
Subject: Haunted House 2 - RELEASED (check page 6)
Posted by [JRPereira](#) on Fri, 30 May 2003 16:12:50 GMT
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Yea, I modeled and textured 'em. I'm glad you like 'em.

I'm still working on the map - most of it is just placing manual vis points, which will take me a while to do.

Also, I'm looking at the possibility of moving the Nod refinery to the jail/containment area -- so you don't have to attack it through the main research room (the main research room contains the nod barracks, which will likely be the more defended than the other structures).
