
Subject: Re: Westwood lives on
Posted by [Dover](#) on Thu, 26 Aug 2010 23:00:34 GMT
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GEORGE ZIMMER wrote on Thu, 26 August 2010 14:16Dover wrote on Thu, 26 August 2010 02:08herp derp scrubs don't know how to RTS hurr starcraft derp derp
Really now. Don't get me wrong, Starcraft is great, but it can be an RTS without requiring to be a Korean to play it...

People like to pretend that Koreans are somehow naturally more gifted at StarCraft than Westerners, that the advantage is somehow genetic or something, when the only difference is that Koreans are willing to put in the work ethic to improve whatever it is they're doing (For the record, China is a close second). And it's not even that big of a deal. In my post above I mentioned 30 APM, and that's laughably low; An 80 year old with arthritis could manage that with a little bit of practice. Just because the game happens to not be turn based doesn't mean it's "real time" strategy. Not unless there's something making you take action and strategize most of the time. There's where the Real Time and Strategy come together to form Real Time Strategy.

Take Sins of a Solar Empire. It's a fine game, lots of fun. It's definately a strategy game, and it happens to take place in real time, but the pacing is just so slow that anybody who's played it would be hesitant to call it an RTS. It's more Master of Orion without turns.

But to address what you're implying; If any top-level StarCraft player (Korean or otherwise) was to get ahold of this game, or some other shitpile like Red Alert 3, they'd turn the game inside out within a month, if that. There's a reason why, for all intents and purposes, the StarCraft community IS the RTS community, and there's a reason why the communities for other games get abandoned as soon as the next shitty iteration is released.
