
Subject: new Black-Cell.net servers
Posted by [Whitedragon](#) on Sat, 02 Aug 2003 09:50:22 GMT
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Black-Cell.net currently hosts 4 servers on WOL, a 10, 12, 18 and 24 player server.

during the next week we'll be replacing one and putting up another.
The current BCServ2 will be replaced by a new server that will be 24 players instead of 18.
BCServ5 will be going up soon and will be either 24 or 32 players.

you can view all our servers in action at irc.black-cell.net in their respective channels.

hope to see some forum goers in our servers.

Subject: new Black-Cell.net servers
Posted by [Beanyhead](#) on Sat, 02 Aug 2003 16:01:56 GMT
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Yay

Subject: new Black-Cell.net servers
Posted by [Vitaminous](#) on Sat, 02 Aug 2003 20:10:58 GMT
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Holy crap...So many servers...

Can I call you, Mr. DOM Wannabe?

Subject: new Black-Cell.net servers
Posted by [Aircraftkiller](#) on Sat, 02 Aug 2003 21:39:13 GMT
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I would join, but some of your server moderators are pissy little bastards.

I also don't like your rule about "No shooting from base to base with soldiers in the designated areas, regardless" even though Mike Amerson, creator of Islands, intended for soldiers to be able to shoot the Weapons Factory and the Hand of Nod\Tiberium Refinery\Airstrip from their base in the mountain holes...

Subject: new Black-Cell.net servers

Posted by [c0dynamic](#) on Sat, 02 Aug 2003 21:58:53 GMT

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AircraftkillerI would join, but some of your server moderators are pissy little bastards.

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Most of the people including me think that camping from your server requires no skill at all and it is pretty cheap just sitting there shooting at the buildings and going to refill when out of ammo.

That's just a pathetic way to get points and it also shows no team work or willing to do anything but camp there.

Since islands is a small map i don't see why you should point whore from those holes. Even if the creator of it made it that way it doesn't mean we should like it the way it is, The no camping on base rule is one of the most important rules on most servers.

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Posted by [Aircraftkiller](#) on Sat, 02 Aug 2003 22:47:59 GMT

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It shows no teamwork when you refuse to even attack them from the hole. You realize how easy it is to prevent them from hitting anything? Toss some Artillery shells into that hole and they won't be firing anymore.

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Posted by [YSLMuffins](#) on Sat, 02 Aug 2003 23:04:20 GMT

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I also dislike the hour glass rules, but I do find that games on that map tend to go a lot faster.

Subject: new Black-Cell.net servers

Posted by [Whitedragon](#) on Sun, 03 Aug 2003 07:31:31 GMT

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Subject: new Black-Cell.net servers

Posted by [Infinint](#) on Sun, 03 Aug 2003 07:50:53 GMT

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it isent point whoreing if you have a bunch of rocket soilders shooting though the hole at eh wep fac or hand. cuz then it will die even if you have a tech in it

Subject: new Black-Cell.net servers

Posted by [Whitedragon](#) on Mon, 04 Aug 2003 09:51:10 GMT

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If you dont like some of our rules i suggest you bring it up at our forums if you want any chance of them being changed.

Subject: new Black-Cell.net servers

Posted by [hayes321](#) on Tue, 05 Aug 2003 15:57:58 GMT

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last time i looked at this thread didnt u mention a BCserv6 or maybe 7?
