lol ok, hardly anyone can kill a character in 4 seconds with a pistol unless they're standing still or fighting someone else. In a 1 or 1 battle you'll find it significantly harder as a whole to target your enemy....this is true of all games, simply because he's attacking you too so you have to defend yourself as well as deal with his strafing.

I find it odd how games like CS want you to stand still when shooting, yet every time I play people run around like matchsticks shooting and scoring nearly every hit. makes absolutely no sense. If I look around a corner and see a man coming at me, who's more likely to hit the other? The man standing still and aiming eye level, or the one running with his gun bobbing up and down at his waist? Yet, it's the runner who wins 80% of the time.