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Subject: UGIN Sniper Tournament

Posted by [flyingfox](#) on Mon, 19 Apr 2004 01:47:28 GMT

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uhm, no looping? How will you enforce this rule? Map layouts were made to have the full use of them utilised. If they were simple 'go in this way, go out that way', it would always give the team holding the field/tunnel an advantage. Is it not one who doesn't check his back the lesser skilled? Many have beaten opponents with better accuracy with flank tactics.

"No refills" also seems pretty mundane.

I'll sign up with someone if you reconsider your rules. It's not a good idea to unnecessarily restrict a players freedom, and only causes arguments.

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