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Subject: Re: Mwright is preeeeetty good!

Posted by [GEORGE ZIMMER](#) on Tue, 04 Mar 2008 22:24:05 GMT

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Spoony wrote on Tue, 04 March 2008 15:46

you may as well say "winning a team game just proves you can win a team game".

Winning in a team game in a game BUILT for a team game proves you're good at the game.

That's like saying "I CAN PWN U IN WOW SO I BEET U IN HALO". They're completely different games with different styles of play. Saying you're better than someone because you can beat them in a specific scenario is just ignorant.

SpoonyWhat the fuck do you mean by "whatever your preferred wording"? If you are too thick to tell the difference between saying "1v1s don't prove anything" and "1v1s don't prove everything", just stop posting.

I know the difference, but as I said, it doesn't matter because it doesn't prove everything, and also doesn't really prove anything outside of winning a 1v1 itself in a game made for teamplay. So, choose whichever meaning you wish it to be, it ends the same- a 1v1 in Renegade doesn't prove that you're "better" than someone.

Spoonythis is just nonsense...

Explain to me how it's nonsense, please. I like to think that if I can beat someone in equal terms on a map MADE for infantry vs infantry, that I am better than them with infantry.

Spoonyit matters because it demonstrates you don't need to rely on your teammates, you have pistol/tank/flying skills, quick thinking, the ability to capitalise on an advantage or overturn a disadvantage... but since you've probably never beaten anyone decent in a 1v1, I don't expect you to know these things.

I love how you have to try and assume I'm incapable of beating a decent person because I'm saying 1v1's don't prove anything. Way to pull shit out of your ass. Not saying I'm the greatest player ever, but I'm not the worst either.

Anyways, while there ARE maps that require you to think properly in 1v1's, MANY AOW maps have certain advantages that allow you to exploit, that you otherwise couldn't in an AOW. I'd give examples, but that's already been done, so I feel it's unnecessary to.

SpoonySo indeed, you've never played a proper 1v1 and as such, are completely unqualified to act like you have the faintest idea what you're talking about, as if that wasn't already obvious. I'd say I'm quite qualified as I've played Renegade for quite some time now, and play various game modes. I may not be the best, but if that were relevant, then there's only one person who can apparently say what's what, and that's whoever is "the best". So if that's true, everyone here is unqualified to say anything.

What makes me so unqualified, hm? The fact that I'm saying winning in a 1v1 doesn't matter? Especially where troop beat MWright? I'd really like to know, seeing as how you apparently know every aspect about me.

And also, I recall someone saying that just because a Patch can kill a Technician, doesn't make the Patch the best unit in the game because it can beat the otherwise very useful tech. It just means it can beat the Technician. I definitely agree with this statement.

Starbuzz

Then what about 1v1 in a RTS game say C&C Generals just for example? Isn't that a player vs player test of skill? A 1v1 in Renegade is just that! It eliminates teamwork to test the individual and places the burden on him alone.

One more thing. This is another completely ignorant statement. They're DIFFERENT GAMES. If you can't comprehend that, get out. Just get out right now.

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