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Subject: Re: Repair-whores ruined the game  
Posted by [R315r4z0r](#) on Wed, 23 Mar 2011 03:03:05 GMT  
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STARCRAFT!

Dover wrote on Tue, 22 March 2011 19:11: 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.

No, it is not the same. Prolonging your inevitable loss simply means dragging the game out pointlessly. The losing side merely looking for a new chance to appear to win that in all likelihood will never happen. That isn't what I'm talking about. I'm talking about having a few ideas left to try but in order to attempt them, you have to first fend off the enemy attack.

Also, keep in mind I'm talking strictly about base destruction victories. If it's a match where points are involved, it's an entirely different story.

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