
Subject: Re: Mwright is preeeeetty good!
Posted by [Spoony](#) on Tue, 04 Mar 2008 22:43:30 GMT
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Cabal8616 wrote on Tue, 04 March 2008 16:24 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. Same units. Same objective. Same victory conditions. Same controls. Same engine. Same physics.

Fewer players doesn't make it an entirely different game.

Cabal8616 wrote on Tue, 04 March 2008 16:24 Saying you're better than someone because you can beat them in a specific scenario is just ignorant.
Another straw-man argument.

Cabal8616 wrote on Tue, 04 March 2008 16:24 I know the difference, but as I said, it doesn't matter because it doesn't prove everything
you're not making sense here, sorry. There's a colossal difference between these two statements:
A. "1v1s don't prove everything"
B. "1v1s don't prove anything"

statement A is true, I've never said otherwise.
statement B, however, is just plain false and a lot of people don't know that. I've already explained why.

Cabal8616 wrote on Tue, 04 March 2008 16:24 and also doesn't really prove anything outside of winning a 1v1 itself in a game made for teamplay.
I've already proven you wrong about this. I can guarantee you that anyone who is an elite 1v1 player will do just fine in team games. I CAN'T guarantee you that anyone who's good at team games will do well in 1v1.

Cabal8616 wrote on Tue, 04 March 2008 16:24 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.
Yet another straw-man argument.

Cabal8616 wrote on Tue, 04 March 2008 16:24 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.
and yet if I can beat someone in equal terms on a map made for AOW/CCM/whatever-you-wanna-call-it, I'm not better than them at AOW/CCM?

Cabal8616 wrote on Tue, 04 March 2008 16:24 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.
Your utter lack of knowledge led me to believe that you HAVE NOT beaten anyone decent in 1v1. That's not saying you're incapable, it's saying you HAVEN'T DONE IT.

Cabal8616 wrote on Tue, 04 March 2008 16:24 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.

You don't know what you're talking about.

Cabal8616 wrote on Tue, 04 March 2008 16:24 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.

You think you're qualified to say whether 1v1s take skill. You are dead wrong. If you haven't played a lot of 1v1s against good players and you haven't beaten a lot of them, you ARE NOT QUALIFIED.

Cabal8616 wrote on Tue, 04 March 2008 16:24 What makes me so unqualified, hm? The fact that I'm saying winning in a 1v1 doesn't matter?

Yes, because it proves you don't have a clue what you're talking about.

Cabal8616 wrote on Tue, 04 March 2008 16:24 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.

I'm the one who said it, but it's catastrophically flawed for you to use the truth of that statement to somehow prove 1v1s don't take skill.
