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Subject: Re: The Apparent End of C&C?

Posted by [Dover](#) on Mon, 16 Nov 2009 21:00:38 GMT

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GEORGE ZIMMER wrote on Mon, 16 November 2009 08:36 you have to know 5835357 invisible rules which usually make no sense and unless you can react within 1/10ths of a second you're doomed to fail. This isn't to say it's bad either, but it gets tedious after a few games.

It's fine if you think StarCraft isn't the best game ever, but posts like this show me that you either haven't played very much of it or are being intentionally misleading.

StarCraft is the RTS equivalent of Chess. The rules are actually stupidly simple, and there are very few "special" or "invisible" rules. It's from understanding these rules and their application on a deep level that make up skill differences. To use an analogy, both a Chess Grand Master and an average Chess player both know that pawns can start out moving two spaces instead of the usual one, but the Grand Master better understands the application. This is the hallmark of great strategy games--Simple rules, deep gameplay.

Of course quick reactions are plus, but you don't need to have superhuman micro to play (Although it's an obvious advantage, just like it would be in any game). Especially in low-level play where shit like Nukes and slow-ass units like BCs and Carriers are prevalent, you have more than enough time to react. Although I'll grant you that to some extent what you're talking about applies to Zerg vs Zerg match, if only because those games are typically over so very quickly that every unit and every small advantage matters tremendously.

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