

# 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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