
Subject: Re: Repair-whores ruined the game
Posted by [Dover](#) on Wed, 23 Mar 2011 04:21:06 GMT
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R315r4z0r wrote on Tue, 22 March 2011 20:03Dover wrote on Tue, 22 March 2011 19:11Running 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.

Dragging out the inevitable, huh? I guess you'd have to be in a pretty hopeless situation...

R315r4z0r wrote on Tue, 22 March 2011 11:42A 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.

Oh, whoops. And "looking for a chance to appear" sure sounds similar to

R315r4z0r wrote on Tue, 22 March 2011 11:42It 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.
