Subject: UltraAOW.com NewMaps 25K Weekend Posted by zunnie on Mon, 24 Mar 2014 13:07:24 GMT View Forum Message <> Reply to Message

http://www.ultraaow.com - Visit our Website

UltraAOW 25K Weekend

In the 25K Weekend everyone starts out having 25.000 credits right after maploads. This will make some interesting games again, the last time we did this was over 3 months ago. All other settings are standard UltraAOW Settings as described on the website.

When?

The Weekend of Friday 28th March till March 31st Monday.

TT 4.1 Update is Required

The Tiberian Technologies Update 4.1 for Renegade is required to play on the server. You can download it on their official website if you do not already have it. It adds lots of extra's, anti-cheat and a ingame automatic map-downloader, awesome stuff!

Active Server Plugins

Of course the server will run our own MPF_NewMaps.dll plugin which adds additional functionality to the server such as Veterancy and Special Crates & Power-ups.

Other plugins running on the server are for example the Team Donate and !ammo purchase ability every minute. Type !cmds for a list.

For a full list of modifications and adjustments please visit our Website.

Mappack is Available

You could download our Mappack before joining the server. This ensures you have all the maps already.

Then you will not experience any ingame download dialogs which may take long if you have a slow(er) connection.

All you do is click Next, Next, wait for it to install the maps and then you're done and ready to join.

Thanks

Thanks people for reading this and maybe joining up this Weekend.

Please feel free to spread this news around a bit to attract more people and let's see if we can have some fun the Weekend it lasts.

Subject: Re: UltraAOW.com NewMaps 25K Weekend Posted by liquidv2 on Tue, 25 Mar 2014 16:41:04 GMT View Forum Message <> Reply to Message

Subject: Re: UltraAOW.com NewMaps 25K Weekend

yaaarrr

File Attachments
1) Famous-characters-Troll-face-Troll-face-poker-45046.png,
downloaded 517 times

