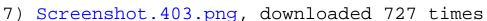
Subject: [MAP] Temple Of Cervinae (version 1.2.7) Posted by Jerad2142 on Sun, 13 Nov 2016 17:25:35 GMT View Forum Message <> Reply to Message

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 197 times |
|--|----------------------|
| 2) Temple_Of_Cervinae.7z.002, | downloaded 189 times |
| 3) Temple_Of_Cervinae.7z.003, | downloaded 196 times |
| 4) Temple_Of_Cervinae.7z.004, | downloaded 196 times |
| 5) Temple_Of_Cervinae.7z.005, | downloaded 207 times |
| 6) Picl.png, downloaded 657 times | |
| guake and now we haven't seen any sign of them since. We need you to advance deep into the temple to figure out what find was star here. Test tags as need | |
| | |
| | 3 - PI Marker |



()



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 View Forum Message <> Reply to Message

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

Page 2 of 2 ---- Generated from Command and Conquer: Renegade Official Forums