
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.
