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Subject: Re: "He's not in Clan Wars, therefore he's not better than me: a clan war player."

Posted by [Ryu](#) on Tue, 17 Apr 2012 18:20:48 GMT

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Hitman wrote on Tue, 17 April 2012 01:09cant properly learn this game in a game with lots of people fucking around, uneven numbers of players, no tactics involved 95% of the time, barely any communication on the teams, and no overall teamplay other than the occasional stank rush (if that can be called teamplay)

Fair point.

I used to do clan wars in CS and he's got a point.

Everything counts. there was formations, choice of weapons, different routes to the maps, who is carrying the bomb and what style of play does the bomnb carrier play?

I never got good at CS:S playing public matches, I just got better at public matches. Once the numbers died down I used to be shit cos skilled players would be better with small numbers, but I started playing clan wars with this guy and I got better with small numbers. You noticed things you never used to, foot steps, how to tell how much damage you did to a player that got away, better aiming techniques, better map routes, memorizing camp spots, using flash/smoke/grenades more effeciently etc.

After I got good (id say mid-ranged player) I got much better at public matches cos once the numbers went down, I'd play as if I was playing a 5 v 5 match, were as the rest of the team would be running around like headless chickens revealing themselvs on radar and basically letting me pick them off 1 at a time.

Same for Renegade, I used to be a decent public player but in small clan wars or 1v1's I was god awful. 15 v 15 or 5 v 5, different numbers, different strats. You can't argue this, most games prove this formula, unless your playing call of dooty: modern borfare, auto aim does the job for you.

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