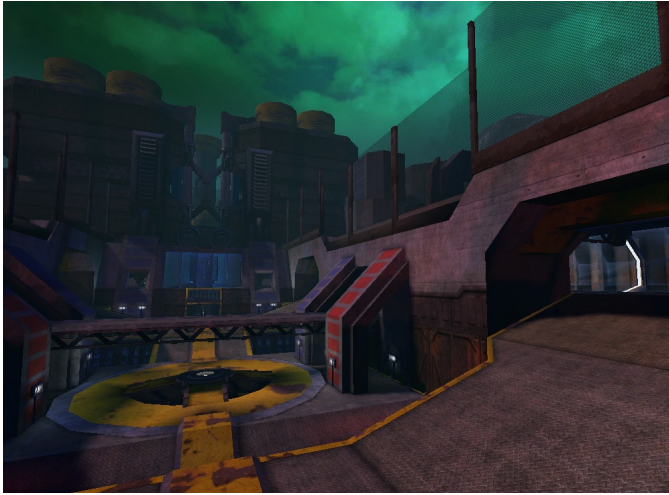


VCTF-COLOSSAL

A small scale VCTF adventure in technicolour!



Thanks to everyone at UnrealPlayground who checked out the ONS version of this to give feedback.. This VCTF is just a quick knockaround since I've still to script a bunch of stuff for the ONS version, but having messed around with this as VCTF it plays as fun as the ONS.

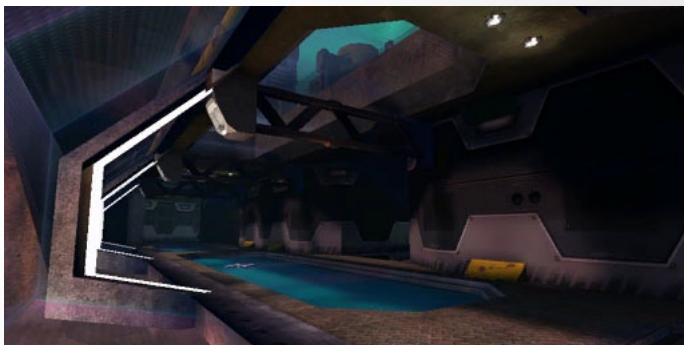
Excuse poor grammer, I've had no sleep.

Left is a shot from the red base

Another shot of a big blazing sun.



Corridors to the sides allow you to out-flank people taking the more direct route in the middle by providing speedier but riskier (no cover) routes.



Custom Music, Custom Textures ,
Custom Meshes and Custom scripts
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If you want to use any of
these resources contact me -
sabbathcat@planetunreal.com

..otherwise I'll be after your kneecaps with a
rusty cleaver and I've got plenty of airmiles.



Thanks to WW_Nihil, Hortons who, Blitz and all the
people who replied in the beta threads. You rock!
Look out for the graffiti! ;)

SabbathCat