Well, it's been a while (over a year), but I finally took the time (after finding the interst) 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://pjrp.unleashed.ws/gamemods/col2rev/relpics/1.jpg

http://pjrp.unleashed.ws/gamemods/col2rev/relpics/2.jpg

http://pjrp.unleashed.ws/gamemods/col2rev/relpics/3.jpg

http://pjrp.unleashed.ws/gamemods/col2rev/relpics/4.jpg

http://pjrp.unleashed.ws/gamemods/col2rev/relpics/5.jpg

http://pjrp.unleashed.ws/gamemods/col2rev/relpics/6.jpg

http://pjrp.unleashed.ws/gamemods/col2rev/relpics/7.jpg

http://pjrp.unleashed.ws/gamemods/col2rev/relpics/8.jpg

http://pjrp.unleashed.ws/gamemods/col2rev/relpics/9.jpg

http://pjrp.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.

Subject: Colossus2:Revisited released
Posted by Aircraftkiller on Mon, 05 May 2003 10:38:40 GMT
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Airborne units are worthless in a map like this. Snipers destroy them quickly, making them totally useless.

You should just scrap it and make something new. If it's so old and not-to-standard, that should be telling you that it isn't worth being released.

Subject: Colossus2:Revisited released
Posted by JRPereira on Mon, 05 May 2003 10:48:50 GMT
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If I was to create another version of it, it would be a from-scratch remake that would be much smaller. It would also be more balanced and utilize the things I had learned in making the previous maps. I released this map because I don't believe the amount of work I had originally put into it should be for nothing. If you don't like it, avoid it then. I'm not forcing anyone to play it.

Subject: Colossus2:Revisited released
Posted by Aircraftkiller on Mon, 05 May 2003 11:15:13 GMT
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Why keep remaking that map? What's so original about it? It's just a huge symmetrical map, and most people found it to be boring... Which is why it was rarely ran on server rotations.

Why don't you try making something *new* instead of sticking to old ideas that have been proven to be disliked? What's the purpose of making something that people won't like?

You're too stubborn sometimes... reminds me of myself.

Subject: Colossus2:Revisited released
Posted by JRPereira on Mon, 05 May 2003 12:07:28 GMT
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Luckily, remaking that map isn't of much interest to me so I probably won't. I've been more interested in deathmatch maps lately. I'll be releasing that haunted house map soon, which is much better and is a lot more likely to be a widely appreciated map... or, at least potentially as appreciated as some other deathmatch maps (prison camp, carnage club, etc).

After that, I dunno, I'll have to think up a decent idea for a new map probably. However, the idea of expanding the haunted house map (double its size or more, etc) sometime (more than a few weeks at least) after it's released (to better fit the story behind it), still holds my interest.

I'll release screens of the haunted house map soon enough, I know I haven't said much about it, I just wanted to get the bugs (the last few vis errors) out of the way and sort out a few gameplay issues which are nearly all related to the lack of vehicles.