
Subject: Re: Opinion piece of sorts - "1v1 doesn't prove skill"
Posted by [The Elite Officer](#) on Fri, 05 Oct 2007 12:39:03 GMT
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w0dka wrote on Thu, 27 September 2007 19:08SoQReaL wrote on Thu, 27 September 2007 10:05lol public server n00bs..

n00b referring to players who are new or behave like they are new to a game. usually in a insulting way. Why you want to insult me?

And whats wrong with public games, sure i would prefer if anyone work together but a public server offers you the opportunity for quick action, a game with a huge battle, everywhere action.

@Spoony

I think teamwork is skill. Why? You need to learn how to work with your team. When just say they will handle it, trust them. Work so they can help you and you help them. A team is not a bunch of guys who screw your work or don't get things done that you wouldn'T get done.

Simple thing:

Field, Your're GDI Nod filled Field with Arts, Lights maybe a tech out there. You're Team decide to retake field with Med'S covered by a mlrs maybe. A fakeion is planted, hopefully one nod guy is retreating you rush out.

Situation a)

You' re Med gets focused,
you can retreat and repair,
rush to a enemy and try to C4 him or
drive to a friendly tank to repair it from behind.

Situation b)

You're Friends Med gets focused
you can just fire at the enemy hope he fix it himself/retreat
block the hits from the enemys with your med to get him a few extra seconds
hop out and repair him

in all two situations you have to learn what is the right choice.
Adn don'T start with TS2 ... vital seconds.... hectic screaming...X want to say Y what to do... all this isn't good for overall performance.

But you're right with 1on1 it takes skill, but i personally didn't like the way . changed my mind a bit.

Can I say owned???
