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Subject: Re: Repair-whores ruined the game  
Posted by [Dover](#) on Tue, 22 Mar 2011 23:11:30 GMT  
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R315r4z0r wrote on Tue, 22 March 2011 13:59]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.

Given your opinion on shooters and Halo 2, this shouldn't surprise me. I bet you prefer RA2/3 instead.

R315r4z0r wrote on Tue, 22 March 2011 13:59There 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. [/color]

It's a matter of what constitutes a victory. Sitting and delaying in a game and hoping for a miracle isn't a valid strategy. If you're down to an unpowered base defense with no credits and the enemy has their entire base, you're in checkmate for all intents and purposes. Any hope-based play that relies on dumb luck or your enemy handing you a win is not the way the game is meant to be played.

That's why in any game with a shred of professionalism and manners (StarCraft, Chess), the loser surrenders far before the actual conditions of defeat are met. It's a pointless waste of time to go through the motions of dancing around waiting to be checkmated if you have three pawns and a knight left and your opponent has almost all his pieces, or to hide pylons around the map hoping your opponent will nuke himself or something. It's not somehow honorable to stay in the game and hope you can escort a pawn across and promote it or something like that. In fact it's rather rude and shows how lowly you think of your opponent if you really believe you still have a chance at that point.

Even physical sports have mercy rules where enough is enough. If you're losing you throw in the towel and move on, not worry about "going down fighting".

Running away from losing is exactly what you're describing. "I know we're down to one building and basically have nothing and our opponent has everything. We're actually in pretty much the worst position possible, but let's stay in the game and hope they all simultaneously disconnect, or that they all get out of their tanks and we steal them all!". If there's no reasonable plan for winning (Winning, not just not-losing), you've lost. Accept it and move on.

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