
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 163 times
- 2) [Temple_Of_Cervinae.7z.002](#), downloaded 155 times
- 3) [Temple_Of_Cervinae.7z.003](#), downloaded 162 times
- 4) [Temple_Of_Cervinae.7z.004](#), downloaded 159 times
- 5) [Temple_Of_Cervinae.7z.005](#), downloaded 173 times
- 6) [Pic1.png](#), downloaded 544 times



- 7) [Screenshot.403.png](#), downloaded 610 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.
