:19 GMT View Forum Message <> Reply to Message

Illbe a chicken!!!...er... i mean Beta tester seeing as i doubt i would be able to impress ANYONE with MY modeling/mapping skills :oops:

Page 3 of 3 ---- Generated from Command and Conquer: Renegade Official Forums