
Subject: UltraAOW Online :)

Posted by [zunnie](#) on Mon, 08 Aug 2011 03:43:24 GMT

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UltraAOW - Serverside Modification

[Website](#) | [Dev Team](#) | [Advanced Server Information](#)

Server IP+Port: 188.138.84.233:7000

Server Nickname: UltraAOW

Server Slots: 52

Current Maprotation:

C&C_Hourglass

C&C_Islands(advanced information)

C&C_City

C&C_City_Flying

C&C_Walls

C&C_Walls_Flying

C&C_Joipa (coop) download

C&C_Return_To_Joipa (coop) download

Custom maps and content will be automatically downloaded for 4.0 clients. If you do not have 4.0 then you will have to manually download the custom maps.

[Intruder Detection System](#) | [Watch Video's](#)

In UltraAOW there are Camera's inside buildings scanning the area for enemies.

When they spot an enemy they will honk the alarm and notify the teams of enemy presence.

Stealth Black Hands are ignored by the system and will not trigger intruder alert messages and sounds.

[Manual Tiberium Harvesting](#) | [View Video](#)

In UltraAOW you can harvest Tiberium with a Tiberium Truck.

Press E on the switch at the Refinery for \$250 to get one. Then drive into the Tiberium Field and after

harvesting completes return to the refinery and deposit it for \$500 for the whole team and you get 50 points as well.

[Crates and PowerUps](#) | [PowerUps Information](#) | [Crates Information](#)

The game has a multitude of crates and powerups available such as Tiberium Shield, Uplink Radar Scan, Ammo Regeneration, Stealth Suit, Double Damage and more.

[Buildings, Vehicles and Infantry](#) | [Building Information](#) | [Vehicle Information](#) | [Infantry Information](#)

Buildings, Vehicles and Infantry were also updated.

The buildings now give NO death points at all, this eliminates the silly issue "teammate fired last shot and gets all points".

Building damage points were increased from 1.0 to 3.0 to compensate.

The Nod Stealth Tank can carry TWO players now. The Mammoth Tank had a Health rebalance of 800hp/400ap.

Several maps have one Recon bike and Sedan or Pickup spawning for some laughs.

Furthermore most maps have player controllable defenses like Cannons and Gunemplacements.

Build Commands

Currently the server has three player commands:

!turret -> will build a turret for the cost set for the current map

!guntower -> will build a guard tower for the cost set for the current map

!commands -> will show a list of available commands

Thanks for playing

Please join sometime to check it out Have fun and thanks

Greetz zunnie
