
Subject: *** C&C_Dusk Is Here! ***

Posted by [Genocide](#) on Thu, 06 Nov 2003 23:33:57 GMT

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Well, if u have played this map you would of noticed its not a real big slaughter deathmatch based map, trees were integrated no only part of the terrain but to sneakily attack your oponent, same for the "hedgehog" barriers that provide GDI soldier rushes.

How does everyone think about how smooth and different the map looks? (did u notice the shadows?)

Geno
