Subject: CnC Haunted House
Posted by Titan1x77 on Thu, 13 Mar 2003 08:54:05 GMT
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i have a few models i can use for a cemetery....but i can't model at all and i can't find a haunted house with interior!!!

Ive been dying to start this map but with no house i can't start it yet

Im looking for someone to possibly team-up with me in making this map.

Anyone who is interested please contact me ASAP

I was gonna keep this on the DL...but im not getting anywhere on my own...so i figured i'd let the idea out

BTW it will be a DM

Subject: CnC Haunted House
Posted by Deafwasp on Thu, 13 Mar 2003 20:12:24 GMT
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dont bother, i am making a sweet graveyard deathmatch. Already in production.

Subject: CnC Haunted House
Posted by Titan1x77 on Thu, 13 Mar 2003 20:23:18 GMT
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can i see some screens??

Ive had this idea for quite awhile....and i'd still like to make mine

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Subject: CnC Haunted House
Posted by Halo38 on Thu, 13 Mar 2003 20:41:07 GMT
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Deafwaspdont bother, i am making a sweet graveyard deathmatch. Already in production.

Very novel idea

Subject: CnC Haunted House
Posted by Sk8rRIMuk on Thu, 13 Mar 2003 22:27:04 GMT

It sounds good whoever does it...

A haunted house would have lots of options for exsiting extras like trap doors opening walls...

Watch Scooby Doo and you will get what I mean .

-Sk8rRIMuk

Subject: CnC Haunted House
Posted by Deafwasp on Fri, 14 Mar 2003 00:00:00 GMT

I will get some screenies up soon. But it is a basic deathmatch with a beacon pedastal in a crypt. A few small town buildings in the backround. PT in crypts. Like my cambodia map had the choppers, this will have crypts.

And some open graves. Even the grave of Seth.

Subject: CnC Haunted House
Posted by Imdgr8one on Fri, 14 Mar 2003 00:09:15 GMT

Ditto.

Subject: CnC Haunted House
Posted by Deafwasp on Fri, 14 Mar 2003 00:24:40 GMT

What u mean ditto? Are you saying you have all that I have?

Subject: CnC Haunted House
Posted by Titan1x77 on Fri, 14 Mar 2003 03:54:39 GMT

so your not going to have 1 giant haunted house??

Jus tsome small buildings and crypt's?

Mine will prob be alot different and i'd still like to base mine around one building....if anyone's down to help.....gimme a holla

Subject: CnC Haunted House
Posted by Halo38 on Fri, 14 Mar 2003 10:58:03 GMT

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Titan1x77so your not going to have 1 giant haunted house??

Jus tsome small buildings and crypt's?

Mine will prob be alot different and i'd still like to base mine around one building....if anyone's down to help.....gimme a holla

I remember Playing Duke Nukem on the N64 (don't know if the PC version has this map) and that had a map based around a sort of haunted house very fun map to play secret enterances galor!