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Subject: Re: 2v2 Tournament

Posted by [lcyTouch](#) on Fri, 19 May 2006 06:21:41 GMT

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Sorry, obtaining prizes costs money and take time. It also requires server space, the smaller the games the easier it is to run. If it were to be a common map tournament clanwars players would win hands down. Renegade lacks strategy when there's only a handful of maps to play. New maps require strategy since most players will be unfamiliar with the maps. It will also involve a little luck.

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