Subject: Renforums vs Jelly - 23rd Jan - Info and signup
Posted by Goztow on Sat, 02 Jan 2010 10:58:29 GMT
View Forum Message <> Reply to Message

Game mode: AOW with clanwar settings (no start creds, no donate, no veteran system or any of that stuff, normal crates, pointsfix activated, etc). If you don't agree with the settings then don't sign up. A complete list of rules will be posted when the clanwars.cc site is back...

Complete rules:
Toggle SpoilerPlease refrain from using advantage skins and HUDs in this match.

NOT ALLOWED:
Backwalking the obelisk
Base to Base (see below for Islands)
Buddyhopping onto building roofs
The vehicle damage-increase glitch
Blocking your own harvester in any way
Jamming your enemy's harvester in a structure door
Teamshooting your assets (buildings or harvester)
"Flaming" vehicles or infantry using timed c4 (although you can wire up your own harvester)
Glitching C4s on an MCT
Orca/Apache "jump-glitch" (i.e. getting into the ceiling of the Weapons Factory or the City Flying bridge etc)
The no-fall-damage exploit
The undisarmable nuke glitch for the Weapons Factory
Vehicles inside buildings
Vehicles on building roofs
Field: One-man refhop
Field: Tunnel beacons to damage the Refinery
Field: Lightpost walk
Islands: MRLS/Infantry hitting the Nod base from inside the GDI base
Islands: Infantry hitting the enemy base from the barricades or the holes in the rocks
Mesa: Vehicles in the area between the two refineries
Hourglass: Glitching the Obelisk (i.e. standing on the hill so that the obelisk shoots you but does not damage you)
Walls/Flying: Non-flying vehicles on the mesa top or the base walls

ALLOWED:
Suicide rushing the Obelisk (i.e. several players rushing the Nod base in the knowledge that some will die)
Harv walking
Blocking the enemy harvester by jamming a vehicle in the refinery bay
Hindering the enemy harvester by impeding it with your vehicle
Buddyhopping over walls (e.g. refhop on Field, or the base walls on Hourglass)
Flaming vehicles/infantry using remote c4 or proximity c4
Field: Two-man refhop
Islands: MRLS/infantry hitting the Hand from across the first patch of water outside the GDI base
Hourglass: Hillcamping in any manner

Canyon: Beacons underneath the Airstrip
Canyon: Beacons on the Barracks roof
Under: The "back door" into the Nod base, so long as you don't backwalk

Numbers: 15v15 - 20v20 seems reasonable

Date and time: Sat 23rd of January, 8 PM GMT (can someone convert this to other time zones, please)

Maps:
Mesa2
Volcano
Hourglass2
Canyon
Field

Please download Hourglass2 and Mesa2 (are attached to the post in general discussions) and add them to your renegade/data folder. These maps fix the deadzones on Mesa and Hourglass. More info on these maps can be found here

Server: the server will be hosted by Jelly (US based).

Signing up is possible until a few days before the game. All members of this forum can signup for this team, on a first come first served base, but let me make it clear that I can reject a candidate without motivation, based on personal judgement (I doubt this will happen but u never know). Signing up for renforums means you cannot sign up for jelly and vice versa. If you signup, then we count on you showing up.

We ask all players of our team to use teamspeak. You don't really need a mic though, you can just listen in. TS adress: ts3.thekoss2.org . Download teamspeak3 from www.teamspeak.com .

Spoony will lead our team. We'll create a private strategy talk subforum for these games soon.

Signed up
Spoony
Goztow
Surth
Kimb
GEORGE ZIMMER
u6795
CarrierII
liquidv2
trunkskgb
Omar007
Tunaman
Hex
liquidv2

Di3HardNL
Tiesto
SoqRadio

Unsure / reserve (we expect u to confirm a while before the match if u can join or not. Please add when you'll be able to confirm)
Stealtheye
cnc95fan
bmruze
Gen_Blacky
cmatt42
F1r3st0rm

Denied
Rock2star - reason: known RIDOCULES cheater

File Attachments
1) C&C_Mesa2.zip, downloaded 368 times
2) C&C_Hourglass2.zip, downloaded 392 times