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Subject: Re: 1v1 Field Tournament with prizes from EA

Posted by [Spoony](#) on Fri, 11 Apr 2008 15:31:15 GMT

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EvilWhiteDragon wrote on Fri, 11 April 2008 04:42First of all, no closure date/playercount whatsoever, just a sudden post saying oh btw, signup is closed. For a match with prizes that's pretty lame.

How so? 32 = round number for an elimination tournament - it'd be 16, 32 or 64. We got about 30 signups in less than a day, but 64 would probably stretch it to the point where there'd be lots of forfeits etc.

EvilWhiteDragon wrote on Fri, 11 April 2008 04:42Second, why 1vs1's?  
Why not 1v1s?

EvilWhiteDragon wrote on Fri, 11 April 2008 04:42That does perhaps show some skill, but luck will play a huge factor.

Luck plays almost zero factor in field 1v1s. If you wanna talk about luck in Renegade, look at any public server where your team is randomly determined by the server.

EvilWhiteDragon wrote on Fri, 11 April 2008 04:42Third, the map. It's easy to walk to the nod obelisk, without any kind of glitching. Even worse, with a hottie you can walk to anything but ref... In a normal match which is at least 2VS2 it wouldn't be hard to defend against this, but now it's just too easy to walk in the nod base, kill Ob and yourself, get nother hottie + ion, kill hon+air & yourself, and finish off the ref.

Time it took: perhaps 5 mins?

I recommend you lay down a challenge, then, to any of the guys who are generally thought to be pretty decent at 1v1 field... most of whom, conveniently, are in this tournament. SS, poison, myself, simpee, tildeth, whiskey, isitinyou...? I'm sure plenty would be happy to test your theory.

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