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Subject: Re: CarrierII's avatar

Posted by [Dover](#) on Fri, 03 Jul 2009 07:29:14 GMT

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CarrierII wrote on Thu, 02 July 2009 10:11As for the click fest, the strategies chosen only have meaning if both players have roughly equal APM, else the strategy chosen is irrelevant, the player with the lower APM would be overrun, even if his strategy was better.

Untrue. And even if it was, you say it as if it's a bad thing. Part of the appeal in watching Flash is the absolute precision with which he controls the battlefield. Not one unit out of place, not one factor or SCV sitting idle.

It's like driving really fast in a race. Sure, it helps, but you also need to be driving in the right direction (Or in the case of StarCraft, making the right decisions and "clicking" on the right things in the right places). You'll notice in all the videos I've posted, Flash doesn't win by attrition and out-macroing his opponent--These aren't hour-and-a-half games, where it truly comes down to who can produce more units faster and fund them all.

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