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Subject: my observation...

Posted by [Anonymous](#) on Mon, 18 Mar 2002 15:34:00 GMT

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I'm gonna respond again, because I think this is a pretty important post. Everything people have been saying is true. Since my first post, I've cemented a few of my ideas about this. In terms of getting people to work together, it really can be a matter of taking the bull by the horns, or, knowing when to just follow along. Usually, when a new map starts, if no one in a previous game has taken the "command" initiative, I'll try to shout out a possible strategy (taking care to not make it sound like I'm barking out orders, but rather suggesting a possible strategy...some folks get put off by the authoritarian approach). If there are a few receptive people, I try to keep track of them, and keep reminding them of the strategy. If you don't do this, things will often quickly fall apart, but a gentle reminder (i.e.- "anyone close yet to buying a flame tank?") will often help get the strategy back on track. On the flip side, if someone else pipes in with a strategy before me, then I'll certainly go along with it. Even if it sounds dumb...I think it's good to give people a chance to try out new strategies (I've learned several very very effective strategies this way). Don't feel that just because you're not MVP level, or don't feel you've got the chops, you don't have the right to suggest a team tactic if no one else is pipping up. Worst case, no one listens. I find this happens pretty frequently, in which cases I just switch to my favorite "every man for himself" strategy, or just leave the server, depending on my mood. Have some confidence...shout out ideas. And most of all....ALWAYS KEEP AN EYE UP AT THE COMM AREA....IF YOU DON'T ALWAYS READ THE TEXT, YOU'LL NEVER HEAR ABOUT COORDINATED ATTACKS!!!! Side Note: One tactic that worked real well for me once was to come up with two tactics...a dummy one and the real one. You then broadcast the fake one on the public channel, quickly followed by the "\*\*\*\*, meant to sent that private" message...You'll be surprised how easily you can set up the opposing team to prepare for a rush that's never coming....course, this won't always work, but it's \*\*\*\* funny when it does!)

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