
Subject: Tiberium pit 3 is completed

Posted by [Titan1x77](#) on Tue, 26 Aug 2003 06:20:01 GMT

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I fixed the recons(dont flip so easy now)...and fixed the PP physical barrier and fixed the sticky fence...

Re-download the new version titled C&C_Tib_Pit_3.mix

Just use the link on my 1st post
