
Subject: Jelly 4.0 [Marathon] FanMaps server online
Posted by [TORN](#) on Mon, 05 Mar 2012 12:55:41 GMT

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Settings

Time Limit: None [Marathon]
Players: 32
Drop Weapons: On
Spawn Weapons: On
New Crates (Spy, Weapon, Vehicle etc.)
Vehicle Shells - except APC
Donations after 5 minutes
50 starting credits
Ped: On
Infinite ammo: On
Extra Credit tick
Character Refund: On
No Gameplay pending

Rotation

C&C_Snow
C&C_Niagra
C&C_Creekdale
C&C_BunkersTS
C&C_Forgotten_Town
C&C_Terrace
C&C_Tib_Pit_3
C&C_Country_Side
C&C_BasinTS
C&C_Hangmans_Canyon
C&C_High_Noon_2.1
C&C_Tomb
C&C_MetroTS
C&C_Siege
C&C_Bio

Links

4.0 <http://www.tiberiantechologies.org/downloads>
Uber MapPack: <http://ren.game-maps.net/index.php?act=view&id=233>
List of maps installed:
http://www.tiberiantechologies.org/wiki/index.php/Resource_manager_documentation#List_of_available_packages

IP/Port - 69.64.58.184:8131
irc - [#Jelly-FanMaps](irc://irc.jelly-server.com)
