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Subject: Re: Roleplay 2

Posted by [Blazea58](#) on Fri, 03 Jun 2005 20:42:31 GMT

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gbull wrote on Fri, 03 June 2005 14:58 wasn't roleplay 2 being made by someone other than Blazea? And if I remember correctly, the guy making it didnt know what the fuck he was doing.

Yes I may not know what im doing, but i do know what i like to see in maps , so this is much different then any other one around. Napalmic is also helping out, and i personally think he does a damn good job at it.

The map is not final either so just because we got betas, it doesnt really mean thats what you will get in the map. Right now the beta has like 9 buildings, compared to the 65 that are complete which i am gathering up textures and sending to napalmic for him to place on the map.

Also another thing to take note of is, just because the name of the map is Roleplay2 it doesnt really mean thats all its for. I just wanted to keep the same filename so people know its another huge map. You can do just about anything in this map, and if anything its more geared towards survivor style combat.

You work at bars, resturants, gas stations, or just gamble at casinos to gain your credits, there will always be a way.

Really the only thing i could suggest is to wait till around the end of this month for a solid release that will contain all the buildings and gameplay modes.

here are some of the buildings and props ive been working on.

Remember this map is basically all based on gta san andreas, so the gameplay will be somewhat the same style.

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