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Subject: Almost instinctive teamplaying

Posted by [Anonymous](#) on Sat, 25 May 2002 11:51:00 GMT

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quote:Originally posted by n00by One Ken00by:There are a lot of ways to play as team without word or only with few words. Not rare strats, or super tips, common sense is the key here :At the very start of a game===== On most tower defended maps : attack the harvester. Everyone should do that. Type Ctrl+Alt+2 to make sure people will follow.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).Do you rush and leave your base unprotected or do you stay and protect your base? It's a tough decision and it all depends on the map, which side you are playing and how good your team mates are.It goes back to the basic proposition: "team work". Without it, it doesn't matter how good you are, you aren't going to win without it (unless the other team is completely stupid). We had a really smart driver on GDI (on the map with flying vehicles, but no guard tower). He dropped one hotwire off at the HON, one at the refinery and one at the power plant. We won and destroyed two buildings one right after another. Nod didn't know what hit them.On flying\_walls, everyone assumes you will go for the PP, so why not go for the HON? Doing the unpredictable can give you amazing advantages in a game..[ May 25, 2002: Message edited by: supertech ]

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