
Subject: C&C Sand is released!

Posted by [Anonymous](#) on Sat, 08 Feb 2003 07:39:00 GMT

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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
