

Tournament

The game mode named *Tournament* is offered by various [shooter](#) type games, such as [Toxikk](#) or [Star Trek: Voyager Elite Force](#). It is very similar to the [deathmatch](#) mode but the number of players is limited to two, fighting each other. Usually the normal Deathmatch rules are applied, meaning a match ends when either a designated number of frags was reached by a player or a time limit was hit. Other than normally, the server will keep track of the results of the matches for both players, giving them a score a little more rough than the normal match scores.

As an example: First player A wins, then player B wins, then player A wins again. Then the score is 2:1 for player A, regardless of the details of the single matches frag counts. This style is used by [Star Trek: Voyager Elite Force](#).

Another variation is when more players are allowed to be active on the same server, the duel combinations are rotated. Whenever a player gets fragged, he is moved to spectator and another takes his place. So each player will have to play against any other player at some point but always 1 on 1. All other players not currently actively participating in combat are spectators. The one with the highest frag count wins. This style is used by [Toxikk](#).

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