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Subject: Haunted House 2 - RELEASED (check page 6)  
Posted by [JRPereira](#) on Tue, 10 Jun 2003 02:27:30 GMT  
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I'll be able to release the map tomorrow most likely. I want to fix the last of the vis errors, write the readme, and decide on the final .mix name for the map (since it'll be more like a cnc mode map without vehicles, I might not include "\_DM" in the name).

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