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Subject: [Mod] Canadacdn's Metroid Level  
Posted by [Jerad2142](#) on Sun, 27 Mar 2011 23:47:38 GMT  
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Canadacdn asked me to re-upload his metroid level beings it is not available anywhere anymore. In addition this is a slightly newer version than the one that was last uploaded, it has been bug tested and is all clear to play with your friends.

Compressed using WinRAR and broken into 10 pieces so that it could successfully upload within the file size limit (sorry about that, but placing it on these forums pretty much guarantees it'll be here until the end).

#### File Attachments

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1)	<a href="#">metroid lvl.part01.rar</a>	, downloaded 263 times
2)	<a href="#">metroid lvl.part02.rar</a>	, downloaded 237 times
3)	<a href="#">metroid lvl.part03.rar</a>	, downloaded 238 times
4)	<a href="#">metroid lvl.part04.rar</a>	, downloaded 245 times
5)	<a href="#">metroid lvl.part05.rar</a>	, downloaded 259 times
6)	<a href="#">metroid lvl.part06.rar</a>	, downloaded 246 times
7)	<a href="#">metroid lvl.part07.rar</a>	, downloaded 240 times
8)	<a href="#">metroid lvl.part08.rar</a>	, downloaded 255 times
9)	<a href="#">metroid lvl.part09.rar</a>	, downloaded 254 times
10)	<a href="#">metroid lvl.part10.rar</a>	, downloaded 241 times

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Subject: Re: [Mod] Canadacdn's Metroid Level  
Posted by [DeathC200](#) on Mon, 28 Mar 2011 01:00:17 GMT  
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very nice ^^

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Subject: Re: [Mod] Canadacdn's Metroid 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

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1) [Screenshot.35.png](#), downloaded 449 times

# MINE ASSAULT

Recapture the Mining Facility

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



## PURCHASE TERMINALS (PTs)

Upgrade your character or purchase new weapons inside friendly structures.



## ENEMY FORCES

The enemy forces are comprised of robots. Keep an eye out for both!



## TURRETS

All turrets and base defenses are reprogrammed to target us, so stay out of sight!



Subject: Re: [Mod] Canadacdn's Metriod Level  
Posted by [liquidv2](#) on Tue, 15 Jul 2014 02:55:17 GMT  
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after playing the bear map, i can honestly say this is probably awesome

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