
Subject: Re: Jelly

Posted by [liquidv2](#) on Sun, 13 Sep 2015 00:35:04 GMT

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Why did you never host a server Iran

It would have been interesting to see how it looked when all was said and done

IranServ

1. Euro based
2. Pointmod on?
3. How would crates have been done? Game-changing ones only after the first 5 minutes? The reason Jelly never got more strict on that is because it's public and it kept things interesting on those odd occasions where it happened

Another few things Jelly always allowed were clearscope, Spongebob c4, and building bar HUDs because it's a public server, not a private league thing like clanwars was

I remember TD and Mike both got irritated about those and wanted to disallow them, but that was the competitive spirit within them colliding with the short bus aura of public Renegade players

4. Vehicles modded in any way? Maybe up the splash/damage for MRLS and lower the splash for arties? Or use HaTe's suggestion and make arties fire a little slower?
 5. Light base defenses on rush maps to lessen the chance of toddler rushes working?
 6. Time limit? Player limit? Use fan maps?
 7. ...?
 8. Profit
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