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Subject: Re: NE vs SoQ Results

Posted by [RadioactiveHell](#) on Mon, 14 Dec 2009 07:08:40 GMT

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The rules make some sense on rush maps, but the whole system falls apart on maps like Field, where an entire team can camp after getting a building. Basically, as Blitzkey pointed out, NE sacrificed winning the game in order to "win." As evidenced by this, the rules of the tourney completely change the goal of the game.

SoQ had a control of the field 100% of the time as GDI and 95% of the time as Nod, and imo, deserved to win the game. The one time NE was able to push up, they managed to destroy our hand, but at that point in the game the hand didnt even matter as we had such a massive points lead.

So yeah, not to dispute the loss according to the rules or be a bad sport, but imo the rules are clearly flawed and counter to the way the game was designed.

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