

Game Play Theory Articles

About Playing Games the >>Right Way<<

- [In Defense of Hard Counters in Real Time Strategy Games](#), an article about counter unit concepts in [RTS](#) games.
- [Article on teamplay and communications, to be incorporated here, at some point](#)
- [Nexuiz CTF Strategy](#), an article about [CTF](#) gameplay ideas and recommendations.

See Also

- [Gaming Theory](#)

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