

---

Subject: Lol owned, honestly whos next...  
Posted by [IceSword7](#) on Tue, 16 Jan 2007 10:57:41 GMT  
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Enjoy lol

[http://136.142.210.78/cw/ubb/cgi/ultimatebb.cgi?ubb=get\\_topic;f=33;t=007587](http://136.142.210.78/cw/ubb/cgi/ultimatebb.cgi?ubb=get_topic;f=33;t=007587)

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Subject: Re: Lol owned, honestly whos next...  
Posted by [nopol10](#) on Tue, 16 Jan 2007 11:05:31 GMT  
[View Forum Message](#) <> [Reply to Message](#)

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Fix the link. Otherwise...eh...

---

---

Subject: Re: Lol owned, honestly whos next...  
Posted by [IronWarrior](#) on Tue, 16 Jan 2007 11:58:15 GMT  
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IceSword7 wrote on Tue, 16 January 2007 04:57Enjoy lol

[http://136.142.210.78/cw/ubb/cgi/ultimatebb.cgi?ubb=get\\_topic;f=33;t=007587](http://136.142.210.78/cw/ubb/cgi/ultimatebb.cgi?ubb=get_topic;f=33;t=007587)

FYI

No such topic number exists.

» Please use your browser's back button to return.

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Subject: Re: Lol owned, honestly whos next...  
Posted by [MexPirate](#) on Tue, 16 Jan 2007 12:18:59 GMT  
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[http://136.142.210.78/cw/ubb/cgi/ultimatebb.cgi?ubb=get\\_topic;f=33;t=007587](http://136.142.210.78/cw/ubb/cgi/ultimatebb.cgi?ubb=get_topic;f=33;t=007587)

The end part wasnt included in the link, it's basically a thread proving that dead6re cheats, then dead6re comes to confirm that.

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Subject: Re: Lol owned, honestly whos next...  
Posted by [dead6re](#) on Tue, 16 Jan 2007 12:46:34 GMT  
[View Forum Message](#) <> [Reply to Message](#)

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For those interested in my kill messages modification, please read

---

Subject: Re: Lol owned, honestly whos next...

Posted by [Sniper\\_De7](#) on Tue, 16 Jan 2007 13:04:54 GMT

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---

Fuck you.

---

---

Subject: Re: Lol owned, honestly whos next...

Posted by [JohnDoe](#) on Tue, 16 Jan 2007 13:25:14 GMT

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---

It's not only him, Silent Kane admitted it as well.

BHS FTW!

Quote:All of this was made for testing purposes and to see what I could do in the game. After using it in the n00bstories server (again: testing), I couldn't stop using it.

Hahaha time 4 Renintervention!

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Subject: Re: Lol owned, honestly whos next...

Posted by [Sniper\\_De7](#) on Tue, 16 Jan 2007 13:31:35 GMT

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"Even one kill or one repair that wasn't gained fairly can turn the tides and change the entire course of the game. It shouldn't be shrugged off."

lol

---

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Subject: Re: Lol owned, honestly whos next...

Posted by [MexPirate](#) on Tue, 16 Jan 2007 13:46:14 GMT

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---

gg it would seem.

---

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Subject: Re: Lol owned, honestly whos next...

Posted by [Ryu](#) on Tue, 16 Jan 2007 14:09:24 GMT

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MexPirate wrote on Tue, 16 January 2007 07:46gg it would seem.

Agreed.

---

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Subject: Re: Lol owned, honestly whos next...  
Posted by [Goztow](#) on Tue, 16 Jan 2007 15:23:13 GMT  
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You can find my reaction here: <http://www.black-intel.net/forum/index.php/topic,337.0.html>

Now plz, I want usernames and ip's of both...

Edit: I think we should thank Spooky for this. Even though I may not always agree with his methods, at least the truth has come out.

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Subject: Re: Lol owned, honestly whos next...  
Posted by [Sniper\\_De7](#) on Tue, 16 Jan 2007 15:32:44 GMT  
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You should be thanking roh and corp more for this (for SK at least), because they're the only people who weren't looking the other way, unlike some. Strange that the biggest anti-cheaters are the ones that usually get flamed.

The question is, will anything be done about it?

Yeah, no.

---

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Subject: Re: Lol owned, honestly whos next...  
Posted by [jnz](#) on Tue, 16 Jan 2007 15:51:35 GMT  
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could someone please explain to me why the fuck whoever is developing regaurd needs cheats?

they don't its simple. if im right rengaurd makes a hash of each file in the data dir and sends it to the server. i have seen crimson say they have cheats for development but why?!

people in this place are so corrupted.

---

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Subject: Re: Lol owned, honestly whos next...  
Posted by [warranto](#) on Tue, 16 Jan 2007 15:59:41 GMT  
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This is by no means an official response.

The reason they need the cheats is to know how they work. By knowing this, they can find out how to counter them. It's the same way anti-virus programs like to get their hands on viruses. It allows them to test out ways to counter it.

Ex. If one cheat were to use a backdoor in the Renegade source code, then there would be no way to find out how to block it without having access to the cheat itself. Even with access to the source code (which the Renguard team does not have), you'd still have to go over millions of lines of code to see what could possibly be exploited.

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Subject: Re: Lol owned, honestly whos next...  
Posted by [GoTWhiskÉY](#) on Tue, 16 Jan 2007 16:18:41 GMT  
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He wasn't cheating for testing purposes... At first he was, then he admitted once he started he couldn't stop LOL

Renguard coders cheat(and not just for testing).... wow.  
BHS FTW

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Subject: Re: Lol owned, honestly whos next...  
Posted by [warranto](#) on Tue, 16 Jan 2007 16:22:46 GMT  
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I know... but that wasn't what was asked.

My statement was simply to respond to gamemodding's concern as to why they need cheats in the first place.

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Subject: Re: Lol owned, honestly whos next...  
Posted by [jnz](#) on Tue, 16 Jan 2007 16:25:35 GMT  
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they dont need super body cheats.

and a backdoor to rengaard isn't a cheat its a bypass. they don't need cheats to test them.

---

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Subject: Re: Lol owned, honestly whos next...  
Posted by [Jecht](#) on Tue, 16 Jan 2007 16:25:52 GMT  
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pathetic. It's one thing to study cheats, but that can be done in a private server.

---

Subject: Re: Lol owned, honestly whos next...  
Posted by [warranto](#) on Tue, 16 Jan 2007 16:29:24 GMT  
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gamemodding wrote on Tue, 16 January 2007 09:25they dont need super body cheats.

and a backdoor to rengaard isn't a cheat its a bypass. they don't need cheats to test them.

They do if the cheat works in a way they haven't anticipated.

As for bypasses, they need those as well to figure out how to fix them.

---

Subject: Re: Lol owned, honestly whos next...  
Posted by [jnz](#) on Tue, 16 Jan 2007 16:34:03 GMT  
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---

so say if this perticulat cheat, that modifys the body of all the players. in the data folder. you don't need the cheat itself to stop it. i couldn't care less about rengaard bypasses. as long as they are not used with actual cheats. in fact i know of a rengaard bypass that not even 1.04 will fix.

---

Subject: Re: Lol owned, honestly whos next...  
Posted by [warranto](#) on Tue, 16 Jan 2007 16:41:34 GMT  
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How will they know how it modifies the players unless they have access to it?

---

Subject: Re: Lol owned, honestly whos next...  
Posted by [Renx](#) on Tue, 16 Jan 2007 16:43:21 GMT  
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---

Dead6re was never on BHS. He was involved with Black-Intel, and they kicked him before the partnership with BHS was finalized.

Nothing is 100% secure on a computer, gamemodding. The point is that there are bypasses out NOW that need to be addressed. You can't just let these ones go unattended because someone could release another one in the future...

---

Subject: Re: Lol owned, honestly whos next...  
Posted by [warranto](#) on Tue, 16 Jan 2007 18:34:31 GMT  
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lol.

Sheesh, some people never give up.

---

Subject: Re: Lol owned, honestly whos next...  
Posted by [dead6re](#) on Tue, 16 Jan 2007 18:39:31 GMT  
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In the time I've learnt how to become a skill coder, I have to admit this was the best part:

At least I learnt a way to defeat 0x90's little programs in my studies.

Now to yet that die quietly.

---

Subject: Re: Lol owned, honestly whos next...  
Posted by [JohnDoe](#) on Tue, 16 Jan 2007 18:47:54 GMT  
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---

Aren't you the guy that prefers not to have friends and sex? You and her would make a good pair...she's a compulsive liar, so therefore could never be a real friend and not even Long-Dong-Silver could get past the layers of pasty fat that guard her cooch.

---

Subject: Re: Lol owned, honestly whos next...  
Posted by [warranto](#) on Tue, 16 Jan 2007 18:50:43 GMT  
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lol

---

Subject: Re: Lol owned, honestly whos next...  
Posted by [dead6re](#) on Tue, 16 Jan 2007 19:36:50 GMT  
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---

Well, BHS seem to have their own way of prevent the cheat, I'll have a look at ways of beating that, I'm a skilled and talented coder, you can't take that away.

---

Subject: Re: Lol owned, honestly whos next...

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Posted by [mrpirate](#) on Tue, 16 Jan 2007 19:38:53 GMT

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---

you're also a douchebag

---

Subject: Re: Lol owned, honestly whos next...

Posted by [JohnDoe](#) on Tue, 16 Jan 2007 19:44:34 GMT

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---

No doubt that guy spends most of his day inserting spikey objects in his rectum...

---

Subject: Re: Lol owned, honestly whos next...

Posted by [dead6re](#) on Tue, 16 Jan 2007 19:57:13 GMT

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---

I really don't care what you guys think, thats handy isn't it?

---

Subject: Re: Lol owned, honestly whos next...

Posted by [Caveman](#) on Tue, 16 Jan 2007 19:58:32 GMT

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---

As i'm aware, this is a SS of the cheat that either he made or was sent to him. (I'm pretty sure he made this) But I know that this is what he was using a year ago (Perhaps 6+months ago) and could still be using this version so-to-speak of it.

This screenshot has been edited by me, I have ONLY erased the name of the player who was using it (It wasn't SK who was using it this time).

I do NOT have this hack/exploit on my computer nor have I ever had it on my computer. I have no idea how it works but this was used by someone (Which I won't name) to turn people into chickens. He/She could have used it for other reasons but that isn't any of my concern.

---

Subject: Re: Lol owned, honestly whos next...

Posted by [jnz](#) on Tue, 16 Jan 2007 20:14:06 GMT

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---

warranto wrote on Tue, 16 January 2007 16:41How will they know how it modifies the players unless they have access to it?

like i already said:

---

- 1) make a hash of the original renegade files
  - 2) send the hashes to a central server along with the player info etc.
  - 3) the server compares to whatever hashes they have
  - 4) the server sends whether the player has modified files or not.
- 

---

Subject: Re: Lol owned, honestly whos next...  
Posted by [Goztow](#) on Tue, 16 Jan 2007 20:37:30 GMT  
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---

Caveman wrote on Tue, 16 January 2007 20:58As i'm aware, this is a SS of the cheat that either he made or was sent to him. (I'm pretty sure he made this) But I know that this is what he was using a year ago (Perhaps 6+months ago) and could still be using this version so-to-speak of it.

This screenshot has been edited by me, I have ONLY erased the name of the player who was using it (It wasn't SK who was using it this time).

I do NOT have this hack/exploit on my computer nor have I ever had it on my computer. I have no idea how it works but this was used by someone (Which I won't name) to turn people into chickens. He/She could have used it for other reasons but that isn't any of my concern.

If he made this, then no wonder he doesn't have time to finish RG 1.04...

---

---

Subject: Re: Lol owned, honestly whos next...  
Posted by [Tunaman](#) on Tue, 16 Jan 2007 20:48:52 GMT  
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I remember people using that at UNRULES and at LTROUSH CTF.. I thought they already made a fix for it tho.

---

---

Subject: Re: Lol owned, honestly whos next...  
Posted by [mripirate](#) on Tue, 16 Jan 2007 20:51:27 GMT  
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---

dead6re wrote on Tue, 16 January 2007 14:57I really don't care what you guys think, thats handy isn't it?

obviously, or you wouldn't have acted like such a dipshit in the first place

---

---



Subject: Re: Lol owned, honestly whos next...  
Posted by [Blazer](#) on Tue, 16 Jan 2007 20:52:45 GMT  
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---

gamemodding wrote on Tue, 16 January 2007 15:14warranto wrote on Tue, 16 January 2007 16:41How will they know how it modifies the players unless they have access to it?

like i already said:

- 1) make a hash of the original renegade files
- 2) send the hashes to a central server along with the player info etc.
- 3) the server compaires to whatever hashes they have
- \$) the server sends weather the player has modified files or not.

Thats exactly what RenGuard does, as it was designed. This currently does not stop from modifying things in memory though (RenGuard 1.04 addresses this).

---

---

Subject: Re: Lol owned, honestly whos next...  
Posted by [Caveman](#) on Tue, 16 Jan 2007 22:37:33 GMT  
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---

Ok for some reason I couldn't edit my post so I asked Crimson if she could remove the screenshot. I want to make that clear I ASKED HER TO REMOVE IT.

Sorry.

---

---

Subject: Re: Lol owned, honestly whos next...  
Posted by [jnz](#) on Tue, 16 Jan 2007 23:14:18 GMT  
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---

yeah, so why do you need cheats to develop it. i mean cheats not bypasses.

---

---

Subject: Re: Lol owned, honestly whos next...  
Posted by [Carrierll](#) on Wed, 17 Jan 2007 16:34:01 GMT  
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---

Know thy enemy, defeat thy enemy.

---

---

Subject: Re: Lol owned, honestly whos next...  
Posted by [jnz](#) on Wed, 17 Jan 2007 16:48:24 GMT

---

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CarrierII wrote on Wed, 17 January 2007 16:34 Know thy enemy, defeat thy enemy.

to these guys its more like "Know thy ememy, join thy ememy"

---

---

Subject: Re: Lol owned, honestly whos next...  
Posted by [JohnDoe](#) on Wed, 17 Jan 2007 18:27:57 GMT  
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---

You know you're doing something wrong when ^^^^^^^^^that guy^^^^^^ burns you.

---

---

Subject: Re: Lol owned, honestly whos next...  
Posted by [Sir Kane](#) on Wed, 17 Jan 2007 22:30:39 GMT  
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Goztow wrote on Tue, 16 January 2007 09:23 Now plz, I want usernames and ip's of both...  
Buy your own IPs.

---

---

Subject: Re: Lol owned, honestly whos next...  
Posted by [jnz](#) on Wed, 17 Jan 2007 22:52:44 GMT  
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Silent Kane wrote on Wed, 17 January 2007 22:30 Goztow wrote on Tue, 16 January 2007 09:23 Now plz, I want usernames and ip's of both...  
Buy your own IPs.

i don't get it

---

---

Subject: Re: Lol owned, honestly whos next...  
Posted by [dead6re](#) on Thu, 18 Jan 2007 10:36:29 GMT  
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---

gamemodding wrote on Wed, 17 January 2007 17:52 Silent Kane wrote on Wed, 17 January 2007 22:30 Goztow wrote on Tue, 16 January 2007 09:23 Now plz, I want usernames and ip's of both...  
Buy your own IPs.

i don't get it

So he can add us to the banlist.

---

---

Subject: Re: Lol owned, honestly whos next...  
Posted by [Goztow](#) on Thu, 18 Jan 2007 12:10:32 GMT  
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---

What i'm getting at is that when this sort of situations happen, we always get usernames and ip's but in this case, it seems we don't.

---

Subject: Re: Lol owned, honestly whos next...  
Posted by [MexPirate](#) on Thu, 18 Jan 2007 12:13:21 GMT  
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---

Goztow wrote on Thu, 18 January 2007 06:10What i'm getting at is that when this sort of situations happen, we always get usernames and ip's but in this case, it seems we don't.

I'm sure Crimson will post them when she gets on, see no reason why her stance of releasing cheaters IP's should change in this instance...

---

Subject: Re: Lol owned, honestly whos next...  
Posted by [Sir Kane](#) on Thu, 18 Jan 2007 12:17:35 GMT  
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---

87.160.249.206!  
Oh wait, that was yesterday! Dynamic IP that forcechanges (by ISP) every 24 hours wins.

---

Subject: Re: Lol owned, honestly whos next...  
Posted by [Goztow](#) on Thu, 18 Jan 2007 12:31:23 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Silent Kane wrote on Thu, 18 January 2007 13:1787.160.249.206!  
Oh wait, that was yesterday! Dynamic IP that forcechanges (by ISP) every 24 hours wins.  
I'm sure yoru username doesn't forcechange every 24 hours.

---

Subject: Re: Lol owned, honestly whos next...  
Posted by [Sir Kane](#) on Thu, 18 Jan 2007 14:04:08 GMT  
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---

It changes whenever I want. But don't worry, the only severs I ever play on are the n00bstories servers. I also won't bother changing my username (to anything new), I will just use the ones I used before. But after all, you shouldn't care anyways.

---

---

Subject: Re: Lol owned, honestly whos next...  
Posted by [mripate](#) on Thu, 18 Jan 2007 14:52:18 GMT  
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---

Other servers would probably ban you if they knew you were cheating, and that's just not fun.

---

Subject: Re: Lol owned, honestly whos next...  
Posted by [Sir Kane](#) on Thu, 18 Jan 2007 15:42:56 GMT  
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---

I honestly do not care about other servers. I've been around n00bstories forever so I will stick with that.

---

Subject: Re: Lol owned, honestly whos next...  
Posted by [DarkKnight](#) on Thu, 18 Jan 2007 15:46:47 GMT  
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---

i had wrote something but changed my mind so you get the

---

Subject: Re: Lol owned, honestly whos next...  
Posted by [Goztow](#) on Thu, 18 Jan 2007 16:39:23 GMT  
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Then the obvious solution is that I won't play in n00bstories.

---

Subject: Re: Lol owned, honestly whos next...  
Posted by [Renx](#) on Thu, 18 Jan 2007 16:59:34 GMT  
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---

Have you ever played there in the first place? Or are you just trying to make him feel bad?

---

Subject: Re: Lol owned, honestly whos next...  
Posted by [dead6re](#) on Thu, 18 Jan 2007 17:17:14 GMT  
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Sure, you can add my IP to the banlist, but you know, the next time I connect to the internet, I get a new IP here so I can play again

---

Subject: Re: Lol owned, honestly whos next...

---

Posted by [Sir Kane](#) on Thu, 18 Jan 2007 17:40:43 GMT

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---

Goztow wrote on Thu, 18 January 2007 16:39 Then the obvious solution is that I won't play in n00bstories.

On a care factor scale from 0 to 10 where 0 equals "I don't give a shit" and 10 equals "Hey, wtf, why not? Please play there!!!" (or something similar), I would go for negative infinity.

---

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Subject: Re: Lol owned, honestly whos next...

Posted by [Tunaman](#) on Thu, 18 Jan 2007 18:49:28 GMT

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dead6re wrote on Thu, 18 January 2007 12:17 Sure, you can add my IP to the banlist, but you know, the next time I connect to the internet, I get a new IP here so I can play again  
Cool, I hope you have fun cheating in Renegade because you want to impress people over the internet with your "skillz" on a video game.

---

---

Subject: Re: Lol owned, honestly whos next...

Posted by [Goztow](#) on Thu, 18 Jan 2007 19:44:24 GMT

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I have played there but not on a regular basis. I'm just stating what the obvious solution is in this case for me and maybe other people that like to play without known cheaters.

---

---

Subject: Re: Lol owned, honestly whos next...

Posted by [Sir Kane](#) on Thu, 18 Jan 2007 20:00:46 GMT

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As stated before, I stopped using that shit and I'm taking a break from the game to work other stuff such as RenGuard, FDS additions and ladderserv.

It's up to you to believe me or not.

---

---

Subject: Re: Lol owned, honestly whos next...

Posted by [Crimson](#) on Thu, 18 Jan 2007 21:25:37 GMT

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Also, I'm quite sure none of my moderators would let him stay in the game if he joined.

---

---

Subject: Re: Lol owned, honestly whos next...

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Posted by [Romaner](#) on Thu, 18 Jan 2007 22:27:35 GMT

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---

thats all nice if he joins under his regular name and/or ip, but what if he doesnt then i guess he is free to play..

---

Subject: Re: Lol owned, honestly whos next...

Posted by [Sir Kane](#) on Thu, 18 Jan 2007 23:13:03 GMT

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You could read my previous posts to realize that I have a dynamic IP, which changes every time I reconnect. And my ISP disconnects me once a day for "technical reasons".

---

Subject: Re: Lol owned, honestly whos next...

Posted by [puddle\\_splasher](#) on Thu, 18 Jan 2007 23:57:44 GMT

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---

LOL, Cheat Capital, it seems is N00bstories!!

IMHO, try UNrules for a fair game. Welllllllll by the sounds of it, UN has very few cheats, compared to what I read in here!

See you soon.

---

Subject: Re: Lol owned, honestly whos next...

Posted by [Romaner](#) on Fri, 19 Jan 2007 00:04:08 GMT

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---

yeah ok, i will go play a good game at noobrules i guess...

naaah

i think there are 3 communities left and when they go down im gone from ren for good, n00bstories, noobless and renz0r once they are all dead then im done

---

Subject: Re: Lol owned, honestly whos next...

Posted by [Tiesto](#) on Sat, 20 Jan 2007 14:50:42 GMT

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---

puddle\_splasher wrote on Fri, 19 January 2007 00:57LOL, Cheat Capital, it seems is N00bstories!!

---

IMHO, try UNrules for a fair game. Welllllll! by the sounds of it, UN has very few cheats, compared to what I read in here!

See you soon.  
Hahaha...!

---

---

Subject: Re: Lol owned, honestly whos next...  
Posted by [Jimbo27](#) on Sat, 20 Jan 2007 16:10:29 GMT  
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---

puddle\_splasher wrote on Thu, 18 January 2007 18:57LOL, Cheat Capital, it seems is N00bstories!!

IMHO, try UNrules for a fair game. Welllllll! by the sounds of it, UN has very few cheats, compared to what I read in here!

See you soon.  
The UN servers are run by some of the biggest ass hats in Renegade.

FOR EXAMPLE, They have a no profanities policy, yet one of their main moderators has the f word in his name.

---

---

Subject: Re: Lol owned, honestly whos next...  
Posted by [Sir Kane](#) on Sat, 20 Jan 2007 16:19:06 GMT  
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Which f word?

---

---

Subject: Re: Lol owned, honestly whos next...  
Posted by [jnz](#) on Sat, 20 Jan 2007 17:09:49 GMT  
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Quote:  
FOR EXAMPLE, They have a no profanities policy, yet one of their main moderators has the f word in his name.  
[/quote]

why does it matter if there is no policy of swearing? plus, if there is already no policy, why does it matter if someone has "fuck" in their name.

---

---

Subject: Re: Lol owned, honestly whos next...  
Posted by [JohnDoe](#) on Sat, 20 Jan 2007 17:21:19 GMT

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LMFAO

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---

Subject: Re: Lol owned, honestly whos next...  
Posted by [DarkKnight](#) on Sat, 20 Jan 2007 23:41:28 GMT  
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UN is ok to play in but 90% of the time more that half your team jacks off or buys useless vehicles and soldiers.

I played 4 hours on Sunday on n00bstories. It was awesome. Just about every single game came down to just a few points for the winner. Everyone did their part. I got bored at one time playing default maps but not anymore. I totally had fun.

Now for those of you who feel or felt the need to cheat, GTFO. Stop ruining the game for the rest of us.

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Subject: Re: Lol owned, honestly whos next...  
Posted by [Crimson](#) on Sun, 21 Jan 2007 00:13:21 GMT  
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Darkknight wrote on Sat, 20 January 2007 16:41UN is ok to play in but 90% of the time more that half your team jacks off or buys useless vehicles and soldiers.

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Thank you for saying that. There are sometimes when the skill is horribly unbalanced in favor of one team, but the best ones are always where you're working hard to get the victory.

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Subject: Re: Lol owned, honestly whos next...  
Posted by [puddle\\_splasher](#) on Wed, 24 Jan 2007 12:44:46 GMT  
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Darkknight wrote on Sat, 20 January 2007 17:41UN is ok to play in but 90% of the time more that half your team jacks off or buys useless vehicles and soldiers.



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I have seen my game time reduce from 99% to around 90% also for the self same reasons as DK.

Noobstories are willing to try their best to get you into the full server, TS is amusing and the Mods are always willing to have a chat in the same room.

So to use DKs words "Now for those of you who feel or felt the need to cheat, GTFO. Stop ruining the game for the rest of us".