
Subject: What game do you think takes the most skill?

Posted by [Kamuix](#) on Fri, 09 Dec 2005 03:23:22 GMT

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What game do you all think takes the most skill?

I havent played too many games although i think a game like Counterstrike takes alot of skill.

Subject: Re: What game do you think takes the most skill?

Posted by [Jecht](#) on Fri, 09 Dec 2005 03:26:34 GMT

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counterstrike takes a lot of luck. But I suppose it takes quite a bit of skill as well.

Subject: Re: What game do you think takes the most skill?

Posted by [Lijitsu](#) on Fri, 09 Dec 2005 03:29:18 GMT

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Edit: Mis-read something.

Counter-Strike is difficult, yeah, but Halo PC has people who think it's funny to sit in the enemy base the the enemy flag waiting for their flag to respawn. Getting past that is difficult. Especially when there's no Friendly Fire.

Subject: Re: What game do you think takes the most skill?

Posted by [icedog90](#) on Fri, 09 Dec 2005 03:30:31 GMT

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Most likely Counter-Strike. I don't agree with the fact that it takes a lot of luck. If it did, why is there a good variety of good and bad players out there? I have certainly seen how I've improved in Counter-Strike. It definitely doesn't take a ton of luck unless you just suck at the game and want to put in an excuse like that.

Subject: Re: What game do you think takes the most skill?

Posted by [Kamuix](#) on Fri, 09 Dec 2005 03:37:43 GMT

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I just started playering counterstrike not that long ago. It is really hard i'm getting better very slowly. So i suck pretty bad at it now. But i fined it quite addicting.

Halfife 2 sucks online. That is one game i for some reason cant stand.

Subject: Re: What game do you think takes the most skill?

Posted by [icedog90](#) on Fri, 09 Dec 2005 03:38:44 GMT

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Half-Life 2 sucks online because it doesn't even have an online mode, unless you're talking about HL2DM, which is useless.

Subject: Re: What game do you think takes the most skill?

Posted by [SuperFlyingEngi](#) on Fri, 09 Dec 2005 03:38:54 GMT

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Pong.

Subject: Re: What game do you think takes the most skill?

Posted by [z310](#) on Fri, 09 Dec 2005 03:41:19 GMT

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Ping.

Subject: Re: What game do you think takes the most skill?

Posted by [Kamuix](#) on Fri, 09 Dec 2005 03:45:36 GMT

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yeah HL2 Death match. I like games that have alot to do with Teamwork, like Renegade.

I'm not sure exactly what it is but when i'm playing Counterstrike i can get killed over and over again and it doesn't seem to ever bother me or make me angry. However when i get killed in Halflife 2 DM i feel like chucking my computer across the room!

Not quite sure why i get so angry at it, the 2 games have alot in common.

Subject: Re: What game do you think takes the most skill?

Posted by [Sniper_De7](#) on Fri, 09 Dec 2005 03:49:00 GMT

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There are probably some RTS's out there that takes more skill than say counterstrike. But in terms for FPS's it's probably CS. RTS require fast thinking and fast moving. FPS would be mostly about aiming, but like every game some strategy is required to be somewhat good at it. But yeah, definately isn't luck when if i first started playing, i struggled to keep my KD nearing 1. One thing is for sure; Renegade isn't up there on the list

Subject: Re: What game do you think takes the most skill?

Posted by [Goztow](#) on Fri, 09 Dec 2005 07:43:49 GMT

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Tetris takes quite a lot of skill...

It all depends on what you mean with skill... Being able to aim? To work in a team? To lead a team?

Subject: Re: What game do you think takes the most skill?

Posted by [cheesesoda](#) on Fri, 09 Dec 2005 14:41:19 GMT

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When you guys say "Counter-Strike" I hope you're not referencing Counter-Strike: Source, because it sure as hell isn't hard. It's spray and pray. It really only takes dedication to be good in CS:S. If you know the ins and out of the game, you're not going to have to have a hard time being good. It's just like any other FPS. If you can aim and shoot, you'll be good, otherwise you'll suck.

In my opinion, a game like Call of Duty and Day of Defeat would require more skill than Counter-Strike: Source. My opinion does not mention Counter-Strike for the simple fact that I have yet to play it. I can't see it being really any harder than CS:S, but again, I haven't played it.

Subject: Re: What game do you think takes the most skill?

Posted by [dead6re](#) on Fri, 09 Dec 2005 15:53:41 GMT

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FarCry looks very hard.

Subject: Re: What game do you think takes the most skill?

Posted by [cheesesoda](#) on Fri, 09 Dec 2005 16:17:29 GMT

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dead6re wrote on Fri, 09 December 2005 09:53FarCry looks very hard.
Looks can be deceiving. If you haven't played the game, don't suggest the game.

Subject: Re: What game do you think takes the most skill?

Posted by [Dan](#) on Fri, 09 Dec 2005 16:19:39 GMT

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I found the single player hard, because I was used to just run in going "LOLLOLLOOL" and shooting everything. That tactic fails miserably in FarCry. You have to employ a lot of stealth.

Subject: Re: What game do you think takes the most skill?

Posted by [Ma1kel](#) on Fri, 09 Dec 2005 18:43:49 GMT

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I've only been playing Counterstrik: Source for only 1 week. And I got to say that I have never seen such a difficult online multiplayer FPS game.

Subject: Re: What game do you think takes the most skill?

Posted by [cheesesoda](#) on Fri, 09 Dec 2005 18:53:52 GMT

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It's NOT difficult. Maybe compared to Renegade it is, but it's quite simple, to be honest.

Subject: Re: What game do you think takes the most skill?

Posted by [bandie63](#) on Fri, 09 Dec 2005 19:26:56 GMT

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CS:S is only hard if you lag.

CS 1.6 on the other hand, is a LOT harder.

Subject: Re: What game do you think takes the most skill?

Posted by [Nukelt15](#) on Fri, 09 Dec 2005 21:14:15 GMT

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Starsiege:Tribes and Tribes2. Constant three-dimensional combat, every weapon save for one requires you to lead your target (and that one weapon robs you of all your energy after every shot, limiting mobility), tradeoffs for speed/armor/firepower in every armor class...plus, every team game requires each team to keep an eye not only on an objective such as a flag or a control point, but also on base assets such as sensors, defense turrets, vehicle stations, inventory stations, generators, and so forth.

It isn't just a matter of being able to headshot folks every time so you can get more money to buy better guns, because there's more to the game than shooting the enemy. Thus, a skilled player has to master a wider range of skills in order to be useful to the team. The greater the level of complexity in a game, the more skilled you have to be to master it.

And yes, using that logic, it takes more skill to play Ren successfully than it does to play CS. There's just more stuff that you have to know about (and know how to deal with).

Subject: Re: What game do you think takes the most skill?

Posted by [Renx](#) on Fri, 09 Dec 2005 21:29:55 GMT

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I don't see anything specifically stating that you have to reference an FPS. I think an RTS would take more skill than any FPS. I don't play any RTS online games though, I just remember trying a few of them, and it being very hard.

Subject: Re: What game do you think takes the most skill?

Posted by [Lijitsu](#) on Sat, 10 Dec 2005 00:11:33 GMT

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bandie63 wrote on Fri, 09 December 2005 14:26CS:S is only hard if you lag.

CS 1.6 on the other hand, is a LOT harder.

What about CS 1.5? I've got that. Ain't easy. I don't play online because my computer doesn't have enough memory, but it still ain't always easy. Stupid camping bots...

Subject: Re: What game do you think takes the most skill?

Posted by [icedog90](#) on Sat, 10 Dec 2005 05:16:00 GMT

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I think I play better in CS 1.6 than in Source. The spray pattern is a lot different too.

Oh, and try playing with left-handed models. It's really hard and fun... and now that I'm used to it, it's second nature.

Subject: Re: What game do you think takes the most skill?

Posted by [DarkDemin](#) on Sat, 10 Dec 2005 05:20:27 GMT

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icedog90 wrote on Sat, 10 December 2005 00:16I think I play better in CS 1.6 than in Source. The spray pattern is a lot different too.

Oh, and try playing with left-handed models. It's really hard and fun... and now that I'm used to it, it's second nature.

I don't look at the model just the crosshairs. Frankly, I wouldn't mind if there was no gun model in the way.

Subject: Re: What game do you think takes the most skill?

Posted by [icedog90](#) on Sat, 10 Dec 2005 05:24:17 GMT

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Try it, whether you look at the gun or not. It will feel different.

Subject: Re: What game do you think takes the most skill?

Posted by [Homey](#) on Tue, 13 Dec 2005 04:31:55 GMT

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Nukelt15 wrote on Fri, 09 December 2005 16:14 Starsiege: Tribes and Tribes2. Constant three-dimensional combat, every weapon save for one requires you to lead your target (and that one weapon robs you of all your energy after every shot, limiting mobility), tradeoffs for speed/armor/firepower in every armor class...plus, every team game requires each team to keep an eye not only on an objective such as a flag or a control point, but also on base assets such as sensors, defense turrets, vehicle stations, inventory stations, generators, and so forth.

It isn't just a matter of being able to headshot folks every time so you can get more money to buy better guns, because there's more to the game than shooting the enemy. Thus, a skilled player has to master a wider range of skills in order to be useful to the team. The greater the level of complexity in a game, the more skilled you have to be to master it.

And yes, using that logic, it takes more skill to play Ren successfully than it does to play CS.

There's just more stuff that you have to know about (and know how to deal with).

Damn I used to play Tribes and it was so complicated, after playing for 3 months I still didn't get it all. My favourite game mode was ultra Renegades which was unlimited boosters and whatever the thing is called that makes you fly. Amazing gameplay...just needs decent graphics.

Subject: Re: What game do you think takes the most skill?

Posted by [Lijitsu](#) on Tue, 13 Dec 2005 05:38:48 GMT

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icedog90 wrote on Sat, 10 December 2005 00:24 Try it, whether you look at the gun or not. It will feel different.

He does not lie! I tried it the other day. That seriously messed with me. It didn't effect my aim at all, atleast not with weapons with crosshairs, but it sill messed with me for a few matches.

Subject: Re: What game do you think takes the most skill?

Posted by [Scythar](#) on Tue, 13 Dec 2005 10:52:40 GMT

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Hmm, yeah, I'd say Tribes, all of them. Tribes Vengeance being the latest. As stated above, you need accuracy, ability to lead the target a lot, and watch your back, above, sides and below too. Tribes is a lot about learning the physics and using it to aid you. CS/CS:S doesn't require much else than reflexes and good mousehand, but you can't really compare them, they're too different.

Sucky thing is, Tribes series is quite dead as far as I know. It had it's time, and it was good.

Subject: Re: What game do you think takes the most skill?

Posted by [Nukelt15](#) on Tue, 13 Dec 2005 16:15:31 GMT

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T:V killed the franchise for a lot of people. It made things too simple, as odd as it sounds. Several things annoyed me about T:V:

- * The base asset damage model. Attackers only had to damage an asset 50% before it was destroyed. Defenders had to repair each asset all the way back to 100%.

- * Vehicle spawning. Tribes had a very good vehicle purchase system- it did not suffer from the "mine, mine!" syndrome that many other games do. T:V eliminated that and replaced it with something reminiscent of the Battlefield series...and the people fighting over who gets the spawn were only too happy to show up as well.

- * Changing the Blaster. The Blaster shoots orbs of energy. That's how it has always been. It is not meant to be a shotgun. If they wanted to add a shotgun-style weapon, they should have added one rather than changing one of the Tribes bread-and-butter weapons.

- * The Shield pack. Since it no longer drains energy, there is no penalty for using it. That it shields from only 25% of damage in passive and 75% in active makes no difference- you can bounce around all day with your shields up and have a natural advantage just for wearing it.

- * Removal of the ammo pack. That was one of the best packs. I don't really need to go into detail about why, exactly, that was.

- * Number of weapons on each armor. Light should have 3, Medium 4, and Heavy 5. T:V gave 'em all 3.

- * No targeting laser. Most vets didn't need it anyway, but it was still a handy tool for pointing out things to your team...the location of a pesky sniper, for instance.

- * Deployables. Deployables should be available through inventory. Putting them at spawn stations introduces the same old "mine, mine!" syndrome that plagues the vehicle spawns.

- * Grappler exploit. I love the grappler. I think it is a great addition. However, there is an exploit that players can use to gain speeds well in excess of anything that was possible with the ski exploit in T1. This renders flag chasers ineffective, and makes defense difficult.

- * Whoever wrote the story sure as hell never played any of the other games in the universe- Battledrome, Earthsiege, Earthsiege II, Starsiege, Cyberstorm, Cyberstorm II, Tribes, Tribes2. It went way out on a tangent and never came back, using NONE of the established backstory.

The list goes on. The first two games will always be the best two. They were well balanced (especially base T2...there wasn't one kill-all uber ANYTHING, really), took some skill to play, and had lasting appeal as every fight was as interesting and intense as the first.

Subject: Re: What game do you think takes the most skill?

Posted by [Lijitsu](#) on Tue, 13 Dec 2005 17:46:46 GMT

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The only Tribes game I played was Aerial Assault for the PS2, and it was pretty fun. I'm not sure as to what was missing from the other Tribes games, but out of the list you made:

1. Not sure what you mean. Attackers had to bring something down to 25% in order to deactivate it, and defenders had to repair it up to about 30% to reactivate it if that's it.
2. The vehicle spawners were one little pad that spawned the vehicles that you chose, they weren't like the Battlefield series' vehicles.
3. The Blaster was a weapon that shot beams of energy that hit almost instantly and had a medium range.
4. Drained energy and it was only useful when activated.
5. Had the ammo pack. Loved using that in conjunction with the heavy armor.
6. It was set up like that, light having 3, medium having 4 and heavy having 5.
7. Didn't have one, though that does sound handy.
8. Deployables are inventory items, and spawn in your inventory via the pad.
9. No grappler.
10. Dunno the storyline comparison. It was you and most of the time some other soldiers versus the Bio-Durm I think they were called. You played as a single person and had to complete a whole bunch of objectives either by yourself or with the aid of a few soldiers. Note, a FEW. I never got far in the storyline, so I don't rightly know what all you could get help from.

Now that I think of it, yeah Tribes requires a good deal more skill than Counter-Strike.

Subject: Re: What game do you think takes the most skill?

Posted by [Nukelt15](#) on Tue, 13 Dec 2005 19:44:59 GMT

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Well, the universe the Tribes games are based in is deeper than you'd get from playing the Tribes games- since the Tribes part of the universe is based on multiplayer combat. However, since Tribes: Vengeance actually had a singleplayer campaign, and a fairly good sized one, the least they could have done was to make the story FIT with the existing universe. They made no attempt to do that. I would have expected much, much better out of Irrational, seeing as how they were partially responsible (along with Looking Glass) for System Shock 2, but no such luck.

I never played Aerial Assault...I do have a PS2, though, so I might get it if I could pick up a copy. I know that AA is basically a PS2 port of Tribes2 with a few changes made to console-ize the game, so it ought to be pretty fun. Is it worth the few bucks that it would probably cost by now?

Subject: Re: What game do you think takes the most skill?

Posted by [Lijitsu](#) on Wed, 14 Dec 2005 04:24:34 GMT

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Yeah, it is. The graphics are outdated, as you would expect for a PS2 game that old, and the AI isn't flawless, but I haven't set the difficulty on the bot matches up high yet. The game has a bot match mode, one and two players, a campaign mode, one player only, and an Internet play mode, both one and two players. I never played the Internet mode before, as I didn't have an Internet connection to my PS2, but I surmise it's pretty fun.

You can customize your character before you start the game, getting skins from two different Bio-Durm soldiers and around 4 or 5 human skins, both male and female for the humans. There

are several game types: Deathmatch, Team Deathmatch, Capture The Flag, one kinda like the Domination mode out of the first Unreal Tournament, if you've ever played that, and I think a few more.

The campaign is fun, but a little difficult for me, as the third mission, which I'm currently on, you're by yourself completely and on a time limit.

Overall, I would give the game a 8.4 out of 10, myself.

Subject: Re: What game do you think takes the most skill?

Posted by [Majiin Vegeta](#) on Fri, 16 Dec 2005 03:47:04 GMT

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i would say CS takes skill but lately it has turned into a game of UT straffing and spraying which is getting beyond a joke..

valve really need to fix this game
