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Subject: Haunted House 2 - RELEASED (check page 6)  
Posted by [JRPereira](#) on Wed, 14 May 2003 20:40:45 GMT  
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Quote:How is this an expansion of the first haunted house? Is there some hidden tunnel leading down into it or something?

There will be paths between the old and new rooms.

Quote:And the soda machines inside the house didnt seem right. Who has a soda machine in their house let alone one in an old haunted house

The soda machines in the main room will probably be replaced with something else.

Quote:This maps theme reminds me of scooby doo. Where the people have some secret operation going and the use some kind of haunted house to scare people away from it so they arent found out

In the story behind the map, there is a secret facility somewhere in the mountains where the mansion is. Nod guards were stationed in the mansion area, prepared for the possibility that GDI would come to search the area (and were hoping that GDI wouldn't be able to discover the actual facility). When GDI arrives, they find the place abandoned, until they go further into the mansion area and are ambushed. A second team comes in, which is more heavily armed and able to push back the Nod guards (who retreat into the facility). After some searching, GDI finds their way into the facility.

The first version of the map consists of mostly the second GDI team's entrance into the mansion area and the firefight that ensued.

The second version of the map reveals the actual facility.

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