
Subject: Almost instinctive teamplaying

Posted by [Anonymous](#) on Sun, 26 May 2002 07:15:00 GMT

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quote:Originally posted by supertech:You make some good points, but it really depends on your team mates and the status of the game at hand. For example, on flying_walls...if you start out with credits it's probably not a good idea to attack the harvester. Well, we did and while we were attacking their harvester, they had a mad engineer rush on our power plant. Needless to say, we lost the game. Also, your team mates may want to use their harvester as a cover (a stealth Nod sneaked into our base that way and set off a nuke by the PP).By "At the start of the game," he was referring to when you don't yet have credits I believe.
