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Subject: Haunted House 2 - RELEASED (check page 6)  
Posted by [JRPereira](#) on Wed, 04 Jun 2003 00:42:15 GMT  
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I remember looking at that setting before but I never really considered it for the map. There are some long corridors/etc and some larger rooms that the sbh's can take real advantage of though. I think it could unbalance things to make them even harder to notice than they already are - especially with the weapons lying on the ground and the building objects that sbh's can sneak up to.

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