
Subject: 1v1 Field Tournament with prizes from EA
Posted by [Spoony](#) on Thu, 10 Apr 2008 00:22:43 GMT
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It's that time again.

RULES

- Field will be the only map played.
- Server(s) will be provided on XWIS. They will be "pure" Renegade with no modifications.
- You will play your opponent twice; once as Nod, once as GDI.
- if a player wins both games, he advances
- if one wins by basekill and the other player wins by points, the basekiller advances
- if both players wins one game by points, the highest points margin advance
- if both players win one game by basekill, the fastest victory advances
- No backwalking the obelisk
- No one-man rethop behind the GDI refinery
- No MRLS base-to- base
- No tunnel beacons
- No teamkilling your own structures or harvester

PRIZES

EA are kindly throwing in a few free copies of Kane's Wrath, the expansion to C&C3. Each of the four players who reach the semifinal will get one.

SIGNUP

Simply let me know the XWIS name, either by replying to this thread or emailing me at spoony@clanwars.cc. No offensive/racist nicknames please.

Seeding will begin once we have a round number of players.

For a taster, here's my most recent hosted tournament - a 1v1 rushmap tournament

-

Subject: Re: 1v1 Field Tournament with prizes from EA
Posted by [Lone0001](#) on Thu, 10 Apr 2008 01:35:04 GMT
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Any estimated date of when this will start? Sounds interesting.

Subject: Re: 1v1 Field Tournament with prizes from EA
Posted by [Spoony](#) on Thu, 10 Apr 2008 01:36:50 GMT
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A week or so, or when we have a round number of players (16/32/64)

Subject: Re: 1v1 Field Tournament with prizes from EA
Posted by [Lone0001](#) on Thu, 10 Apr 2008 01:39:25 GMT
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Sounds good count me in.

EDIT: oh and XWIS nick is: lone0001

Subject: Re: 1v1 Field Tournament with prizes from EA
Posted by [Starbuzz](#) on Thu, 10 Apr 2008 02:21:50 GMT
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I assume the matches take place during the weekends when I can't play?

Subject: Re: 1v1 Field Tournament with prizes from EA
Posted by [Spoony](#) on Thu, 10 Apr 2008 02:41:30 GMT
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You will negotiate a time with your opponent. You will probably have a week or so for each round.

Subject: Re: 1v1 Field Tournament with prizes from EA
Posted by [JPNOD](#) on Thu, 10 Apr 2008 07:06:06 GMT
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XWIS: JPNOD

Subject: Re: 1v1 Field Tournament with prizes from EA
Posted by [OWA](#) on Thu, 10 Apr 2008 08:52:15 GMT
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If it was teams I would have signed up. 1v1 isn't my thing to be honest :/

Subject: Re: 1v1 Field Tournament with prizes from EA
Posted by [Sir Kane](#) on Thu, 10 Apr 2008 09:51:14 GMT
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1v1 is shit in about every game, with the exception of strategy games.

Subject: Re: 1v1 Field Tournament with prizes from EA
Posted by [Jamie or NuneGa](#) on Thu, 10 Apr 2008 11:05:55 GMT
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chance for a free game

im in

xwis name = NuneGa

Subject: Re: 1v1 Field Tournament with prizes from EA
Posted by [Nightma12](#) on Thu, 10 Apr 2008 11:15:24 GMT
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XWIS Nick: Nightma12

Subject: Re: 1v1 Field Tournament with prizes from EA
Posted by [cmatt42](#) on Thu, 10 Apr 2008 14:14:02 GMT
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xwis name: TmtoSlayr

Hey, would it be okay to sign up my brother here, too? His xwis nick is dtyler171.

Subject: Re: 1v1 Field Tournament with prizes from EA
Posted by [cnc95fan](#) on Thu, 10 Apr 2008 15:08:10 GMT
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TBH it's nice to see EA doing all this stuff with the old C&Cs, especially with RA2.

Subject: Re: 1v1 Field Tournament with prizes from EA
Posted by [mr£Äz](#) on Thu, 10 Apr 2008 15:19:49 GMT
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Sir Kane wrote on Thu, 10 April 2008 04:51 1v1 is shit in about every game, with the exception of strategy games.

Subject: Re: 1v1 Field Tournament with prizes from EA
Posted by [Herr Surth](#) on Thu, 10 Apr 2008 15:22:40 GMT
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actually, its pretty fun.

Subject: Re: 1v1 Field Tournament with prizes from EA
Posted by [SSADMVR](#) on Thu, 10 Apr 2008 15:57:00 GMT
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They just say it's shit because they suck at it.

Subject: Re: 1v1 Field Tournament with prizes from EA
Posted by [cmatt42](#) on Thu, 10 Apr 2008 17:20:16 GMT
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SSADMVR wrote on Thu, 10 April 2008 10:57They just say it's shit because they suck at it. There is no skill involved at all. It's just whoever gets the best basekilling vehicle/infantry into the enemy base first wins.

Subject: Re: 1v1 Field Tournament with prizes from EA
Posted by [SSADMVR](#) on Thu, 10 Apr 2008 18:19:43 GMT
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lol wow you're stupid. Let's say the winner of this tourney plays you ten times in a row. I am 100% sure he will beat you 10/10 times.

Subject: Re: 1v1 Field Tournament with prizes from EA
Posted by [bisen11](#) on Thu, 10 Apr 2008 18:25:17 GMT
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1v1 sounds kind of lame. I think it should be at the very least 4 people per team. There isn't a ton of strategy with only 2 people.

Subject: Re: 1v1 Field Tournament with prizes from EA
Posted by [Spoony](#) on Thu, 10 Apr 2008 19:38:23 GMT
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cmatt42 wrote on Thu, 10 April 2008 12:20There is no skill involved at all. It's just whoever gets the best basekilling vehicle/infantry into the enemy base first wins. Why not signup then? Because if you're right (and everyone who knows anything about Renegade

1v1s knows you aren't), surely you have an absolutely equal chance of winning as anybody else?

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

Posted by [Spoony](#) on Thu, 10 Apr 2008 19:39:26 GMT

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bisen11 wrote 1v1 sounds kind of lame. I think it should be at the very least 4 people per team. If it was a team-based tournament, you can be sure there will be more forfeits than games.

We have 32 players signed up now... sorry to dtyler.

1. Spoony
 2. Muffinjay
 3. ZxSpaZxZ
 4. SoQJaSoN
 5. Heat
 6. Whiskey
 7. Wiggles
 8. Blitzkey
 9. IsItInY0u
 10. AnThRaX
 11. Soul
 12. Lone0001
 13. StaYHiGh
 14. SoQLoGi
 15. MVR987
 16. JPNOD
 17. ThErAp1St
 18. SoQNighty
 19. New2ReN
 20. ELiT3FLyR
 21. M2Surth
 22. hermit
 23. notkarmai
 24. SoQrEpT1L
 25. ohmymy
 26. Tildeth
 27. Yaza
 28. PoiSoN
 29. FinalRen
 30. NuneGa
 31. Nightma12
 32. TmtoSlayr
-

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

Posted by [Spoony](#) on Thu, 10 Apr 2008 20:27:02 GMT

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OK, the bracket's full - the only thing to do before the tournament opens is "seeding".

Vote in this poll to pick who you think are the eight best players.

It's not necessary to vote, but it will determine who plays who in the first round.

Subject: Re: 1v1 Field Tournament with prizes from EA
Posted by [trooprm02](#) on Fri, 11 Apr 2008 01:14:47 GMT

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are you kidding me.....too late to sign up?

Subject: Re: 1v1 Field Tournament with prizes from EA
Posted by [Starbuzz](#) on Fri, 11 Apr 2008 02:04:37 GMT

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trooprm02 wrote on Thu, 10 April 2008 20:14 are you kidding me.....too late to sign up?

Sucks right?

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, experiance 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?

Subject: Re: 1v1 Field Tournament with prizes from EA
Posted by [Herr Surth](#) on Fri, 11 Apr 2008 11:19:05 GMT

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Quote: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? How would you:

- 1.do that, considering the rules in the tournament?
 2. have enough money for that LOL.
-

Subject: Re: 1v1 Field Tournament with prizes from EA
Posted by [EvilWhiteDragon](#) on Fri, 11 Apr 2008 11:39:27 GMT

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Surth wrote on Fri, 11 April 2008 13:19Quote: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? How would you:

- 1.do that, considering the rules in the tournament?
2. have enough money for that LOL.

http://www.blackintel.org/movies/blackintel.c&c_field_ob.avi <-- that way I would walk to the ob, and you can do the first time with an engineer, just to get some creds, or attack harv/something like that...

Subject: Re: 1v1 Field Tournament with prizes from EA
Posted by [Herr Surth](#) on Fri, 11 Apr 2008 11:45:05 GMT

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leaving your base undefended for like 2 minutes. In that time i can prolly kill your wf and your agt and then simply lock you in your own base with a tech/art.

Subject: Re: 1v1 Field Tournament with prizes from EA
Posted by [Jamie or NuneGa](#) on Fri, 11 Apr 2008 12:24:41 GMT

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Don't forget mines!

There is a easy place to mine on route to obby where they cannot be disarmed by a hotwire.

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 04:42 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.

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 04:42 Second, why 1vs1's?
Why not 1v1s?

EvilWhiteDragon wrote on Fri, 11 April 2008 04:42 That 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 04:42 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?

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.

Subject: Re: 1v1 Field Tournament with prizes from EA
Posted by [SSADMVR](#) on Sat, 12 Apr 2008 14:55:11 GMT
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You forgot my name in that range of players @:

Subject: Re: 1v1 Field Tournament with prizes from EA
Posted by [halo2pac](#) on Sun, 13 Apr 2008 05:18:19 GMT
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cough You guys are only playing hoping the top prise will be the renegade source code *cough*

ps... need some *cough* tags...

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

Posted by [IceSword7](#) on Sun, 13 Apr 2008 07:50:59 GMT

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Spoony how come we never did any of this shit when i was still good a 1v1's hmm?

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

Posted by [Spoony](#) on Sun, 13 Apr 2008 10:04:32 GMT

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because I wasn't an admin of any kind back in april 2003

halo2pac wrote on Sun, 13 April 2008 00:18*cough* You guys are only playing hoping the top prize will be the renegade source code *cough*
what a strange thing to think

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

Posted by [Spoony](#) on Sun, 13 Apr 2008 12:00:19 GMT

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http://www.renegadeforums.com/index.php?t=msg&th=28558&start=0&rid=2_0608
