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Subject: Re: Mwright is preeeeetty good!  
Posted by [Spoony](#) on Tue, 04 Mar 2008 22:08:17 GMT  
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u6795 wroteSpoony, I'd like to know what the fuck your definition of a 1v1 is.  
perfectly simple:

- one player on each side
- standard time limit (i.e. 30 minutes)
- 0 starting credits
- standard rules (i.e. no backwalking, no base to base, common sense stuff basically)
- no retarded modifications (stupid crates, that sort of thing) although the pointsfix would be good

R315r4z0r wrote on Tue, 04 March 2008 21:49And define what you mean by "good player."  
those players who are known for being good at 1v1... SS, poison, tunaman, clearshot, myself...

R315r4z0r wrote on Tue, 04 March 2008 21:49I'm telling you, each 1vs1 game I play all I do is  
avoid my opponent with a strong vehicle, attack his base, plant C4 on a building, use a tank to  
blow up another building, and possibly lon if the credit amount is over 1000 at game start.  
starting with 1000 credits? that's not a proper 1v1.

R315r4z0r wrote on Tue, 04 March 2008 21:49I do remember 1 game that I lost, but it wasn't a 1  
vs 1, it was a 1 vs 2 (I was the 1). The game started out as a 1vs1, but we "agreed" not to fight  
until more people came.  
agreeing not to attack for a certain length of time? that's not a proper 1v1.

R315r4z0r wrote on Tue, 04 March 2008 21:49After about 5 min the agreement was off and we  
started attacking each other... but being that it was on City Flying, me being on Nod, I couldn't  
destroy his base as easily as I would liked. (I refuse to use the Flame Tank). Anyway, the game  
went on, and I was winning, then someone joined on his team. Still the game went on and I still  
was winning... I even held back duel APC rushes. (These guys sucked something awful). Now  
about 10 min into the game, my apache got stuck. I said in public chat that it got stuck, and he  
said he would come to destroy it. At that time my mom told me to go put the garbage out... and by  
the time I came back, no more than 30 seconds later, I was still in my apache and all but the Hand  
was destroyed.

I lost that game.

I'm not at all surprised you lost... lemme make a list of the reasons

- you obviously didn't play the early game properly (agreeing not to attack?)
- you imposed ridiculous restrictions on yourself (choosing not to use a certain vehicle?)
- you got your apache stuck (that's just plain stupidity...) and acted like they had some sort of  
responsibility to free you

R315r4z0r wrote on Tue, 04 March 2008 21:49& @ star, please explain how "pistol skills" come  
into play. If you are playing a 1vs1, at least the kind you guys are describing, you at no point  
should have to use a pistol.

wow, lol... of all the standard maps, I can only think of one map where you DON'T need good  
pistol skills in a 1v1.

R315r4z0r wrote on Tue, 04 March 2008 21:49 Like I said, and what Cabal said, a 1vs1 wont prove much in any areas that one might find "skillful."  
quick thinking? pistol skills? tank skills? flying skills if it's a flying map? knowing when to attack and when to defend? knowing how to capitalise on an advantage? knowing how to overcome a disadvantage?

R315r4z0r wrote on Tue, 04 March 2008 21:49 If you want to prove skill in this teamwork-based game, the only good way to do that is to go up against a team alone!

1vs2, 1vs3, 1vs4....  
how about me vs you right now?

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