
Subject: Haunted House 2 - RELEASED (check page 6)
Posted by [JRPereira](#) on Thu, 29 May 2003 10:51:14 GMT

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I finished the power plant model for both sides earlier -- GDI's power plant is in the kitchen, nod's is in the cafeteria. I still have to make the refinery models sometime soon, not sure where I'm going to place them.

The 1.5 week deadline is looking more and more sure as I'm working on the map. There's still a lot of cleaning up to do as far as vis errors go but I'm pretty sure I have enough time to stamp out most of 'em if not all of 'em.

There's a moderate chance that I'll end up releasing two versions of the map -- one a pure deathmatch version without any building objects to blow up, and the other version with the building objects to blow up (with the standard cnc-mode rewards and detriments for destroying losing one or all of them).
