Subject: Re: What game do you think takes the most skill?
Posted by NukeIt15 on Fri, 09 Dec 2005 21:14:15 GMT
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Starsiege:Tribes and Tribes2. Constant three-dimensional combat, every weapon save for one requires you to lead your target (and that one weapon robs you of all your energy after every shot, limiting mobility), tradeoffs for speed/armor/firepower in every armor class...plus, every team game requires each team to keep an eye not only on an objective such as a flag or a control point, but also on base assets such as sensors, defense turrets, vehicle stations, inverntory stations, generators, and so forth.

It isn't just a matter of being able to headshot folks every time so you can get more money to buy better guns, because there's more to the game than shooting the enemy. Thus, a skilled player has to master a wider range of skills in order to be useful to the team. The greater the level of complexity in a game, the more skilled you have to be to master it.

And yes, using that logic, it takes more skill to play Ren successfuly than it does to play CS. There's just more stuff that you have to know about (and know how to deal with).