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Subject: Re: Mwright is preeeeetty good!  
Posted by [Spoony](#) on Tue, 04 Mar 2008 20:40:37 GMT  
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Cabal8616 wrote on Tue, 04 March 2008 14:21 Anyways, 1vs1's DON'T prove anything. Of course they do. If they don't, somebody's going to have to explain the fact there are a handful of players who consistently win them.

Cabal8616 wrote on Tue, 04 March 2008 14:21 Renegade is a game about TEAMPLAY, atleast the AOW part.  
Yes, indeed. That demonstrates 1v1s don't prove everything. That DOESN'T demonstrate 1v1s don't prove anything. There's an important difference.

Cabal8616 wrote on Tue, 04 March 2008 14:21 Now, a match in say, Duel Arena or something (Using normal infantry of course) and setting up proper 1vs1 infantry duels to test who has more "skill" in aiming is a good idea.

Easy tiger, you're defeating your own arguments here. First you say 1v1s don't prove anything because Renegade is a team game. Then you say it'd be better if it was just infantry, without tanks or basekill?

Do you see the colossal flaw here? First you say the game is invalid by removing the teamplay aspect, then you say it's MORE valid by removing most of the units and strategies? What the fuck?

Cabal8616 wrote on Tue, 04 March 2008 14:21 But Renegade is based around teamplay, so saying that a 1vs1 proves everything shows you're an incredibly ignorant cock, and don't deserve to play this game anymore.

I've italicised the important part. It's important because it's a straw-man argument. Nobody said it did. You just made it up.

Finally, I'll repeat something very important.

Spoony wrote How many 1v1s have you played against good players, and how many of them have you won?

If the answer to the first question is "a lot" and the answer the second question is "at least half" then you are qualified to say whether 1v1s take skill or not. If not, you aren't.

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