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Subject: Re: Opinion piece of sorts - "1v1 doesn't prove skill"

Posted by [w0dka](#) on Thu, 27 Sep 2007 13:51:55 GMT

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Spoony wrote on Thu, 27 September 2007 07:38...

uhm... some people play 1on1 seriously? interesting fact.

Nah... nothing for me. I deeply hate RTS-Games like WC3, CnC in Multiplayer mode. After a hard day i didn't want to play alone vs. someone who wants to kill me.

Renegade is for me the feeling to help a buddy in danger and, maybe get help if i am in danger of getting filled up with bullets from a apc.

But back to topic. Yep i suck at 1on1. But i'm good at team based action where you can work together.

big fun, big rush on Field rushing out with 5 lights and a art in the back is especially for me much more fun then running around defending, attacking and staying alive the whole time trying to fill every single role. I'm not in hurry, i want to play my char and not the whole barracks and war factory simultaneously.

1on1 as a test of skills? No! For me it's like letting a swimmer fight vs. Vladimir Klitschko.

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