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Subject: Haunted House 2 - RELEASED (check page 6)  
Posted by [Titan1x77](#) on Tue, 13 May 2003 14:06:58 GMT  
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1st off...i had plans to make a haunted house a quite a few months ago.

But I never really got off the ground with it...i was pleased to see someone make the map i intended to do myself...What a good idea it would of been,Everyone really likes this map.

Ive been asked to finish my haunted house map since the release of yours....but im busy doing things outside of mapping at the moment,and also have other maps in mind when i do get back to messing with Ren-x.

This map is an A+ in my book...loved everything about it.

I didnt find it to small...Just right for about 10-15 people

nice amount of spawns..love the tiberios(eat them on the regular )

Sliding book cases were a nice touch.

theres next to nothing i found wrong...except a couple irratating things to point out for part 2 ...The poles in the front and back of the tents has to go..,when trying to get to the pt's the path between the tent and the pole is narrow.(I noticed you made new tent's..cant remember if you took out the pole's)

And the doors should open outward so u can mine the back of them and nod wouldnt be able to see the mines while the door was open.

Now onto your screens....From what i see...this doesnt look like a haunted house anymore..

Looks more futuristic,and less creepy.

Try to keep that same feel to it....I know when mapping you may get sick of how it looks...but dont lose that look that you had in part 1.

Keep up the good work...and hope to see more screens soon!!

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