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Subject: Haunted House 2 - RELEASED (check page 6)  
Posted by [JRPereira](#) on Tue, 06 May 2003 08:29:57 GMT  
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I've finally released the map, you can check it out at the URL below:  
<http://cnc.unleashed.ws/?content=renegade/maps>

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The story behind the map is that GDI has been cracking down on many of Nod's hidden tiberium research facilities near the end of the first tiberium war. In the story, a special forces group of highly trained GDI soldiers was sent in to shut down one of these facilities. Near arrival, their chinook is shot down and contact with the group is lost. Radio contact is reestablished and hours later, and it turns out most of the group has survived. They finish their preparations and enter the facility, which seems to have been converted to look like an abandoned mansion. They check and secure the top rooms, with little more than a chill in the air to greet them. Unfortunately, as they move further into the facility, they're ambushed and never heard from again.

Later on (the present), a second, more heavily armed group is sent in to kill any Nod resistance. Nod, on the other hand, is also more prepared now, and have opened up their weapons caches and are ready to defend the facility.

I've done quite a bit of work to ensure that the map is as bug-free as possible as well as to ensure that gameplay flows smoothly - avoiding excessive camping and sniper shootouts. I've listed the balance changes below. I've tested them thoroughly and I believe they will contribute to fast and furious games that either side has a fair chance of winning:

- Stealth black hand price has been increased to 800 credits, as vehicles aren't available to counter
- Mines have been removed from the Technition and Hotwire, and all engineers now carry 4 remote C4 instead of 2.
- A pack of 2 mines can be bought instead of beacons for 1000 credits, (which can still be reloaded for free).
- Mines fire slightly slower.

Yes, most of the changes are due to the lack of vehicles in this map and how that adversely affects gameplay.

I know now you might be thinking that there will be a problem gaining enough money to purchase mines. There's 1400 credits worth of respawning money crates on the map, and also the Tiberium Refinery controllers are included on the map (giving all players a small constant stream of income). PT's are in the form of field/wall radios and the crashed GDI chinook (which as the story goes still has some undamaged equipment for use). Players are 3 times as likely to spawn in a room with a friendly PT (than in another room), and the GDI and Nod spawns are seperated by the rooms (ie a GDI and Nod player will never spawn in the same room, but a GDI or Nod player might spawn near an enemy who happens to be in the room at the time).

Ambient sounds and lighting that contrasts highly between light and dark areas also helps to enrich the gameplay (the lighting provides some additional great hiding spots). There are also a

few hidden tunnels on the map, and some health/armor/tiberios powerups as well.

Need some screenshots? Okay:

<http://pjrj.unleashed.ws/gamemods/hauntedhouse/1.jpg>  
<http://pjrj.unleashed.ws/gamemods/hauntedhouse/2.jpg>  
<http://pjrj.unleashed.ws/gamemods/hauntedhouse/3.jpg>  
<http://pjrj.unleashed.ws/gamemods/hauntedhouse/4.jpg>  
<http://pjrj.unleashed.ws/gamemods/hauntedhouse/5.jpg>  
<http://pjrj.unleashed.ws/gamemods/hauntedhouse/6.jpg>  
<http://pjrj.unleashed.ws/gamemods/hauntedhouse/7.jpg>  
<http://pjrj.unleashed.ws/gamemods/hauntedhouse/8.jpg>  
<http://pjrj.unleashed.ws/gamemods/hauntedhouse/9.jpg>  
<http://pjrj.unleashed.ws/gamemods/hauntedhouse/10.jpg>  
<http://pjrj.unleashed.ws/gamemods/hauntedhouse/11.jpg>  
<http://pjrj.unleashed.ws/gamemods/hauntedhouse/12.jpg>  
<http://pjrj.unleashed.ws/gamemods/hauntedhouse/13.jpg>

While some of the screenshots are nice and all, I don't believe you'll be able to get a good feel for this map without playing it. Also, the lighting should be slightly brighter ingame than in the screenshots.

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