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# Shadow of the colossus deleted colossi

The Creator of the game, Fumito Ueda, originally had 48 colossi in the back of his mind when he planned the game, but quickly realized that this was too much and cut the number in half until 24 - the 16 we are familiar with and 8 are revealed in the art book. The art book states that the designers "[noi] started creating the Arene colossi, so understand where in the expansion field they would be placed. Since we started with 24 colossi, it was quite huge. The number of colossi was ultimately reduced to 16, however, and the field was reduced somewhat to its present form." This is a great euphemism! Outside of 100 squares that make up the map, 44 now are not used! This is 44% of the game map that was left unfinished. NTSC / PAL Game Retail Version Note: Also in the retail version there are still some squares of map that are off limits, like B6, D8 and H8. Although H8 can be accessed through Agro launch in the previous NTSC (US) version, thanks to the discovery of Sid_tiger Akaâ tossic_trace / Willy in October 2008. But when you look at the remaining squares of the map that have advanced lands that really appreciate how much bigger the original vision of the game was once! The squares of the unused map were compiled by both retail, demo and preview games above you can see how much land was left out in the retail version. So many squares map with so many potential! Surprisingly, most of these map squares have nothing to do with the discarded colossi, most are the empty lands or those strange squares of blue map that have no purpose. Sanctuary of cult with 24 idols from the DVD Nico (all the 1st identical Colossus) 24 statues are copies of #1 (Valus) from the images listed above that it is possible to see that in this first build of the game there were 24 statues (all were equal Type, according to the first statue of Colossus) as at this stage they had not created each of the 24 statues of Colossi. You will also notice that the stone fences are missing, that is, the housing surrounding the statues. Each is enclosed in its niche, with walls on both sides and a curved roof above (see below). Stone niches statues from the final version 9 columns standing on the west side of the entrance temple there is still a proof that there were once 24 colossi in the game, but you have to hack the game to see it ... at the Temple of entry There are 12 columns on the west side but only 4 columns on the east side (which represent the 16 colossi that we see in the game today), i.e. on both sides of the central entrance that roam and Agro pass into the opening cutting scene. You cannot see this part of the temple in the game, this model only loads during the opening cut scene. It was wwwarea that first developed asthe scene cut, from there we were able to explore these lands for the first time. There are 9 standing columns plus 3 fallen columns on the west side of the temple (fa 12). On the east side there are only 4 columns standing, but there is only space for 8 other columns – which would add up to 12 on both sides (which represent the 24 original colossi). It was also WWWArea who noted for the first time that there were 16 columns, and based on this I realized that there was room for another 8. More than 3 fallen columns (they are 12 on the west side) But only 4 columns on the east side (they are 16)... with space for another 8 columns (they are 24) Image of a temple art book with additional columns on the east side The columns of the temple were speculated in this first version It is a little difficult to say from the poor quality of the images above, but you can see both series of columns on both sides of the central path are identical. There is that badge three columns fallen to levels lying next to two vertical columns on both sides. So in this initial phase they made a series of columns on one side, then they simply copied and glued on the other side in reverse order. So we can assume that some colossi beta arenas have been designed and that these should be visible on the world map. I think F0, H2, B3, D3, G7, maybe I7 and B2 (although B2 is very speculative) were probably candidates, so this gives us proof of 7 of the discarded colossi, some were probably replaced (for example the Phoenix with Basaran), others were removed completely. Most likely beta colossi locations Map with all colossi added – retail plus unused The information on colossi is sketched and there are only a few images for each of them, so I listed them here in no particular order. Note: I used the text of the colossus wiki, a post by Andrew FM on the Playstation 2 forum and English translation by GlitterBerri of the art book to compile this. Note: AndrewFM's post is based on a blog post Team Ico Gamers which was subsequently removed. Apparently it was based on a French video game article with Fumito Ueda. I tried to track him down without success. Snapshot from Team Ico Gamers' blog about the article (now lost) It should be noted that Yamori_B did some research on Shadow of the Colossus/Team Ico wikis and found that almost all the information contained therein is invented. Since then I contacted a wiki administrator Team Ico (Kris Van Den Broek) and exchanged emails about this issue. The names of unused colossus and other information are nothing but fictions published by a user called 'Starkstone'. But the names have now become part of the mythology surrounding these unused giants and fans like to give colossi memorable names instead of using developers names, so I will include them here for this reason. Note: Team Ico wiki has been updated with the correct information we currently have. //www.litterberri.com/shadow-of-the-colossus/ The-Colossus / Update (28.07.16): Thanks to a user called â € ™ Kaique 'I finally gave a look at that that article in the French game magazine! He sent me a scan of the article, but did not provide any further information on where he took it, from which magazine he came and when. but I managed to find some extra details and with the help of funkyboy (which is French) I had translated it. The article speaks only of three of the broken colossi, the roc, phoenix and spider, but are the words of ueda on each of them. the information and images appear to come from another French magazine called "Chronic'art", a magazine of cultural news according to their website. Chronic'art's number 23 shows the first colossus on the cover, so I would like to take a look at that magazine as it may contain more information about the discarded colossus. here is the translated text: Director's Cut:Â of the many extraordinarily designed and made colossi by his team, ueda has preserved only sixteen. three of them became famous thanks to Chronic'art. explanations and comments of the same ueda. the player had to chase this flying giant on horseback and shoot him with the bow to make him fall. Unfortunately, we had some problems with the collision detection between the colossus and the soil. we couldn't find a viable solution, so we had no choice but to abandon it. the player should have avoided the wind gusts produced by the giant wings of this flying giant. That's why we had to create a really big environment. the problem was that we were losing too much health every time we fell from the colossus, so we rejected the idea. to kill the spider-shaped colossus, the player had to hit his legs while driving agro to lose his balance and fall. The idea was great in theory, but difficult to achieve in practice. update (05.01.21):Thanks to a user named lordunconfirmed (very dedicated and solid receiver,) he finally managed to obtain a high-resolution pdf file of the chronic art magazine. He received it from one of the publishers who worked in the magazine and still had a digital copy! From that high-resolution pdf file we could see those three colossi images more clearly than ever! see here: 24 colossi stages based on the 'seParam' files of the hex code (i.e. the sound files) wisi hypothesized how the 24 colossi could have been placed, that is in what order the colossi appeared. Note: There is no certain evidence that the chart above represents the actual order of the 24 colossi as we are both pretty sure that monkey and griffin never managed to make a playable build of the game (based on the fact that both have no audio files.) So I created another chart that removed monkey and griffin and replaced them with Kuromori_A and buddha. This is another first version of kuromori #(8) and a different version of malus #(16.) now you will bebecause the developers would put another giant Gecko in the game and another almost identical version of Evis aka Malus in the game game It seems difficult to imagine that they would put two Malus-type giants in the game, but we must remember that there is no evidence of the existence of a build with all 24 colossi, all we know for certain is that they have designed and tested some of the eight colossi discarded to the point where they decided to concentrate their efforts on the 16 they preferred. So the charts above are only our interpretations of how the 24 colossi could have appeared in the game, if ever it had been realized in the full version of the 24 colossi.Â Yamori_A with the back covered with fur and the seal displayed – very different from Yamori_B Yamori_A arena? Remember the introduction of Dormin to the eighth colossus (Kuromori)? A tail trapped in a bucket, deep in the forest... A shadow that crawls on the walls. There is no forest that we can see on the eighth colossus, so maybe this line refers to a previous version of the Gecko, which lived in a wooded area. Above we can see (from dvd NICO) a short video editing of a first Wander & Agro in a wooded area. Notice how Wander is covering his mouth with his arm? This animation takes place only at the eighth colossus in the final versions, due to the poisonous gas that the Gecko releases as its response to the attack. Also remember that there are three human colossus in the game, Minotaur A, B and C or Valus, Barba and Argus. There are also two almost identical colossus, Leo and Cerberus, or Celosia and Cenobia – practically clones each other. So it does not strain the imagination that there may have been two similar colossus of the Gecko type or even two Malus type colossus in the first builds of the game, namely Evis and Buddha. Buddha Buddha Visit the art book closely Remember that strange anomaly of the world map that revealed the icon of Malus on i4? I think the Buddha's colossus can explain this strange outside-road icon. Icon of Buddha at i4 – Is it the second giant of the Malus type? Phoenix The SotC wiki claims that it was called Adar Flam or The Flame Bird for its bright wings burning like they were on fire, but as mentioned above this name is invented. But, based on images, we can assume that it was about sixty feet tall with carved stone eyes. The battle took place on a very large arena, the main challenge was to approach enough to the Colossus. The Colossus continually slammed its huge wings, sending you to fly and stumble backwards (this action was reused in the battle with Avion in the final exit). The art book says: «His body was wrapped in flames. You defeated him by diving it into a lake. Even if there is no sign of fire in the pictures, maybe it burned periodically, and this was the moment when you had to lure him to the lake? It was broken for two reasons. First, the arena necessary for this battle to be effectiveMuch larger than they wanted to use. Secondly, as mentioned above, Wander was losing too much health when he fell from the giant. These trees remind me of the dead trees of the bridge leading to 9 9 No proof of the lake in these pictures An unexposed image in the art book (source the French article) I looked around to find a place that matches the Phoenix images. As I said the trees here reminded me of the trees on the bridge to the area #9 and quite sure, I found out they matched well. There is a characteristic fork tree on a corner that seems to have been moved through the bridge, a small tree that corresponds to the pictures and two bent trees that are still in the game next to the bridge (see images below). Drilled tree on a corner of comparison Small tree comparison Two bent trees comparison The trees do not match exactly but it is quite close - it seems they have added extra branches Another thing to note is that in the version Pre-release (Preview) of the game there is water in the cave of Basaran. You don't need any purpose in the battle as Basaran can't hurt you when you're in the water. The distance attacks seem to be loaded then suddenly they stop... So all he does is his attack all the time. Staying in the water also prevents Basaran from approaching the geysers so that there is no way to end the battle from the lake of caves. So it is very strange because there is water there at all, except maybe it is a outpost of the lake that once was used in the battle with the Phoenix. Note: In the introduction of Dormin in this area the text has changed, 'The land where the trees grow nary... He sleeps at the bottom of the lake. In the final version this has been changed in 'you sleep in a dry lake bed...' So here we see that even at this late stage, there was still mention of a lake in the area of #9. Lake Basaran - a outpost from Phoenix? Lake Basaran video: 1051 See here my video on beta colossi speculation: Update: 12-04-16: I found some lines of code on the Phoenix looking through some files on the preview drive. There is a folder called 'Tools' which contains debugging files, but as this folder does not charge when the game boots have never been able to access debug options for Shadow of the Colossus. The files are: SCRPhoenixStart SCRPhoenixStartB (maybe two start animations) SCRPhoenixDeath SCRPhoenixLandingReady SCRPhoenixLanding (which is after flying maybe?) SCRPhoenixFlap (flapping its huge wings) SCRPhoenixThreat phoenixSightXZ The Phoenix Size Chart based its size on the only source we have, pictures from the official art bookIn these images you can see the two 'well' trees mentioned above. Using Wander I measured these trees to be 20m tall. In two of the pictures of the art book you can see these two bent trees in relation to the Phoenix. An image hasstanding very close to the trees, so this is the image I used to determine the height of the Phoenix. The base of the bent tree is 24m (from above zero – which we start from the Sanctuary of the Culto) The top of the tree is 44m – makes the bent trees 20m high Phoenix size table – is 34m tall – 1m taller than Gaius (#3) The Roc The SotC wiki calls it Avus, but once again a fictitious name. It's actually another type of colossus bird, but with a head that looked like a lizard from the blurred neck. Originally, the battle took place on the mainland, instead of on a lake. It was a battle focused mainly on the use of Agro. You had to chase him, and try to lower him from the sky using your bow. He was demolished for two reasons: first, the development team believed that the battle was too similar to that against Phalanx, and second, that they were having a lot of problems with detecting collisions between the colossus and the ground. Note: A myth has arisen on this colossus called the Black Bird. It is mainly centered on Brazilian players who saw a large winged shadow flying over Wander in some areas of the game, mostly in the southern regions. But when they look up, there is nothing! Unfortunately, no image or video has ever been produced to confirm this myth, and as we know from the SotC viewer, there are no extra colossi models in the game data. So I think they're confusing the hawks with the so-called Black Bird. Maybe someone was just in the right place when a hawk passed, there are a lot of hawks in the southern regions of the map, sometimes you can have up to five or six hawks following Wander and Agro. So the myth gained strength until it went out of control. You can read more about this myth here: Fighting on a dry bed Start as Avion perched on its H4 tower comparisons between the versions It seems that Roc was another flying giant included in the game along with the Bird (which then evolved into Avxion) and Phan. Looks like there were three flying colossi instead of two. When the map was reduced, they got rid of those colossi that were becoming annoying, and unfortunately the Roc was one of them. The E4 mountain corresponds to the image of the art book I went looking for a mountain that corresponded to that in the image above, I thought to find it around the #9 because it has triangular mountains but none of these corresponded... Besides, it wouldn't make sense that Roc lived in the same area as Phoenix, so I kept looking until I found one nearby but didn't exactly match. And in E4 right above the cave you enter to approach the forest from the north. You can see in the image above theseem similar but not identical in any way, it is probably just a coincidence because it seems clear that the entire arena where the Roc lived was erased. But Morlun91Â seems to have found a more likely position for Roc, and andwhat I see corresponds to what we see in the image of the art book quite well. If you remember from my video «More map mysteries» I found an invisible map (on B3) hidden in the code of the demo program OPM. It is the only one of all versions of the game we can access, and being the first build of the game we know seems to show a colossi covo that has been removed from the game (see video here): I've always wondered if it was a scraped colossi cove but I never had any evidence, but thanks to Morlun91 it seems to fit the Roc area pretty well. Of course, all we have is this low-resolution square on which to base any evidence, but if we are looking for a wide flat plain with low hills surrounding it and a mountain in the distance, there is. 'slow_b3_mip' square map from the OPM B3 demo code corresponds to the image of the art book Above we can see the mountain (drawn in red) and the low blue hills) surrounding a large flat plain. In the centre is the Roc pedestal (only a small black dot). Wander's path in purple. I had to rotate the map to match the image of the art book because the perspective can be a complicated thing, but from what we see here it matches quite well. The other thing to note is the mountains with soft tones in the background of the image of the art book, which appear as a faded green color, and beyond them there are dark heavens. The area around the square of the B3 map is empty, so it is consistent with the image of the art book. There seems to be only one entrance to the B3 (marked in purple) as for most of the colossi we see today, but this path would lead to the plain rather than to the low hills surrounding it. But we can assume that there was a path that led to these hills that would provide a wide view of the plain. So, ultimately, I'm sure B3 is the best candidate for the Roc tana. Note: It is the only unused colossus we have video footage, only a few precious seconds released by Kikizo.com. I wish I could find out where they took this footage, since it's no longer on their website. Maybe if we can find out who published it, we could track it down? Update: 05.10.16:I just received a rare promotional video record from Mexico that contains the original video file of the Roc. We finally know where Kikizo.com took the film! It is part of the trailer we had seen before on the NICO dvd, but with some changes – that is, the Roc is shown where in the NICO video we see Gaius in his place. So this video has never been seen before! Note that the date of the file is August 24, 2004 at 20:07, long before the first trailer was releasedOPM. Sony Rare Promotional Video DVD (circa 2004) Inside the video case with unique printed DVD You can watch this DVD in the interviews section of the official art book â a rare discovery! Start of the video segment Roc showing his strange stone pedestal This is from the Video file is The original video file is only 576 x 452P – In 2004 this was the norm – the ROC is wandering about much closer now! Here we can see the stone eyes of the rock ... A close up of the roc frill as the head is Here we can see the details of the roc reptilian scales a close up of its bottom detail detail of its bottom tail detail of the roc tail – ignore the agro tail interferes with the ROC you will notice the ruins on the ground in the image above seem to match those of the ROC image from the article. Looks like there's a column that has a weird-shaped profile and what looks like a bumper surrounding it. Perhaps some of these ruins have diminished the structure of the main pedestal over time? "See my rare promotional video here: First 'alpha' version of the bird in the above mentioned image early version of Avion. Note that the tail is much shorter than the final version of Avion, this is discussed in the art book, "you should have climbed with the tail, so that's why it's so long." In the final version you use an arrow to get Avion's attention, but it looks like he played with other ideas, so the long tail is an unused remnant of a previous Avion. Is it not clear when water was added to the Arena Avion , perhaps wandering had to swim towards the colossus perched on its column to grab its tail? Otherwise, and the area was without water (see map H4 comparisons above), could wandering lead Agro to the Colossus then jump to grab his tail? From the demo/preview maps it seems that at one point there was no water here. Take a look at my NICO Building video development here: Sirius apart from battling him while driving on Agro is not much known about this Colossus. The art books give little information except that it was demolished because it did not work very well in execution, "the way to defeat it was not awakened." But he was obviously a fast-moving colossus and if you look closely there's a clue in the art book about how he fought it. Rocks intended to be used in the fight with Sirius This picture shows the StonehengeÂ¢ type rocks, we see at G7 in the game but with different surroundings. The caption below it reads the rocks intended to be used in the fight with Sirius', so maybe you had chased through the rocks, Agro & Waving make it through the narrow space but Sirius gets stuck! Disassemble and attack his weak point (wherever he was, most likely on his head)? This also raises the question whether Sirius existed at G7 where the Stonehenge rocks are now, or were they in some other location? There is no way to be sure, but at least the Stonehenge rocks are still in the game, recycled by a BETA COLOSSSUS;) Stonehenge Monument a in the game Sirius stuck between Stonehenge Rocks (montage) Sirius at Stonehenge (montage) wandering chased by Sirius (mounting) Here you can see these other rocks stacked next to Stonehenge StonehengeI am again (images of the DVD Nico), so I went looking for them and found these similar rocks as D5 update: 15 April, 2019 A discorded user called 'Aith' found a group of stones that seemed to me to have lost! As in the picture above, I thought the stones at D5 could be a game, but I was wrong! I mean, we all make mistakes right? XD. But Aith found a series of stones very close to the Stonehenge rocks that I had lost (despite my traveled all over this area many times;) Just a little for the east of the Stonehenge rocks, there is a small pile of Posa stones in the middle of the grass field - difficult to see unless you bump near them. Just a pile of unprepared rocks. But they correspond to the image of the art book through the moss / screws seen on the rocks. There is no doubt, these are the same rocks seen in the art book, but just inserted in a different location in later builds. Aith Screenshot by G7 Rocks Confermation of the book comparison of G7 Rocks Art Comparison of G7 Rocks A screenshot created as mock-up above we see an image that is shown right next to the rock formation G7 shot in the art book. It seems similar to the image G7 Rocks, wander at rest against them with Agro standing attentively nearby. Above we can see the tree is very close to the camera. Some fans thought it was one of Stonehenge's rocks, but it is clear from the image that, from this perspective, this is the camera that looks wandering and agro close to the tree trunk. In fact, you can still see these trees in the opening forest cutting scene. The same tree plots can be seen here wandering at rest against a rock next to the tree with Agro by his side it is also possible to see this tree right next to the Stonehenge structures in one of the video DVD Nico: see here: Â https: // www .YOUBE.COM / GUARDA? V = 1RJNI64RWQS & # T = 4M looks like a pig armored in Hot Pursuit of sketch bags of Sirius of the art book nto / sz_hn_sirius_hifu07_f.nto and here is a real texture from Sirius! Team Ico did not completely eliminate Sirius from the code that seems, there are some animations remaining and this consistency (founded by hypersnes). If the model has still existed, I could look at those animations, but unfortunately it is not. Sirius Siius & Stonehenge in a recent video I spent many hours moving Cenobia (#14) to C2 to the lands of the south to G7 on the world map where we find the Stonehenge monument. I used dinnerbia as it is also a four-legged fast Colossus while Sirius seemed to have been, but of much smaller dimensions. But I was wondering how much sirius was bigger in Chenobia than the size of wandering... I also wanted to know how much Sirius would have to be stuck in Stonehenge's rocks. So I measured the gap between theStonehenge standing, then run Cenobia among them. Cenobia in the Stonehenge standing stones that you can see, there is still a lot of remaining space, so this tells us that Sirius should be much bigger (and broader) if the purpose of him was to get stuck locked the stones. Note: as an elegant and obvious idea of Sirius which charges between the monument Stonehenge seems, we have not yet evidence that this actually happened, but if (as stated Ueda) these rocks [were] intended to be used in the fight with Sirius', I can not see no other explanation of how they were used. For example, we might imagine wandering trying to hide behind the rocks to keep away from the sight of Sirius, but any large independent rock could serve the same purpose ... the unique feature of this monument is the gap between two large stones in feet . Sirius is stuck between the rocks of Stonehenge by my calculations based on the width between the standing stones at Stonehenge and the (approximate) size of Sirius based on art Images Book I determined that in fact Sirius was large enough to get stuck. So we can imagine a scenario where wandering go to Agro and has just enough time to run after Sirius, jump on my back and start to stab him! It seems that the front of both the head of it may have been too high to reach, but from behind could be expected to jump on its fur leg and then climbs on his back, where a glowing seal would be waiting (again the kind of speculation). It Sirius graphic Size Update: I used another model Colossus (Celosia # 11) to display the animations, but everything I did came back with three steps foot. So, at least we know for sure that, once she stopped Sirius back, maybe he was afraid of something or this was how he was removed from the rocks of Stonehenge? Look my video Updated 'Beta Colossi ~ Recap & Update' video here: It's the spider the wiki sotc appointment this aberth which is Welsh for "sacrifice" (another name invented) . The only images we have of this giant are three found in the art book. He had 6 legs (therefore not technically a spider which has 8 legs), each with a vulnerable point that it was as a metal blade, its main weak point was on his upper body. You have to ride on Agro and scroll for each leg with your sword. Once each leg was hit, he fell to the ground giving access to its weakness. Then you run the body to him and jumped into his mouth, which was loose in Jagire time. Presumably you would have a couple of pugnatrici by the sword before coming back again, so you should install Agro and start the process again (Note: This swiping action is still present in the OPM and PSU demo, you can scroll sideways Sitting or standing of Agro). It is also alleged that he could kill wandering in a shot, supposedly with a huge stamp of his legs, this can happen if you accidentally today is under the feet of a giant! For example Valus Phaedra. It was removed from the game as it turned out to be too difficult to hit the legs from the horse, so it should have disassemble and hit every leg from the ground. According to the art book, he was defeated by driving from water to the earth ', so he must have lived near the ocean or a a Lived near the bridge but where was the water? "Attaching the legs destroyed his posture 'the cliffs in this shot seem very like the beta cliffs found in the preview version of the G0 game. They seem to be on the coast so my idea is that it is here that the spider lived. Ã Right next to the bridge and it would have been on the coast, a sandy beach that led to the cliffs. However, you will notice in the image above that the bridge support is facing south, in the final version, the bridge always supports the "curved border. "Looking north. This means that the spider was trampling the" west "side of the bridge, but the G0 cliffs in the preview version can be found on the east side of the bridge. Spider lived on the west side of the bridge above we can see where the spider lived As shown in the image of the art book (red x). The southern cliffs were once with texture as the image of the inset and the temple of entry was not present at this point. You can see how strange the temp is Entrance I, float over the bridge like this! I did this image using the final version of the game (via the Viewer SOTC). It seems clear to me that the entrance temple was added later (after the colossus spider has been removed), leaving the low bridge of Res as a residue of what was there there. This is confirmed by the first game maps that do not show the temple entrance. G0 Beta Cliffs From the Preview version Here we can see the similarity of the G0 Beta Cliffs at the spider arena. A bridge support can be seen in the background so that the cliffs were much closer to the bridge, however, the model was cut along the red line, so there was more than it at once and would have been further to West towards the bridge. It's like this part of the model it has been cut to leave what we see in the preview version of the game. Because they left the east side of the beach in the preview version is a mystery, Ã ¢ among many other mysteries that only ICO team developers can respond. Main bridge behind the entrance to F0 With plots you turned off in the game The main bridge extends beyond the entrance, no other model makes it, so if a structure enters a mountain, you will extend only over a pair of feet, For example, the front gate at the Avion Arena extends only a pair of feet over the cliff wall, I moved to wander behind the cliffs to be sure, but here it extends into the next dial. So I passed that this extension remained from the battle of spider. Perhaps once there was an ocean or a lake here on the banks of the sandy beach where the spider lived. "The top of the spider's head" 'The leaders were originally light blue "Here is another picture of the spider that could be born from an old Japanese press called" Watch Impress inactive). It is a different design for the art book images as it has sharp cues around its feet and giant caps that wander away. There's also no evidence of his cuckold mouth on the Of his body, however this can be obscured in shadow. According to UEDA, 'at the first public debut of the shadow of the Colossus, several giants were displayed in material distributed to the press. The Bird-Type type giant and Type Spider-Type were almost completed. The spider was destined to be defeated by cutting it with your sword while driving Agro, but it would have asked me to put in a special movement just to fight that giant, so I wasn't very elegant. However, the idea of defeating that it was risen in the turtle (the 9th colossus). The problem with the statement of Ueda above "But what would you have asked me to put in a special movement just to fight that colossus' is that" he made this special movement in the game! The Swiping Swing animation still exists in the demos of OPM and PSU and no purpose is needed when it fights the first giant (the only colossus you can fight in the demo). I even took agro in the first Arena of the Colossi in the Demo of the OPM to see if something happens using the movement 'Sword Swipe' but had no effect. Here is my surrender that the spider could have seemed note: when I made this picture, I put the spider on the wrong part of the bridge ... but you can still have the meaning of what the battle could have seemed. I am currently working on a 3D model of the spider, but texturing will be another matter because you will have to create every texture in Photoshop, import them into Maya to recommend the spider. Spider model Work in progress This early image of the art book shows the temple of entry with columns on both sides of the central passage, but also has a very first health and HUD handle that suggests that this was once a playable area . Even if the weapons icon is missing here? Only the parts of HUD's grip and health are visible ... So what does it mean? He would have had to go up to the temple, then he makes his way along the vast length of the stone bridge until he arrived at the temple of the entrance. From there could go through the entrance temple and switch to the F0 quadrant. Does this wander behind the tree in this image? Retouched assembly of the image of the art book See the video of this here: Ã, 7m9s I hypothesized that the strong wind burst that prevents wandering to leave the game at the temple of the 'Entrance we see today has been added after when they decided to remove the colossus spider. It was a "quick solution" that sealed the F0 quadrant, erased the lands and the spider leaving only a low resolution version of the stone bridge as a residue of what existed once. Wandering to fight against the spell of the entrance temple My idea for the wind at the temple of the entrance is the following: it is a spell that was placed at the entrance to keep Dormin to escape the lands Since he wanders swallows the darkness to sleep with every colossus killing, he too is now powerless to leave. When he first came to Agro, he was a normal human With no darkness in him, so he could freely enter the lands, but as soon as he killed the first colossus, he was also subject to the spell that binds to sleep in the lands. When Emon and his soldiers arrive at the Temple of entry into the final film, they have no problem entering the forbidden lands, and then they have no problem leaving them. This is because they were still pure, they did not receive any dark influence of Dormin. So, when he wanders up to the entrance temple after having received enough power to climb the temple (in the final version PAL / PS3 mind of you), it is so contaminated by the dark energy of Dormin that there is no way to push beyond the spell. It is like an alarm system set to recognize the presence of Dormin. Prohibited fruit, but here we come to the problem. Udea stated in an interview with Nick Suttner in 1UP "the fruit in the ancient land was ready to make you closer to nonhuman existence. The fruit [Secret Garden's] has been set to return to a human. "So in theory, once we eat enough pieces of the forbidden fruit to reduce the taking of vagabonds and health meters back to normality (i.e. a pure human mode), we should be able to leave the forbidden lands. But this is not happening! Looks like we're forever contaminated by Dormin's darkness. This would explain why a small part of the dormin remains to wander after it is exposed to the radius of white light at the end of the cument, the vague body has been returned to its childhood form, but now has two small horns that are dirty from its forehead. Child walk is still contaminated by the darkness of Dormin so even if we eat all the forbidden fruit to reduce the grip and health meters of the vagabonds to their original values, we can not yet leave the forbidden lands. There is a surplus of dormn darkness that can never be removed! This is why wandering cannot pass through the spell of the entrance temple wind, and because it has two tiny horns once it has been purified by the intense energy of the radius of light at the end of the film. The fixed and unfixed clouds intersect over G0 when a colossi dies a radius of light shoots in the sky that dispersed the clouds over its arena. So by examining the clouds appearing on the map of the world, we can see where it could have seen the broken colossi. The green clouds are the "fixed" clouds we see in the final versions of the game (the NTSC & PAL versions). Red clouds come from demo games and pre-release world maps (preview). When I overlap both series of clouds on the world map, we can see where they intersect, indicating where colossi could have been unused. Note: I received this idea from yamivi_b (see link to his blog at the beginning of this post). On the top we see the cloudsabove G0, so this could be part of the spider's den? See the video 'Maps & Clouds' here: The problem with this idea is that the three spider images we see in the art book show the spider on the west side of the bridge (in F0) and it seems unlikely that the spider could have had Through the bridge in G0. We only know that she lived somewhere on the west side of the bridge. This is a case in which the idea of the clouds goes into pieces. In a recent interview with Daniel Robson's Udea Udea for Edge Online Magazine Ueda said: Â «The game map is designed to accommodate 16 Colossi. In other words, since the positioning of those 16 giants determined the shape of the map would be a completely different map if we had included all 24. The intention was to choose the 16 best giants and focus on making them even better. I think we were half of production when we decided to reduce the number. " to understand where they would be placed in the vast field. Since we started with 24 Colossi, it was quite great. The number of giants was reduced to 16 and the field was reduced a little to its current form '. They say Â «It was quite great», so we can imagine a much larger map than what we see today, perhaps with more than 16 giants, maybe not 24 (as some have been replaced with others), but surely a larger map and more Complete than what we see today. Note: As far as we can say from the tests there has never been a different map ", it was the same one that we see today in the game, only with more square used to host the Colossi. Update: 12.04.16: I found a single line of code referring to the spider that says: Spidermetaratio The Worm The Wiki of SOTC / Team Ico calls Dionin and says that it was â € œThe only colossus to be triggered by defeating a Other giant in the same location .â € A user named Stakestone invented everything, including the name. He even arrived to write the introduction of Dormin to the Worm: Â «Your duty to look for mortals nightmares, darkness do not know regretty pity, the frowning horror waits to devour your soul in the infernal obscurity. Â »The Colossus has been removed from the game because too powerful for the player and required a great arena to dodge his attacks (note: even this sentence is not confirmed â €" from what I understanded it was originally Published on the ICO Gamers team blog, but until you have a definitive confirmation we must consider it a speculation). . Map Square B2 extending into C2 If the worm arena once was much larger, we can imagine it extend on two square maps as in the image above. We know that in the final version every colossus always occupies only 1 square map, but perhaps in development some have needed more space? This seems to be the case of the devil and the phoenix. If you visit the B2 in the preview version you will see that it is not very large, in fact it seems only the end of an arena, the rest has been cut A clean line and nothing to the east. So maybe this was another reason why these Colossi Colossi deleted, they took up too much space and the developers ended up settling for the rule of square 1 colossus = 1 map. B2 beach like area model cut along the eastern edge The best evidence I have at the moment is B2, based on the cliff-like beach that matches the image of the Worm from the art book and the fact that B2 is right next to the Cenobia Arena (C2) which was the last colossus to be added to the game. We can safely say it as in all the first maps found in the various versions (including the demos) there is always no C2 (the lair of #14), but all the other 15 giants are still present. The first maps show an empty square C2 square B2 map showing a sandy beach as an area with cliffs Speculation:Ã¨ We can imagine Wander arriving at the desert arena.Ã¨ Wander would ride Agro across the desert until suddenly the Worm would make its appearance. It would rise from the sand and head towards Wander, perhaps at a good speed like Dirge (#10) does today. If he caught you, you'd be thrown off your horse and wounded, just like Dirge. Then he would dive into the sand and disappear. Wander should have used his sword to locate its location (as we do today when Phalanx is under the sand). As soon as he reappeared, Wander charged to his position on Agro, jumped and grabbed! Climb on its covered fur, snake as body, then jump into its mouth. Once inside its mouth, you would have little time to stab its weak spot (sigil) before being spit out without ceremony on the sand (just as you are chased away by Phalanx when you first dive into the sand). Rinse and repeat a few times and the worm would die in a dramatic cut scene! Note: the cliffs seem far in the distance Image book with cliffs B2 in the background (mounting) âThe flower bulb section was its weak point' Photoshop editing of the Worm that attaches Wander to the B2 And below it is the statuary texture of the Worm that is still in the game code today. You can get an idea of what he looked like from this poor quality image showing his circular mouth and seven jaws. The three worm/serpent statues in the Sanctuary of Worship look like this, only with different heads. hn_sz_stone_worm_snake_04f.nto boss_worm.nto load_boss_worm.nto Above there are two Worm textures that are still in the game code, one that seems to be for the Worm. itself and the other one that seems to be a loading screen for the Worm, or perhaps part of the cutting scene that introduces the Worm? Again, it's hard to put together consistent details about how these textures were used, since we have so little to work on. What could be more likely is that the texture âboss_worm' refers to the black streamers passing through Wander's body. When he kills a colossus, as they are similar to 'worm' and the texture looks like black streamers or vines? This can also be true for the 'load_boss_worm' textures as it has the same color range, that is, dark with a lighter external edge. So they... they...They have nothing to do with the discarded colossus, but rather are textures for the black tendons. These textures are mentioned in a video Game Trailers Pop Fiction, 'Is there a 17th Colossus?' Video here: Note: Micheal Damiani from Gametrailers contacted me before creating this video, we exchanged emails lengthy about the detailed lore of the game, I provided him with everything I knew about the myths of an alleged '17th colossus' and much more. Michael informed me about the problems faced when trying to gather information from Japanese game developers: Unfortunately, it is extremely difficult to get the Japanese developers on the record of anything regarding unused in their games or even the specifications of the game's development. The fact that Ueda shared as much as possible is pretty cool. However, from the EDGE interview, it's clear that he doesn't want people combing the code for his "artwork" in order to get more information. Many Japanese developers have an aversion to using hacking/cheat codes to probe the game's internal workings, and always shy to discuss the results made in that fashion. I've met him too often. So sadly, I feel that Ueda will not speak further on the issue, and his team (and former colleagues) probably have strict instructions not to divulge details without Ueda's consent. I came across this with the Sonic 3 stuff I was digging, as well as anything related to any Nintendo or Square Enix game we covered on the show. Square Enix outright has a policy to refuse interview requests regarding retro titles (interviews can now be configured only on the basis that it is for a current or upcoming product.) Nintendo regularly declines to comment on anything that is not related to a current or upcoming product, too. With all the ICO Team, it's hard to get access now especially after all the fuss about The Last Guardian. EDGE is probably one of a handful of places that could mark such an interview, so it's great that they have access to Ueda. Unfortunately, Western developers are more open to discussing the internal workings of their games, especially about mysteries, glitches and unused content. Update: 12.04.16: I found many lines of code on the Worm looking through some files on the preview disk. Some of these files may be referenced to other code in the program. I'm not sure, but most of it seems to be about the Worm. The files are: boss_worm SkelFocusDef_WORM_HEAD1 SkelFocusDef_WORM_HEAD2 SkelFocusDef_WORM_MUNE4 SkelFocusDef_WORM_KUBI4 nico_calcWormGenealogicalNodeDownNext nico_calcWormGenealogical NodeDownNextLast nico_restartWormGenealogicalNodeFromDemo nico_calcWormGenealogicalNodeNextBase nico_calci_calci_calcolo_calcolo_calcolo_calcolo_calci_calci_calci_calci_calci_calci_calci_calci_calci_calci_calci_calci_calci_calci_nodeGenealogicalNodeHeadBase nico_calciWormGenealogicalNodeDownHeadnico_calcWormGenealogicalNodeTail SCRFuncResetWormCtrlParam SCRFuncSetRotColCheckWormCtrlParam SCRFuncResetAcceleParamWormCtrlParam SCRFuncSetAcceleParamWormCtrlParam SCRFuncSetSpeed ByHorseForWormCtrl SCRFuncSetDistByHorseForWormCtrl setWormIKNodeLimit setWormIKBanterpSec setWormIKBoundDynamics setFallGravCoffWormCtrlWork setAttainSpeedWormCtrlWork setAcceleParamWormCtrlWork setRotColCheck WormCtrlWork setWorldPitchLimitWormCtrlWork setLimitTurnWormCtrlWork setAttackParamWormCtrlWork setMaxFallSpeedWormCtrlWork setOffsetParamWormCtrlWork setUnderFrictionCoffWormCtrlWork setGroundFrictionCoffWormCtrlWork updateWormCtrlWork createWormCtrlWork resetVelocityWormCtrlWork deleteWormCtrlWork initWormIKWork getWormIKWork CsvRoot_scr_wormstatus CsvRoot_worm_movectrl ReflectIK_initWormDynamics If you have any idea about these lines of code please to leave a comment below. The Monkey This colossus is fought inside a cave environment that has stalactites. He can grab them and climb around the ceiling. In some representations (from the pictures of the art book), the Colossus is able to grab them with all four limbs, others only two. The Colossus would attack falling on top of you from the ceiling when you walked under it (note: this is not mentioned in the art book, so you doubt how it attacked wandering). Everything we know for sure is hanging from the ceiling, and you would defeat it by falling to the floor". Speculation: we can imagine wandering into the cave, the cut scene would play and the monkey would turn the ceiling from stalactite to stalactite like a colossal tarzan! You'd wait until he was on top of you and only when he lets go of the stalactites you'd roll to one side to avoid him. He will crash to the floor of the cave and would knock unconscious for a short time. Once he reached his unconscious unconscious, he climbed and went wild at his weak point, maybe there was more than one? Then he'd wake up and shut you down and you'd have to go through the process again. I think he must have been as fast a colossus as he should have recovered easily to wander easily to fall on him. Alternatively, it could have had a remote attack (like #8 does) and this would have knocked to wander temporarily, allowing the monkey to fall and wander. We can only assume that being hit by the monkey would be hurt to roam and not kill him, so he would have had time to recover and escape his clutches. Note: Could this be the giant who lived at I3 behind the dam? From the beta map it looks like a closed cave with entrances on three sides, see the map below. Map of I3 showing possible entrances to the monkey's den for further monkey testing in I3, I used the coordinates shown on the image below. You can see the x, y, z values on this image from the art book which presents a try-out of wandering with Regatta on the monkey ". The coordinates are: X +0.22, y -58.66 and Z +94.82. Note: from the translation, the coordinates refer to Agro (Horse_a), then reveal a definitive position for Agro during the Monkey battle. So I superimposed a grid on the square of the i3 map and marked the location of the co-ordinates (see below),

.volumemaxrange separam [diavolo_def] .volumehalfrange separam [diavolo_def]. sono anche file audio per il yarmori_a ora defunto, cioÃ¨ il geco o il kuromori (# 8). Nella versione di vendita al dettaglio si riferisce a YamiRi_B, quindi yami_a Ã¨ la versione precedente di questo colosso. Molto interessante! seParam [yamori_A_far2] .volumeMaxRange seParam [yamori_A_far2] .volumeHalfRange seParam [yamori_A_far2] .volumeHalfRangeÃ seParam [yamori_A_far2] .volumeMinRange seParam [yamori_A_far] .volumeMaxRange seParam [yamori_A_far] .volumeHalfRange seParam [yamori_A_far] .volumeMinRange seParam [yamori_A_near] .volumeMaxRange seParam [ yami_a_near] .volumehalfrange separam [yamori_a_near] .volumemminrange separam [yamori_a_def] .volumemaxrange separam [yamo_a_a_def] .volumehalfrange separam [yamori_a_def]. Volumeminrange Gli altri file audio di 16 colossis sono elencati, ma Strangley Malus Ã¨ elencato due volte! Una volta come "Buddha" e di nuovo come "Evis". Quindi sembra che Malus fosse l'unico colosso a dare due nomi dagli sviluppatori, uno per la versione PAL (Buddha_a) e un altro nome nelle prime build (EVIS). Nota: nella versione NTSC (US) I file lo elencano sempre come EVIS. Udea ha spiegato il motivo per cui ha scelto questo nome nel libro d'arte, "Questo colosso si chiamava Evis. PoichÃ© il gioco Ã¨ focalizzato sull'apposizione di una forza colossale, ci siamo scherzi per essere anti-stabilimento. Quando pensi 'anti-stabilimento', pensi 'rock'. E il Dio della roccia non Ã¨ altro che ... Bene, questo Ã¨ stato il mio pensiero quando ho suscitato un certo nome del musicista [ride]. Altri primi modelli di colossi oltre agli 8 colossi scartati, il libro d'arte e il DVD Nico rivelano come alcuni dei colossi attuali guardarono nella loro initial development. For example, the so-called "Turtle Colossus" was very different from what evolved (Basaran (Basaran)You can also see how Phalanx has evolved from a simple snake like the model with appendices in its current form. A test test clinging the effects of the sky differently deferred by today's shot of the human colossus A trammered attack test shot a test shot of the attacking movement test a trial shot of a colossus that reaches the peak in a building from 'Image mentioned above in the art book we can see it at a time wandering hides under the temple and the valus had to lower to look for it, just as we see at # 6 arena in the final version (with beard). So I recreated the image to show what could have seemed. This shows that at once the enigmatic temple of the # 1 area had a purpose after everything. In fact, in the game code there is a reference to a "event of the temple" at the # 1 arena, so I hypothesized that once involved Valus crouched in front of the temple. I recreated the image in Photoshop's "Blue Vest" version showing the Colossus icon in the image above we can see Agro was part of the battle with the Valus. This is partner with a little cover of the box that also shows wandering on horseback. Even the temple in the background is more defined, or its plots were lighter. It seems to me that this was the version in which to wander had to hide under the temple to resize the colossus (probably off by jumping on him's hand). Is it just me or the temple seems to be in the wrong place here? It is interesting to see this early version of the first colossus with Agro around to avoid it. What works agro didn't be clear here, for example you used Agro to get on the giant? Perhaps an AGRO launch to reach the leg or the club of him perhaps? Remember that the art cover box shows Argo used in this battle, so I am convinced in a phase (early) Agro was an integral part of the fight with Valus. Nico DVD image of the first Colossus! - that seems quadratus was based on quadratus's first and raw version from DVD Nico a model differently for Colossus 8 A first gecko screenshot in Turtle Colossus has evolved in Basaran (n. 9) Turtle Colossus shoots energy bolts - As is Basaran today wandering by losing his balance on the back of the turtle wandering to climb the tail of the turtle, it seems at this initial phase it was a simple question to simply wandering on the tail of the turtle and go up along his grass like his back. Presumably, you still had to stab her weak point located on his head while we do with Basaranar in the retail version. So the idea of geyser that tapping the giant must have arrived later. Note: If you are very skilled, you can still climb the basaran tail and is launched onto your back. You can jump on the tip of his quake enough easily, but it's the timing that counts. If wandering the right and the tail is lifted it is possible to be thrown on the back of Basaran. I've never been able to do this, but from the F & Q Forum Post games it seems to be possible. Book Art Book Sketch of Celosia (# 11) in the image of the above mentioned art book, reads "a sketch of a small sizeDue to the lack of density and tricks to its defeat that overlap with the methods used on other glands, it was cut to the end. But from the image above it is clearly celosia (# 11), so how was this giant been cut? Was there still a third fast movement, Bull Type Colossus that was cut by the game? Perhaps the celosia that has been cut, but as the term approached and time was ending that they decided as the last minute to include it. This would explain why the introduction of the Dormin mentions an altar overlooks the lake 'where the lake does not exist? Very soon Phalanx shot - no more than a snake as a form with Appendices Phalanx has red symbols on its wings another image of the art book of 13 Â ° Colossus later images of Phalanx - this version had a giantro icon In the lower left corner Ã ¢ A screenshot at the bottom left of Colossus 16 another in advance of Colossus 16 A first dormin screenshot above see a trial shot of the Dormin, if you look carefully you can even see wander To the bottom of the left and Emone and a pair of soldiers in the lower center. At the bottom right is a rescue stone. There is a strange red and white striped box behind wandering and some large white squares float in the sky above. Note: These white squares are identical to the "NULL" void maps (like i3) that have nothing in them. When you view these plots using the "Viewer Sotc" you see only a flat white square. When you actually visit these places in the game you can find one of those strange white cubes in the center of the square map. Note: there is also something else among soldiers and stone save - what could it be? Maybe a white-tailed lizard? Note: After a careful inspection looks like the IDRUS tail (# 7) while diving into the lake. However, there is a bright point here shown here, and we know that there is no weak place on the tail of Hydrus ... but in this early build it may have been. Early build positions These images come from the Nico DVD and can give us a sense of what the landscape seemed in the first development of the game. 4 stone towers at the south entrance of what time is the den (Dicking) n. 10 of the stone towers at low resistance to B2 above see that a residue of the towers still exists in the demos of OPM and PSU. It was WWWAREA that found them just recently, they had been there everywhere. I used a code to enlarge here so you can see them more clearly even if only three of the towers exist in demos but they originally seemed to have four. Close up of the B4 Tower at low RES B4 I later found another code that allowed me, for the first time, explore the map 'out' Le 9 demo square map! This was the first time I had ever seen these areas, usually when I tried moving wander over 9 squares of the central map (demo), the game crashed (black screen) or the lands outside would disappear. So it was a great privilege, to really get up close to these canceled towers, even if they were only low-strength versions! See video 'Mysteries in the demo OPM (Update) here: here:The colossal tree is alive and healthy you can also get a nice view of the colossal tree as you once might have looked in the game. Perhaps in a previous construct it was alive and flourishing instead of the ghostly dead tree we see in the game today. Yamiri_b hypothesized that its leaves were burned by the Phoenix leaving the burned skin we see today;) See my video of this area here: (at 07:17) Update: 24.11.13 in the latest edition of EDGE Magazine (number #261), There is a new interview with Fumito Ueda by Daniel Robson. I was in touch with Daniel before the interview, so I asked him sneakily in a few questions... Daniel allowed me to ask three 1) Where were the arenas of the 8 giants discarded on the map of the world? 2) What was the purpose of the dam as the I2 structure on the world map? 3) Was it once possible to climb to the top of the sanctuary of worship? But Daniel only ended up asking a question and that was Ueda's answer. On the subject of the Shadow of the Colossus, where on his map did you plan to place the eight colossus that were cut off from the game? The map of the game is designed to accommodate 16 giants. In other words, since the placement of those 16 colossi determined the shape of the map, it would be a completely different map if we had compressed all 24. The intention was to pick the 16 best giants and focus on the performance of the even better ones. I think we were halfway through production when we decided to reduce their number. Oh, there are certainly remaining test data and half-cured areas, but it's a bit like the Minus World in Super Mario Bros: I think it holds a romantic appeal if you don't know the specs. So, in other words, Ueda prefers not to say much about this topic and I would rather leave it to the players to decide what the world map looked like once "contains romantic appeal if you don't know the specs." So we may never know where the 8 colossus were originally discarded to be, since those areas of the map no longer exist in the game, or if they can just speculate on where they are. Daniel also asked Ueda about the dam (from the record) which did not appear in the article, he asked how he felt about fans who are so passionate about hacking the game to find things like that, but he simply replied "It comes from an illegal source, so no comment". In other words, it is clear that Ueda does not like the idea of hacking players in its beloved creation ... this body seriously for any future answer to these kinds of questions. questions.

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