
Subject: C&C Sand is released!

Posted by [Anonymous](#) on Sat, 08 Feb 2003 07:55:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

quote:Originally posted by flamin yawn:areas which are, without a doubt, clearly textured as sand, give tiberium poisoning. the background texture sucks, and the textures of the tunnels look like they were chosen at random. This map is basically a simplified version of C&C_Canyon. Once the refinery is destroyed, the harvester still just stays in the unloading bay (but this may be inevitable). 2/5 stars That looks like something ACK would say.
