
Subject: Re: 1v1 Field Tournament with prizes from EA
Posted by [EvilWhiteDragon](#) on Fri, 11 Apr 2008 09:42:45 GMT
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Spoony, you got to be kidding me.

First 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.

Second, why 1vs1's? That does perhaps show some skill, but luck will play a huge factor. Of course, experience pays, it always does.

Third, 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?
