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.
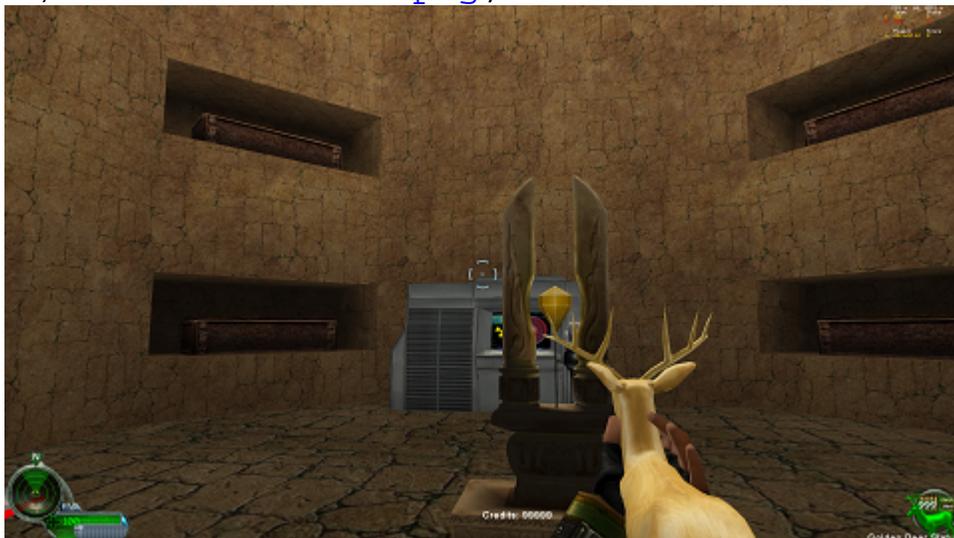
File Attachments

1) Temple_Of_Cervinae.7z.001, downloaded 323 times
2) Temple_Of_Cervinae.7z.002, downloaded 337 times
3) Temple_Of_Cervinae.7z.003, downloaded 333 times
4) Temple_Of_Cervinae.7z.004, downloaded 334 times
5) Temple_Of_Cervinae.7z.005, downloaded 342 times
6) Pic1.png, downloaded 1061 times

7) Screenshot.403.png, downloaded 1149 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.