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Subject: Announcing C&C\_Dusk, need testers  
Posted by [SomeRhino](#) on Wed, 23 Jun 2004 06:44:23 GMT  
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C&C\_Dusk is my latest multiplayer map for standard C&C Mode Renegade. It will be my first standard map since Conquest Winter. If you can help out by testing, please email me here:

SomeRhino@Renevo.com

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Subject: Announcing C&C\_Dusk, need testers  
Posted by [bigwig992](#) on Wed, 23 Jun 2004 06:49:05 GMT  
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Me first!

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Subject: Announcing C&C\_Dusk, need testers  
Posted by [xptek\\_disabled](#) on Wed, 23 Jun 2004 07:08:33 GMT  
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Can I just PM you?

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Subject: Announcing C&C\_Dusk, need testers  
Posted by [Aircraftkiller](#) on Wed, 23 Jun 2004 07:40:52 GMT  
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I can't say I care for the above ground level design. The bottom is simply brilliant, it has a very similar feel to The Thing and the Submersible Alpha level where you rescue Dr. Faraday and come back only to find most of the submersible has been crushed, with pieces laying about everywhere.

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Subject: Announcing C&C\_Dusk, need testers  
Posted by [sniper12345](#) on Wed, 23 Jun 2004 11:37:28 GMT  
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Agreed...the surface looks pretty dull, but the underground bits seem very flashy.

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Subject: Announcing C&C\_Dusk, need testers  
Posted by [Fabian](#) on Wed, 23 Jun 2004 15:01:56 GMT  
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i'd like to test it please

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Subject: Announcing C&C\_Dusk, need testers  
Posted by [Spice](#) on Wed, 23 Jun 2004 20:12:32 GMT  
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If you want PM me the link and Ill test it.

From the screenshots , I can tell that that tree on the coming up dirt ram behind the Nod Ref is a little outta place. Other than that it looks like a great. Cant wait for the final release. Conquest Winter is my favriote map and this will probley be another great release.

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Subject: Announcing C&C\_Dusk, need testers  
Posted by [SomeRhino](#) on Thu, 24 Jun 2004 00:10:31 GMT  
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Emails have been sent, thanks.

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