Subject: Re: [Mod] Canadacdn's Metriod Level
Posted by Jerad2142 on Sun, 13 Jul 2014 23:40:17 GMT

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I am now hosting a heavily modified version of this called Colony Z416: Operation: Deep Penetration.

Unlike the original map it now has an actual ending, bosses, enhanced AI, a score system, and the difficulty levels with the players. It also has two new areas for you and your friends to attempt to get too.

Its just in alpha testing right now, once I'm satisfied that it works right with the downloader and all that I'll actually release the .pkg version with the scripts and source.

File Attachments
1) Screenshot.35.png, downloaded 574 times

MINE ASSAULT

Recapture the Mining Facility

Enemy forces have captured resource Co
the mining complex at all costs before the
resources to build up and wipe us out.

PURCHASE TERMINALS (PTs)
Upgrade your character or purchas
inside friendly structures.

ENEMY FORCES
The enemy forces are comprised of
robots keep an eye out for both!

TURRETS
All turrets and base defenses
reprogrammed to target us, de
stay out of sight!