
Subject: Re: Repair-whores ruined the game
Posted by [R315r4z0r](#) on Tue, 22 Mar 2011 20:59:05 GMT
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Dover wrote on Tue, 22 March 2011 16:14I 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.

No, I was the type of StarCraft player that left their copy of the game in the store because I had better things to spend money on.

There are times in Renegade where, yes, you are simply unable to pull a win out no matter what you do. But that doesn't come as commonly as people tend to think.

There is a difference between delaying the inevitable and giving your all. Just because a situation seems hopeless doesn't mean it is and you should stop playing and get on with the next map. A lot of fun in Renegade comes out of those little surprises that happen from time to time.

Running away from losing is annoying. I think that's what you think I'm describing, Dover. A person in Starcraft that has their buildings take off and hide is not the same as what I'm talking about. They are running away and looking for some miracle that wont ever come. What I'm talking about is going down fighting. If there are still things that can be done, no matter how small, they at least deserve an attempt.
