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Subject: Colossus2:Revisited released

Posted by [JRPereira](#) on Mon, 05 May 2003 10:30:59 GMT

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Well, it's been a while (over a year), but I finally took the time (after finding the interest) to finish the last bit of Colossus 2:Revisited.

Colossus 2:Revisited is a from-scratch remake of the Colossus 2 map I had released a long while ago. I had started work on the new version more than a year ago, but I had lost interest in Renegade until recently. The map is quite large, with a fortified civilian area in the center - which has lots of weapon spawns and some vehicles, etc. Tiberios appear in this map, providing a large increase in maximum health and armor, and provide some extra health and armor as well. Both snipers and transports will be very useful on this map, as there's a lot of open space to fight and move around in.

Check out the URL below to download it. There's two versions - with and without bots.

<http://cnc.unleashed.ws/?content=renegade/maps>

Below you can see links to some screenshots of the map.

<http://pjrj.unleashed.ws/gamemods/col2rev/relpics/1.jpg>

<http://pjrj.unleashed.ws/gamemods/col2rev/relpics/2.jpg>

<http://pjrj.unleashed.ws/gamemods/col2rev/relpics/3.jpg>

<http://pjrj.unleashed.ws/gamemods/col2rev/relpics/4.jpg>

<http://pjrj.unleashed.ws/gamemods/col2rev/relpics/5.jpg>

<http://pjrj.unleashed.ws/gamemods/col2rev/relpics/6.jpg>

<http://pjrj.unleashed.ws/gamemods/col2rev/relpics/7.jpg>

<http://pjrj.unleashed.ws/gamemods/col2rev/relpics/8.jpg>

<http://pjrj.unleashed.ws/gamemods/col2rev/relpics/9.jpg>

<http://pjrj.unleashed.ws/gamemods/col2rev/relpics/10.jpg>

I'm aware that the map's terrain isn't great by today's standards (the terrain was finished something like a year ago), but it's a large and fully playable map that I think some people will appreciate. If there's enough interest and requests for it, I might continue with the third version of Colossus 2 (another from-scratch remodel), but for now I don't have any major interest continuing the work.

Please note that this map would be best for games in upwards of 20-40 players, and isn't very well

suited at all for smaller games.

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