

---

Subject: Haunted House 2 - RELEASED (check page 6)  
Posted by [JRPereira](#) on Mon, 12 May 2003 02:32:26 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Well for example, the keys to the jail areas nearest to GDI territory will require GDI's key which will be somewhere on the map, which any player can pick up (it respawns). GDI will have first access to it though, and therefore will be able to use it for their jail work in cops and robbers games.

For Nod it'll be simmilar -- they'll have their own key closer to their territory, that opens their jail areas.

In cops and robbers games, you'll be able to lead your prisoners to the locked rooms, and lock them in while people try to secure the right key and rescue their teammates.

I'm also thinking of, for the weapons caches (just a few weapons and items), to have GDI's key unlock the cache closest to Nod, and vice versa - so you have to work your way into enemy territory to get to the weapons caches.

---