Subject: NE vs SoQ Results
Posted by [NE]Fobby[GEN] on Sun, 13 Dec 2009 22:06:35 GMT
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NE wins.

Field
SoQ wins both games by points.
NE destroys Hand of Nod in second game.

Therefore: NE wins by more building points.

NE advances to 3rd.

Thanks a lot SoQ, this is our second game with you this tournament and we had a lot of fun both times!

Subject: Re: NE vs SoQ Results
Posted by TD on Sun, 13 Dec 2009 22:08:41 GMT
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NE wins 3rd place, SoQ is in 4th place.

Nice job getting the game done guys. Thanks for participating in the tournament.

Subject: Re: NE vs SoQ Results
Posted by [NE]Fobby[GEN] on Sun, 13 Dec 2009 22:13:21 GMT
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And big thanks to the RGCT for organizing this! Definitely one of the best tournaments in a long time.

Subject: Re: NE vs SoQ Results
Posted by Herr Surth on Sun, 13 Dec 2009 22:13:57 GMT
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i blame td

Subject: Re: NE vs SoQ Results
Posted by RadioactiveHell on Sun, 13 Dec 2009 22:19:16 GMT
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Uh...not to be a bad sport, but we had a commanding point lead both games, not to mention NE was playing with 2 ppl not on their roster, and one guy (renebad) signed up for cw.cc.

Dont have ss second game as nod, but here are IRC logs.

+RGCTBot2: Map: Field GDI: 6/24 players 11789 points Nod: 6/24 players 15098 points Time: 16:00:00 FPS: 60
+RGCTBot2: Host: No cheating, no ob walking/glitching, no B2B, no tunnel beacons, no flaming vehicles/infantry, no one man wallhopping, no vehicle wallhopping, buddy hopping and harv walking are allowed.
+RGCTBot2: [Map] Field has ended, map was won by Nod with a score of 15100 to 11791 by High score when time limit expired

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Subject: Re: NE vs SoQ Results
Posted by Herr Surth on Sun, 13 Dec 2009 22:21:52 GMT
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radio, look up the rules, points do not matter

ggs!

Subject: Re: NE vs SoQ Results
Posted by F1r3st0rm on Sun, 13 Dec 2009 22:22:50 GMT
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rofl @ predictions

Subject: Re: NE vs SoQ Results
Posted by -SoQ-Warlock on Sun, 13 Dec 2009 22:23:06 GMT
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Congratz Fobby,

first time NE managed to get to our base, and HON killed...omg

Hereby the ss

Subject: Re: NE vs SoQ Results
Posted by RadioactiveHell on Sun, 13 Dec 2009 22:25:11 GMT
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I am aware of the points system. Only thing is this:

GoTWhisKeY wrote on Sun, 22 November 2009 02:47thanks blitz for the post, I confirm, cw.cc roster is
1. Whiskey
2. IAMRAKTON
3. Blitzkey
4. TehUK
5. IsItInY0u
6. Renebad
7. Spoony
8. BLuel4bel
9. Rem1X
10. H2halo
11. Hitman47
12. Bosnian

Subject: Re: NE vs SoQ Results
Posted by Vasatron1 on Sun, 13 Dec 2009 22:30:35 GMT
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Great games SoQ, and a big thank you to RGCT for organising.

Subject: Re: NE vs SoQ Results
Posted by Trojan on Sun, 13 Dec 2009 22:31:06 GMT
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He never played for them. And GG's everyone

Subject: Re: NE vs SoQ Results
Posted by Herr Surth on Sun, 13 Dec 2009 22:35:25 GMT
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SoQRadio wrote on Sun, 13 December 2009 22:25I am aware of the points system. Only thing is this:

GoTWhisKeY wrote on Sun, 22 November 2009 02:47thanks blitz for the post, I confirm, cw.cc roster is
1. Whiskey

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5. IsItInY0u
6. Renebad
7. Spoony
8. BLuel4bel
9. Rem1X
10. H2halo
11. Hitman47
12. Bosnian

oh stop being such a bad sports will you ;>

Subject: Re: NE vs SoQ Results
Posted by RadioactiveHell on Sun, 13 Dec 2009 22:50:59 GMT
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Aite well ggs, I had a lot of fun playing. Also thanks to TD and MrMom for putting on a great tourney, I think it was great for the ren community. Looking forward to another in the future

---

Subject: Re: NE vs SoQ Results
Posted by TD on Sun, 13 Dec 2009 23:08:58 GMT
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Discussed this with the two captains and we all came to an agreement.

NE finished 3rd
SoQ finished 4th

Subject: Re: NE vs SoQ Results
Posted by blitzkey on Mon, 14 Dec 2009 01:11:45 GMT
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i find the building points stupid, the fact that they won both games but still lose because of 1 building dying i find dumb.

Subject: Re: NE vs SoQ Results
Posted by TD on Mon, 14 Dec 2009 01:19:40 GMT
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blitzkey wrote on Mon, 14 December 2009 02:11i find the building points stupid, the fact that they

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won both games but still lose because of 1 building dying i find dumb.
It's a style of gameplay we wanted to try out, and basically C&C is about destroying the enemy and their base.

Subject: Re: NE vs SoQ Results
Posted by [NE]Fobby[GEN] on Mon, 14 Dec 2009 02:23:39 GMT
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blitzkey wrote on Sun, 13 December 2009 20:11i find the building points stupid, the fact that they won both games but still lose because of 1 building dying i find dumb.

^We would have played differently if the rules said otherwise. Though after killing the Hand of Nod and getting the building point, we thought it'd be better to camp in base and ensure it stays intact rather than staying by their base and risking a nuke run, stank rush or a wall hop.

Subject: Re: NE vs SoQ Results
Posted by blitzkey on Mon, 14 Dec 2009 05:03:29 GMT
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TD wrote on Sun, 13 December 2009 19:19blitzkey wrote on Mon, 14 December 2009 02:11i find the building points stupid, the fact that they won both games but still lose because of 1 building dying i find dumb.
It's a style of gameplay we wanted to try out, and basically C&C is about destroying the enemy and their base.
Yeah but Renegade itself doesnt count building kills, games like these should be won by either basekill by time or points.

They killed one building and decide to camp and LOSE so they can win?

They killed a building, congrats, they got a point lead and should be able to hold on to it to show that they are the better team. They killed the hand, so Nod is low on techs and should slowly kill them all and their base if they were good enough or win by points.

Were they GDI first map? killed the hand, then all fell back to base and camped, then next map they camped again with atleast 1 tech in each building? Fun games!

Subject: Re: NE vs SoQ Results
Posted by blitzkey on Mon, 14 Dec 2009 05:07:00 GMT
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im not discrediting you or going against you, you played smart and correctly, i just dont agree with the rules

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Subject: Re: NE vs SoQ Results
Posted by karmai on Mon, 14 Dec 2009 05:43:16 GMT
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So SOQ wins both sides but doesn't advance because they lost the hand?

That's so dumb it's unreal. Cmon TD, wtf?

Subject: Re: NE vs SoQ Results
Posted by [NE]Fobby[GEN] on Mon, 14 Dec 2009 06:40:29 GMT
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A bit late to be complaining about tournament rules isn't it? I agree that buildings points may not be the best method, I probably would've organized it differently, but these game rules were made back in July and all of the teams agreed on them when they joined

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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.

Subject: Re: NE vs SoQ Results
Posted by [NE]Fobby[GEN] on Mon, 14 Dec 2009 07:21:33 GMT
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Quote:
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.

Actually there were a few periods in both games where the field was controlled by neither team,

and in most of the second game the points were at the same range (SoQ points jumped near the end with those last few rushes on our AGT and WF) but I agree with you radio, that the playstyle is not great for Field.

Field's a map where controlling the field is key, but with the tournament rules it's not the case. Although the rules are compatible in a map like Walls or Islands imo, Field's different. I'll admit that our tanks only got out of the base entrance twice in the first game as SoQ was playing really well (hence their double point lead), so we had decided right from the beginning of the 2nd game to quickly take out a building and camp at the base. That's why we had rushed the refinery a couple times and eventually made that push to your base and got the Hand. The best thing for a team to do after that is stay and camp rather than risking a nuke run, which takes the purpose out of Field.

Oh well. GGs, SoQ still won against NE the first time. I'm glad we were able to get in a second game.

Subject: Re: NE vs SoQ Results
Posted by -SoQ-Warlock on Mon, 14 Dec 2009 07:22:25 GMT
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[NEFobby[GEN] wrote on Mon, 14 December 2009 07:40]A bit late to be complaining about tournament rules isn't it? I agree that buildings points may not be the best method, I probably would've organized it differently, but these game rules were made back in July and all of the teams agreed on them when they joined
1. NE posted their roster too late
2. NE wasnt there at the arranged time
3. SoQ gave NE half an hour to show up. NE was later with getting a team together
4. NE played with 4 on their posted roster, 2 where not on the roster
5. As NE played with only 4 on their roster, it would have been sportmanship, to forfeit, because min of players was set to 5

plz, dont talk about agree to the rules. NE failed them in this round in all terms, as in former rounds.

With posts like this, I come in the mood to dont agree with the decision of TD. But we both know what community is better, and thats enough for me.

I consider -SoQ- winner on sportmanship

Subject: Re: NE vs SoQ Results
Posted by Goztow on Mon, 14 Dec 2009 11:39:56 GMT
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Heh we also lost against NE because of the building kill, on Under that time. We would have won that game easily on points at that point but decided to all rush through the tunnels because of the rules. Can't blame NE: it's just the rules that were like this.

Still want a rematch against you guys, NE .

Subject: Re: NE vs SoQ Results
Posted by [NE]Fobby[GEN] on Mon, 14 Dec 2009 18:11:40 GMT
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The playstyle is definitely different for non-rush maps and requires teams to play differently than they do in normal Renegade clanwars. For the Koss match, if the points of both games were added together then yes, Koss would win. Though NE won the 2nd game and killed 4 buildings.

And yeah I'd be glad to play Koss again.

Subject: Re: NE vs SoQ Results
Posted by blitzkey on Mon, 14 Dec 2009 20:35:43 GMT
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now that NE won the prize money, you wanna bet that money in a community match vs clanwars? DOUBLE OR NOTHING IS THE GAME.

Subject: Re: NE vs SoQ Results
Posted by [NE]Fobby[GEN] on Mon, 14 Dec 2009 20:54:45 GMT
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We could care less about the prize money to be honest, we joined the tournament for a good time. 40 bucks split multiple ways is nothing.

Subject: Re: NE vs SoQ Results
Posted by Herr Surth on Mon, 14 Dec 2009 20:57:22 GMT
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blitzkey has a gambling problem

Subject: Re: NE vs SoQ Results
Posted by Sccrscorer on Mon, 14 Dec 2009 21:35:59 GMT
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ahahaha

Subject: Re: NE vs SoQ Results
Posted by blitzkey on Tue, 15 Dec 2009 02:36:48 GMT
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[NEFobby[GEN] wrote on Mon, 14 December 2009 14:54]We could care less about the prize money to be honest, we joined the tournament for a good time. 40 bucks split multiple ways is nothing.
yeah but 80 dollars given to one person is something

Subject: Re: NE vs SoQ Results
Posted by Wiener on Tue, 15 Dec 2009 08:59:45 GMT
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cant believe you let NE off with that roster...

Subject: Re: NE vs SoQ Results
Posted by RadioactiveHell on Tue, 15 Dec 2009 10:23:13 GMT
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Goztow wrote on Mon, 14 December 2009 05:39Heh we also lost against NE because of the building kill, on Under that time. We would have won that game easily on points at that point but decided to all rush through the tunnels because of the rules. Can't blame NE: it's just the rules that were like this.

Yeah but you still lost that game by points, while we had a commanding points lead. Not to mention, they played you with their actual roster.

Wiener wrote on Tue, 15 December 2009 02:59cant believe you let NE off with that roster...

I pointed out that they weren't playing with ppl on their roster at the beginning of the game, and was told to bring it up after the game...That worked out well.

Subject: Re: NE vs SoQ Results
Posted by Goztow on Tue, 15 Dec 2009 14:37:03 GMT
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SoQRadio wrote on Tue, 15 December 2009 11:23Goztow wrote on Mon, 14 December 2009 05:39Heh we also lost against NE because of the building kill, on Under that time. We would have won that game easily on points at that point but decided to all rush through the tunnels because of the rules. Can't blame NE: it's just the rules that were like this.

Yeah but you still lost that game by points, while we had a commanding points lead. Not to mention, they played you with their actual roster.
We won first with a comfortable lead and had equal points on 2nd until there were 5 mins left, even though we already tried multiple apc rushes and such. So yes: we eventually got a big smack, but only because we rushed in with infantry with half our team at the very end because we knew we had to get a building.

There is no doubt we would have won with a large amount of points if we had defended for 20 minutes, as always with points bug. This isn't even NE's "fault", it's just the lack of points fix.

Subject: Re: NE vs SoQ Results
Posted by [NE]Fobby[GEN] on Tue, 15 Dec 2009 18:46:01 GMT
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For the record Radio, the first time you beat us we had two people that weren't on the roster either. The reason why we did it then and now is to get a game going rather than forfeiting the match. I didn't know one of them was signed up as a substitute on another roster, as no one PM'd me about it, and him playing was a last minute decision on our part. Though it looks like he's never played in any RCGT games for cw.cc, so I don't feel that having him was that much of an advantage - he was repairing for most of the game anyway.

And yes Goz I recall, the reason we had 4 of your buildings at the end was due to your infantry rush, so defending all the way through would've had a different outcome.