
Subject: What happend to team-work?

Posted by [Anonymous](#) on Sun, 12 May 2002 02:09:00 GMT

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quote:Originally posted by jindi007:I agree with you 100\%Really, I dont care what my team does anymore. Every time our base is under attack,they just go attack and dont attend to the problem. Today, I was playing on the Mesa Map. I was on the GDI team. All the Nod team did was send one flame tank, and everyone went to go attack. I was the only one trying to blow up the flame. The GDI counterstrike failed, and the flame did some serious damage. I, by myself, blew up the flame. Then my team stared to say, " Jindi007(me) didn't do nothin." I was shocked and appauled! I was the only one defending, and they did nothing. We lost greatly.Anyways, the point of this post is to show that teamwork is dead, and when you do somthing good for the team, they blame everything on you.[May 11, 2002: Message edited by: jindi007]The reason why people go to attack (often) is because it gives more points. I think repairing already gives plenty of points, but I think repairing your teammates and killing enemy vehicles in your base should give more points. By the latter I mean that there should be a "designated base area", which should make enemies more valuable in terms of points than they usually are. This would encourage people to defend as they could also get some points for this. Note: I think this would make sense, but if you think it's "from the deep" then just forget about it.
