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Subject: RA:APB Map release  
Posted by [drunkill](#) on Mon, 12 Jun 2006 04:57:35 GMT  
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Some of you who have been playing the mod since the earlier days might remember the classic map Zama (made by Aircraftkiller), which remained in the map lineup for quite some time, but did not appear in the newest versions. Due to the efforts of Saberhawk and Dark, an updated "Classic Zama" is now available as a separate download, with the inclusion of extra defenses for the Soviet base, and the addition of a missile silo to both bases. This is an update to the .992 version of the map, and it is now playable with .9935.

Have fun. The download is less than two Megs, and the total installed size is less than eight Megs.

More info here <http://news.moddb.com/16973/zamaahgood-times/>

Filefront Mirror and ModDB should be good for now, I don't think we'll need many others but there is an alternate location available if you need it. HERE is your alternate mirror, if you need it (thanks Coolair)

A quick notice: the installer attempts to auto-detect your installation path. If you would like to specify another location, please point it to where you actually installed, NOT to your Data folder.

And two movies that i made.  
<http://www.youtube.com/watch?v=Goz0USRTvvs>  
Trailer for APB  
<http://www.youtube.com/watch?v=nm1IP1HyInU>  
A-bomb explosions on Zama  
The trailer has some zama footage during beta.

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Subject: Re: RA:APB Map release  
Posted by [OWA](#) on Mon, 12 Jun 2006 13:13:38 GMT  
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Are you raising community awareness drunkill? This was out last month was it not.

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Subject: Re: RA:APB Map release  
Posted by [Chronojam](#) on Tue, 13 Jun 2006 00:11:09 GMT  
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Yeah but a lot of stuff was never posted here, and this is especially important since if you don't

have the map... it just kicks you. And that confuses people.

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Subject: Re: RA:APB Map release  
Posted by [R315r4z0r](#) on Tue, 13 Jun 2006 13:32:28 GMT  
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soviets have way too much of an unfair advantage on that map.

if the bridge is destroyed, then just 1 V2 launcher can blow up all the front base defences, and the War Factory with out being harmed. (its hard for the allies to tell where the shot is coming from, and to get to the spot to counter it)

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Subject: Re: RA:APB Map release  
Posted by [OWA](#) on Tue, 13 Jun 2006 16:04:37 GMT  
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Its equal ok. The amount of allied turrets on that map scares me as much as the tesla coil. Great map, great mod, great combination. So we wont be seeing TS\_ClassicZama.mix for reborn then? lol

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Subject: Re: RA:APB Map release  
Posted by [drunkill](#) on Sun, 18 Jun 2006 14:23:20 GMT  
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Probably not, as too many maps that are the same for both the mods isn't always good. I guess there will be a few of these 'past/future' maps, but not many.

One map that's just been publicly announced is RA\_Under (Official name RA\_Thaw) which is a remake (full remake not just retexture) of the Renegade map Under, it's got a few new twists on it, and is quite good to play. That map will be in both APB and Reborn, with some things that may carry over (an old rusted tank from red alert times lying around the battlefield of TS era)

So yeah more info on that map later.

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Subject: Re: RA:APB Map release  
Posted by [OWA](#) on Sun, 18 Jun 2006 15:43:43 GMT  
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Thats great. This collab should be interesting

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