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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.

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