
Subject: Re: Repair-whores ruined the game
Posted by [Dover](#) on Tue, 22 Mar 2011 20:14:12 GMT
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R315r4z0r wrote on Tue, 22 March 2011 11:42I totally disagree with this OP. I hated it when people would give up and stop playing because they can't fathom any way to win the match.

A match isn't over until the end-game scoreboard shows up. Any time before that, anything can happen. I don't care if the enemy has their entire base left while we only have a no-power base defense structure and no credits. Until they make the final blow, the game is still on.

It isn't about "whoring" points by repairing, it's about trying to think of a way to pull a miracle come-from-behind attack in those losing moments. I absolutely cannot stand the short-attention span people who get bored and hinder everyone else from trying to continue the game because they want to play the next map.

I bet you were the type that, when losing in StarCraft, likes to lift off buildings and float them in corners to delay the inevitable or hoping your opponent disconnects.

If you're in an irreversibly-losing situation, you deserve to lose. Hoping for a miracle undeserved win is not okay. Hope-based play in general is not okay. Yeah, you might get a win if lightning strikes every member on the other team, but does that make you the better player? Does that make you feel like you deserve a win?
