Subject: Haunted House 2 - RELEASED (check page 6)
Posted by JRPereira on Wed, 11 Jun 2003 01:55:17 GMT
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I've released the map! You can find it at

http://cnc.unleashed.ws

I'll be submitting it to other sites tomorrow. Below I've included a chunk of the readme, for those who want to read a little about the map.

About this map
This is the sequel to the higly acclaimed Haunted House map - one of the highest rated Renegade maps available today. After I had created the map, I had become dissatisfied (as I am with most of my creations after finding out I'm capable of much more). I decided I was going to put the month or so of time and effort into making the map into the work of art that I had originally intended it to be.

The story
The second team's entry into the facility was met with a large firefight and heavily losses. Fortunately though, Nod forces had taken most of the casualties and retreated before they could be accounted for. The whereabouts of the survivors were unknown until one of the surveyors of the site happened upon a secret entrance into what turned out to be the real research facility - of which the mansion was not and masked to hide, but instead of which the mansion was a shell for. More weapons were shipped in as well as more experienced soldiers, and with a sense of urgency they prepared for what would be one final entrance.

The combination of the survivors and rigorously trained additions, were to make one last assault

in this area. What spectacles would they find inside?

Special features:

There are a few special features on the map that are particularly noteworthy.

provide a detriment equivalent to losing the full-sized structure in a C&C-Mode map. The loss of your power plant will double the price of the characters. If you lose your refinery, the trickle of credits to all players on your team will cease. If you lose your barracks, you will no longer be able to purchase any of the character classes that they provide.

Second, is that this map includes provisions for cops and robbers games. Cops and robbers games are a variant of the standard deathmatch game type where in addition to killing everyone on the opposing team, you may find yourself rescuing a teammate who has surrendered rather

making a run for it (in either case, you once more become fair game and may become the target of whatever jail guards are in the area).

The jail areas in Haunted House 2 come in the form of 2 locked rooms for either side (GDI uses the upstairs bathroom and laundry room, and Nod uses the 2 locked cells in their

both keys appear as white/silver stars on your radar. All 4 locked rooms have a single 25% health

the chance that they can make their escape.

Along with the keys being of use for cops and robbers games, there are two weapons caches

not an upgrade mind you). They can serve as pit stops as well as quick supply areas. Both of these keys are locked, and the key requirements have been set in such a way as to require you to risk getting killed in order to reap the rewards. Basically, the key in friendly territory opens the weapons cache in enemy territory, and vice versa (the Nod side key opens the GDI side weapons cache, and the GDI side key opens the Nod side weapons cache).

Tiberios make yet another appearance in this map, with a box in the Kitchen and a box in the Cafeteria (one in GDI territory and one in Nod territory).

the map, and there are many paths between GDI and Nod territory.

This map also builds upon the balance adjustments in Haunted House 1 in more than one way. First off, camping is much less of a problem as to win each round, players will need to damage and destroy the structure objects on the map if they wish to gain an advantage of their adversaries. Secondly, because of the many MANY paths around the map, players will no longer

every pack of 3 (no free reloads). With the addition of the structure objects, stealth soldiers are no

time to collect the proper equipment to properly assault the structure objects. Technicians and Hotwires have been given back their mines, but every new pack of 3 still costs 600 credits. Resource acquisition has been slightly more balanced. There are fewer weapons per volume but more total on the map. More health and armor powerups have been scattered around the map but balanced so as not to allow a player to survive off of them. Money crates (100 credits each) as also more prominent on the map, allowing mobile players to purchase the more expensive character classes as well as mines, more quickly. One must note however, that Haunted House

common problem).