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Subject: Re: 1st Person vs. 3rd Person

Posted by [Dover](#) on Mon, 29 May 2006 21:29:17 GMT

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My point:

Large games = Require strategy

Small games = Require tactics

1v1s = Require "Skill", I guess?

Renegade, while an FPS, is still a C&C game at it's core. It takes Strategy and Tactics to win. Seriously, when have you ever seen 2 solo units duking it out in any other C&C? Renegade is really no differant. It's still C&C: Renegade.

Games of "Skill" would be like Counter-Strike, where winning or losing is more or less a matter of shooting straighter. I'll gladly challenge JohnDoe to a 1v1 in Counter-Strike, any day.

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