Subject: [MAP] Temple Of Cervinae (version 1.2.7) Posted by Jerad2142 on Sun, 13 Nov 2016 17:25:35 GMT

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GDI recently discovered that Nod has taken control of an ancient Temple in Egypt. They fear what Nod must have discovered in order to make them want to occupy the temple in the first place and are moving in to clear Nod from its vicinity.

File Attachments

- 1) Temple_Of_Cervinae.7z.001, downloaded 243 times
- 2) Temple_Of_Cervinae.7z.002, downloaded 244 times
- 3) Temple_Of_Cervinae.7z.003, downloaded 246 times
- 4) Temple_Of_Cervinae.7z.004, downloaded 241 times
- 5) Temple_Of_Cervinae.7z.005, downloaded 243 times
- 6) Picl.png, downloaded 782 times



7) Screenshot.403.png, downloaded 854 times



Subject: Re: [MAP] Temple Of Cervinae (version 1.2.7) Posted by sla.ro(master) on Mon, 12 Dec 2016 11:59:32 GMT

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Awesome . Can I host your maps on Mutant Co-Op?

Subject: Re: [MAP] Temple Of Cervinae (version 1.2.7) Posted by Jerad2142 on Mon, 12 Dec 2016 13:18:47 GMT

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Go for it, then I can take my server down lol.