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Subject: C&C Sand is released!

Posted by [Anonymous](#) on Sat, 08 Feb 2003 10:30:00 GMT

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im being about as "constructive" with my criticism as ACK was with his about my map, so fair is fair. Taximes is right, these maps were probable cut because the concept sucked in the first place--except for bunkers (more people should play that!) ACK, is there any way to make it so the harvester will no longer spawn once the refinery is destroyed or will we just have to live with that for gobi and sand?

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