
Subject: getting people to listen to you
Posted by [Anonymous](#) on Thu, 25 Apr 2002 19:06:00 GMT
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you can play in games with 4 people and your partner will listen to you (unless he's a noob). If you try to get someone to go raid a base with you when there are like, 32 players, chances are, they wont listen to what you say. However, I hav been in a few (very few) games where someone will get a heli or apc and take 5 players into the enemy base. If you ever want to win a game, you should keep in contact with your team and organize large attacks. while keeping 1 person in each structure to repair the buildin at all times. [September 16, 2002, 15:32: Message edited by: ThunderChicken]

Subject: getting people to listen to you
Posted by [Anonymous](#) on Thu, 25 Apr 2002 19:35:00 GMT
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ive seen this before but i just have a couple questions.HOW DO YOU DO THAT.i am so confused u can also email me at baseballguy2_1@hotmail.comif u dont know wat im talking about it the trick where u can put hummers in the AGT (advance guard tower)

Subject: getting people to listen to you
Posted by [Anonymous](#) on Thu, 25 Apr 2002 19:40:00 GMT
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u drive in thats how the humvee can fit thru the doors

Subject: getting people to listen to you
Posted by [Anonymous](#) on Thu, 25 Apr 2002 19:45:00 GMT
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lol im surprised it was answered when i put it up but anyway thx a lot

Subject: getting people to listen to you
Posted by [Anonymous](#) on Thu, 25 Apr 2002 19:50:00 GMT
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I have found that the mvp can really help with making people listen to you

Subject: getting people to listen to you
Posted by [Anonymous](#) on Thu, 25 Apr 2002 19:56:00 GMT

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I've found BEING (or killing) the mvp will really help people listen to you.

Subject: getting people to listen to you
Posted by [Anonymous](#) on Thu, 25 Apr 2002 20:01:00 GMT

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thats true too

Subject: getting people to listen to you
Posted by [Anonymous](#) on Thu, 25 Apr 2002 20:25:00 GMT

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being an mvp sometimes will influence people to listen but there are some pretty arrogant people out there who dont listen to a word you say.

Subject: getting people to listen to you
Posted by [Anonymous](#) on Thu, 25 Apr 2002 21:01:00 GMT

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i don't think u wanna drive the hummvee in...cause...it can be taken by the opponents when they go into ur tower if nobody is in the hummvee...i've tried it...i got killed while repairing and the hummvee was stolen by a NOD player...i hated that...then...i blew the hummvee up w/ pic...stupid hummvees in agt...using the proxys r better than hummvees...unless u wanna get zero points while u sit in ur hummvee all day...

Subject: getting people to listen to you
Posted by [Anonymous](#) on Thu, 25 Apr 2002 22:29:00 GMT

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people are rambos, its hard to get real teamwork in a game because they want to do thier own things.

Subject: getting people to listen to you
Posted by [Anonymous](#) on Fri, 26 Apr 2002 02:25:00 GMT

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I hate in when You get ignored.Example....(City)I'm in a med tank facing two Artillery peices. They are at one end of the Street under bridge, I am at the other. Then I see a Buggy Me: nod Buggy IncommingMe: Their going after the War Fac!!Gdi Guy: Shut up Noob, the AGT will take it outMe:

Dont bet on it!! made for the War Fac...<GDI War factory destroyed>me: What did I say HUH!!!![April 26, 2002: Message edited by: The Argon Array]

Subject: getting people to listen to you
Posted by [Anonymous](#) on Fri, 26 Apr 2002 02:33:00 GMT
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you are right, its really hard to get teamwork, and to your experiences with the factory... ive made some like that too, but in my case it was the Power Plant (nuke) and the Refiney (C4)i can only say this about that: ouch, that hurts!BLOOD FOR THE BLOODGOD!!

Subject: getting people to listen to you
Posted by [Anonymous](#) on Fri, 26 Apr 2002 03:54:00 GMT
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It's near impossible to get people to listen Just last night: City_flying map and the red side (our) were owning GDI. I was loaded, beacons up and ready to trot, and kept asking for a ride to the nearest intact building...vehicle limit was reached see. I tried camping in the PT screen to wait for my turn to buy, but somehow it went from "building" to "limit reached" to "building" again. My bad.Anyway, without a single "team-mate" stopping, acknowledging or anything, I counted..wait for it.. 9 choppers get built, lost and rebuilt! SHEESH.GDI won on points..small wonder eh? I never got that ride, so tabbed it and made a right pig's ear of my one-man insertion.Oh, and I've only been MVP twice and both times found that it seemed to attract fire In a bunch of units - foot or vehicle - it seemed that I was the only one.Heheh

Subject: getting people to listen to you
Posted by [Anonymous](#) on Fri, 26 Apr 2002 03:56:00 GMT
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That's the big problem with those radio commands. ExampleWhen i say building needs repair then1. I'm repairing it and can handle it on my own.2. I'm defending it and need someone to repair it.In other words when i use a command i mean it.Only use the radio commands when you need them. I hate those people who hear Power plant under attack. And says building needs repair while he's on the other side of the map.

Subject: getting people to listen to you
Posted by [Anonymous](#) on Fri, 26 Apr 2002 05:46:00 GMT
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The Sedan can also do that, shame is its only non ladered games. I drove one into the Refinary and ran over two Nod players who were at the PT's.....

Subject: getting people to listen to you
Posted by [Anonymous](#) on Fri, 26 Apr 2002 10:15:00 GMT
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onetime in the flying city map, me and a group of about 3 hotwires were repairing the war fac from the mct. after it was at full health the other hotwires left and forgot to disarm the timed c4. there were 4-5charges and i managed to disarm 2. if the other guys were paying attention, the war fac probably would have stayed up but the stupid c4 blew me up.

Subject: getting people to listen to you
Posted by [Anonymous](#) on Fri, 26 Apr 2002 10:35:00 GMT
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I've experienced this: Join a game and go for first place of the own team - then you are the boss and the others follow you.

Subject: getting people to listen to you
Posted by [Anonymous](#) on Fri, 26 Apr 2002 13:54:00 GMT
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I played a game on Walls the other night, I was a SBH, and had a beacon. I made it into the enemy base undetected, and saw 6 Med Tanks forming up for a rush. I figured I'd wait on the beacon and let my team know what was coming, so I say "6 Meds on the way, grab some AT characters" and I see my message disappear cause someone on our team was spamming " I need repairs" over and over again. I tried 6 times to warn them, but no one seemed to get the message and we were pounded. I still got thier WF and managed to get back, only to see 9 Engineers healing our base and no one fighting the tanks Fun huh?

Subject: getting people to listen to you
Posted by [Anonymous](#) on Fri, 26 Apr 2002 14:07:00 GMT
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I hate noobs who go out on their own. I was NOD on the Under map, and I had just taken out some infantry and a med tank near the tiberium. I made my way back to the airstrip with just a sliver of health left. I yelled out for about 5 minutes that I needed an engineer.3 Basic Soldiers and a Stealth Black Hand came to me. And stood there. I waited for a while, and I saw an engineer come out from the Ref. and run right past me. So I got out of my tank, traded in my Raveshaw char for an engineer and got back to my flame tank, only to see the dust behind it as it sped(as fast as a flame tank can go) away, with the Stealth Black Hand(name: TowTow) inside it.I see the tank just reach over the ramp up to the tiberium and I notice a message in the top-left corner:[RUf] Degenerate killed TowTowNeedless to say, I laughed throughout the whole game at TowTow, and he left at the beginning of the next game.

Subject: getting people to listen to you

Posted by [Anonymous](#) on Fri, 26 Apr 2002 16:08:00 GMT

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Has anyone here been playing renegade on that server in gamespy with the 50 player max.? I think a good strategy to the walls level in that server is to get most of your teammates to follow you (basic troops) and use their c4 to sever the enemies options. this hasnt worked for me yet but if people would listen, we would easily win the game.

Subject: getting people to listen to you

Posted by [Anonymous](#) on Sat, 27 Apr 2002 02:15:00 GMT

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quote:Originally posted by Tyrant *Beo*:I hate noobs who go out on their own. I was NOD on the Under map, and I had just taken out some infantry and a med tank near the tiberium. I made my way back to the airstrip with just a sliver of health left. I yelled out for about 5 minutes that I needed an engineer.3 Basic Soldiers and a Stealth Black Hand came to me. And stood there. I waited for a while, and I saw an engineer come out from the Ref. and run right past me. So I got out of my tank, traded in my Raveshaw char for an engineer and got back to my flame tank, only to see the dust behind it as it sped(as fast as a flame tank can go) away, with the Stealth Black Hand(name: TowTow) inside it.I see the tank just reach over the ramp up to the tiberium and I notice a message in the top-left corner:[RUf] Degenerate killed TowTowNeedless to say, I laughed throughout the whole game at TowTow, and he left at the beginning of the next game.Raveshaw for an Engi?Sounds like some Unintelligence on your Part, You Should have just let the thing die, or Buy a New one... Unless you mean the Airport was at a Sliver and not your Flame tank, Then I can see it, But 1000 dollar unit for a Free unit... or even 1000 dollar unit for a 350, The math doesnt add up for an 800 dollar Flame tank

Subject: getting people to listen to you

Posted by [Anonymous](#) on Sat, 27 Apr 2002 06:35:00 GMT

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quote:Originally posted by VhawkX:i don't think u wanna drive the hummvee in...cause...it can be taken by the opponents when they go into ur tower if nobody is in the hummvee...i've tried it...i got killed while repairing and the hummvee was stolen by a NOD player...i hated that...then...i blew the hummvee up w/ pic...stupid hummvees in agt...using the proxys r better than hummvees...unless u wanna get zero points while u sit in ur hummvee all day...Remember, it's Nod, not NOD.

Subject: getting people to listen to you

Posted by [Anonymous](#) on Sat, 27 Apr 2002 06:58:00 GMT

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shut up!

Subject: getting people to listen to you
Posted by [Anonymous](#) on Sat, 27 Apr 2002 09:15:00 GMT
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I have another example of people who dont listen. today i was playing that server with the 50 poeple in it and i bought a stealth tank. when i went back to base to get repairs, i said "nobody take my tank" and went in the airstrip to become a techie. when i came back out, i saw a guy named "Mipemiep" take my tank and he wouldnt get out. I dont like miepmiep because he is a dum dum who steals poeples tanks. after that, I bought another stealth tank and when the plane dropped it off, a couple guys were trying to steal it but i got in. stupid miepmiep.

Subject: getting people to listen to you
Posted by [Anonymous](#) on Sat, 27 Apr 2002 13:22:00 GMT
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i'd rather play with one leader and everyone else listening to them than anything else, that way u can listen to the leader and the followers will be able to do those things, most experienced player should be leader, maybe have 2 leaders, like an offensive and defensive

Subject: getting people to listen to you
Posted by [Anonymous](#) on Sat, 27 Apr 2002 14:26:00 GMT
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quote: i'd rather play with one leader and everyone else listening to them than anything else, that way u can listen to the leader and the followers will be able to do those things, most experienced player should be leader, maybe have 2 leaders, like an offensive and defensive Em, I doubt that would work mainly because most people wouldn't listen. Of course you are right that if it worked there would be a lot more teamplay. The thing is though that would everyone enjoy the game? After all the most experienced player would remain the most experienced player for the duration of the entire game.

Subject: getting people to listen to you
Posted by [Anonymous](#) on Sat, 27 Apr 2002 17:10:00 GMT
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well all i think when my team is full of new ppl, is RAMBO STYLE

Subject: getting people to listen to you
Posted by [Anonymous](#) on Sat, 27 Apr 2002 17:11:00 GMT
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heheheh... humv could be used to take out proxies then....

Subject: getting people to listen to you

Posted by [Anonymous](#) on Sat, 27 Apr 2002 17:12:00 GMT

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quote:Originally posted by ThunderChicken:being an mvp sometimes will influence people to listen but there are some pretty arrogant people out there who dont listen to a word you say.Maybe you should consider the fact that it is arrogant to expect people to listen to you. You are noone and If I wanted to listen to the Boss I'd go to work. Your probably one of those people who think that we should all follow your tank out as engy,tech,hotwires and be cannon fodder for the other team so that some pushy jerk can get MVP ,just because he had good support. This game is about teamwork but that doesn't mean that we all have to obey your every command and sacrifice ourselves to make you a hero. I don't get mvp alot but I don't play to be mvp I play for fun and to relax. While your out getting points there has to be someone sitting on Defense or keeping the tunnles cleared or watching the back door. I love it when someone gets ****ed off because 1 person couldn't defend the entire base and we lose a building or the whole base because my hotwire-tech had no support and couldn't save the whole base alone.

Subject: getting people to listen to you

Posted by [Anonymous](#) on Sat, 27 Apr 2002 17:20:00 GMT

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quote:Originally posted by aircraftkiller2001:Remember, it's Nod, not NOD.Remember, it's "Brotherhood of Nod", not Nod.

Subject: getting people to listen to you

Posted by [Anonymous](#) on Sat, 27 Apr 2002 19:07:00 GMT

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im gonna keep saying that to him

Subject: getting people to listen to you

Posted by [Anonymous](#) on Sat, 27 Apr 2002 19:39:00 GMT

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quote:Originally posted by VhawkX:i don't think u wanna drive the hummvee in...cause...it can be taken by the opponents when they go into ur tower if nobody is in the hummvee...i've tried it...i got killed while repairing and the hummvee was stolen by a NOD player...i hated that...then...i blew the hummvee up w/ pic...stupid hummvees in agt...using the proxys r better than hummvees...unless u wanna get zero points while u sit in ur hummvee all day...not a prob...see if you chuck a couple mines into the side of the Hummer and park it sideways so it blocks the door with the minesfacing out....an invader will die before he can get into the hummer and use it. This actually works well as I've seen engies survive the mines at the door and still get to the MCT. This way they cant get away from the blast in time to survive it. Just be sure you weakin the hummer a tad so it doesnt survive either.

Subject: getting people to listen to you
Posted by [Anonymous](#) on Sat, 27 Apr 2002 19:59:00 GMT
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The one that happened to me was funny. I was driving my hummvee around the GDI base and got it stuck in the AGT and I got out changed into Hotwire and got back in and stoped an Engi rush to the AGT and they didnt even know what hit them.

Subject: getting people to listen to you
Posted by [Anonymous](#) on Sun, 28 Apr 2002 00:22:00 GMT
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Funniest thing last night was when a Hotwire hit our Obelisk She planted all her C4 but blew the remotes first so we knew to come and fix it. I was first on the scene and disposed of the pesky Hotwire with a few rounds to the head , saw 2 timed C4s and backed off a bit while starting repairs. Low and behold 2 engies run in and start repairing, right next to the timed C4.Me: "You better back off from that timed C4"Me: "Back off!"Them: (repair) Ignore (repair)Timed C4: BoomThem: **** we're deadMe: lolHad to fix the Obelisk all by myself

Subject: getting people to listen to you
Posted by [Anonymous](#) on Sun, 28 Apr 2002 00:57:00 GMT
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yeah all those lame ass one man army'sthey are ****ing stupid and are making this game bad,like the chopperseveryone wil buy orca's and apache's in those 2 maps and there isn't much fun of it anymore because they are so high and are shooting like ****do u know where i have experienced the best teamplay ever on renegade?IN THE MULTIPLAYERDEMO everyone was helping each otherthat ownzlast i was helping 2 light tanks 1 arty and a stealthtank destroying the base in city just to stand behind em and repair em

Subject: getting people to listen to you
Posted by [Anonymous](#) on Sun, 28 Apr 2002 09:02:00 GMT
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quote:Originally posted by Fronrunner:Maybe you should consider the fact that it is arrogant to expect people to listen to you. You are noone and If I wanted to listen to the Boss I'd go to work. Your probably one of those people who think that we should all follow your tank out as engy,tech,hotwires and be cannon fodder for the other team so that some pushy jerk can get MVP ,just because he had good support. This game is about teamwork but that doesn't mean that we all have to obey your every command and sacrifice ourselves to make you a hero. I don't get mvp alot but I don't play to be mvp I play for fun and to relax. While your out getting points there has to be someone sitting on Defense or keeping the tunnles cleared or watching the back door. I love it when someone gets ****ed off because 1 person couldn't defend the entire base and we lose a building or the whole base because my hotwire-tech had no support and couldn't save the whole

base alone. When I ask for help, it is usually because i need help because of a rush, i need people to help repair the base or if i'm trying to organize a strike plan. almost all the time when i am repairing a building that had just been invaded by basic troops, I try to disarm the timed c4 and everyone else just runs off, thus, resulting in the building being destroyed when the c4 goes off. I dont boss everyone around, I am trying to get them to prevent us from losing. I dont really care about MVP that much. I just want to have fun. Its just really annoying when these stupid people on our team destroy a building with a beacon (a bug) and then noone fesses up. this ruins that game because noone can disarm it and gives the other team an unfair advantage. whenever I try to get a team of rocket troops to help me take out a building (ex. power plant in under via tunnel) my team never listens and we usually end up losing because our team doesn't cooperate or we are overwhelmed by the other teams offense. So, you are saying im arrogant for trying to get my team to trying to help me, everyone is arrogant.[April 28, 2002: Message edited by: ThunderChicken]

Subject: getting people to listen to you
Posted by [Anonymous](#) on Sun, 28 Apr 2002 09:43:00 GMT
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yesterday, i was playing a game in under and i bought a humer and drove it into the agt. i sat in side in the corner and killed a bunch of noddies that came inside to try to sestroy it. even though i didnt gt many points it was fun. in nother game that day, i was gdi in walls and manages to get inside the war fac and started to drive around. the funny part about this is that i accidentally drove over 2 stealth black hands. I couldnt stop laughing throughout the game. I bet those 2 blackhands will be scarred for life. "ohhh!! it was horrible, I went inside gdi's war fac and...and...a hummer ran me over!!

Subject: getting people to listen to you
Posted by [Anonymous](#) on Sun, 28 Apr 2002 10:20:00 GMT
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quote:Originally posted by ThunderChicken:When I ask for help, it is usually because i need help because of a rush, i need people to help repair the base or if i'm trying to organize a strike plan. almost all the time when i am repairing a building that had just been invaded by basic troops, I try to disarm the timed c4 and everyone else just runs off, thus, resulting in the building being destroyed when the c4 goes off. I dont boss everyone around, I am trying to get them to prevent us from losing. I dont really care about MVP that much. I just want to have fun. Its just really annoying when these stupid people on our team destroy a building with a beacon (a bug) and then noone fesses up. this ruins that game because noone can disarm it and gives the other team an unfair advantage. whenever I try to get a team of rocket troops to help me take out a building (ex. power plant in under via tunnel) my team never listens and we usually end up losing because our team doesn't cooperate or we are overwhelmed by the other teams offense. So, you are saying im arrogant for trying to get my team to trying to help me, everyone is arrogant.[April 28, 2002: Message edited by: ThunderChicken]You really didn't read the whole thing, did you?

Subject: getting people to listen to you
Posted by [Anonymous](#) on Sun, 28 Apr 2002 10:22:00 GMT
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quote:Originally posted by ThunderChicken:onetime in the flying city map, me and a group of about 3 hotwires were repairing the war fac from the mct. after it was at full health the other hotwires left and forgot to disarm the timed c4. there were 4-5charges and i managed to disarm 2. if the other guys were paying attention, the war fac probably would have stayed up but the stupid c4 blew me up. As a Hotwire you have more Range with the repair gun. You could have survived by standing farther back. Just a tip.

Subject: getting people to listen to you
Posted by [Anonymous](#) on Sun, 28 Apr 2002 10:32:00 GMT
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quote:Originally posted by NiCo:shut up! I you hate him, Rate him

Subject: getting people to listen to you
Posted by [Anonymous](#) on Sun, 28 Apr 2002 11:18:00 GMT
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quote:Originally posted by FrontRunner:You really didn't read the whole thing, did you?You assume that i am a "pushy jerk" when i helping my team. I rarely ever go out on my own unless its the beginning of a game or if noone listens to me. every other time, im trying to help my team. I now have a habit for when i am on gdi to go inside buildings and defend it from infanry with a hummer. i usually sit inside the agt or war fac killing every threat that risks the building. other games i am repairing the base, disarming c4/beacons, assisting defense with an engi or infiltrating the base (with other players if the wish to come along) and destroying buildings. Why do you think i am arrogant for saying that an mvp doesn't control the team? mvp only shows skill and isnt meant to make everyone listen to you. It sometimes does help people to pay attention to what you say. what did I say that you thought was arrogant??? quote:Originally posted by ThunderChicken:being an mvp sometimes will influence people to listen but there are some pretty arrogant people out there who dont listen to a word you say.look at me, I am "arrogant" for saying people dont always listen to the Mvp!!! hey fronrunner, did you even read what that reply was directed to? no? i thought so. [April 28, 2002: Message edited by: ThunderChicken]

Subject: getting people to listen to you
Posted by [Anonymous](#) on Sun, 28 Apr 2002 11:21:00 GMT
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quote:Originally posted by Fronrunner:As a Hotwire you have more Range with the repair gun. You could have survived by standing farther back. Just a tip.actually, no i couldnt have because there was c4 was placed somewhat "inside the mct so I had to get the correct angle for it to

disarm[April 28, 2002: Message edited by: ThunderChicken]

Subject: getting people to listen to you
Posted by [Anonymous](#) on Sun, 28 Apr 2002 14:54:00 GMT
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Bump

Subject: getting people to listen to you
Posted by [Anonymous](#) on Sun, 28 Apr 2002 18:13:00 GMT
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I barely manage to get a team to cooperate in big games . . . Only once have I been on a team that cooperated . . . the massive engie rush . . . everyone gets an engie and rushes . . . no vehicles . . . just your pistol . . . c4 . . . and repair gun . . . 16 engies running in to the oblisk! We got it too.In small games almost everyone cooperates.

Subject: getting people to listen to you
Posted by [Anonymous](#) on Sun, 28 Apr 2002 20:15:00 GMT
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quote:Originally posted by Rodman49:I barely manage to get a team to cooperate in big games . . . Only once have I been on a team that cooperated . . . the massive engie rush . . . everyone gets an engie and rushes . . . no vehicles . . . just your pistol . . . c4 . . . and repair gun . . . 16 engies running in to the oblisk! We got it too.In small games almost everyone cooperates.lol, thats what this game is all about

Subject: getting people to listen to you
Posted by [Anonymous](#) on Mon, 29 Apr 2002 10:15:00 GMT
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bump

Subject: getting people to listen to you
Posted by [Anonymous](#) on Mon, 29 Apr 2002 10:55:00 GMT
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Whats annoying in small games is when game after game Nod wins by a 3 - 4 tank flame rush and I say "get ready to stop the flame rush - we need 2 or 3 meds" and people go and buy hummers/havoc. And what happens when the Nod rush comes?GDI Player: "that is soo ****ing

cheap"Its amazing how many people think the AGT will stop a flame rush.I've seen more games won by first stopping a flame rush then attacking with meds then by trying to win early with hummers/APC. Although the apc does work sometimes.[April 29, 2002: Message edited by: StuntCorpse]

Subject: getting people to listen to you
Posted by [Anonymous](#) on Mon, 29 Apr 2002 18:23:00 GMT
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On the Canyon MapHe124373(Me): I need 3 chem warriors to meet me in the airstrip in less then 3 minutesSome idiot(thaz not his WOL name though): NegativeHe124373: Yo thaz not funnySome idiot: we dun listen to n00bs like you, just kill da enemy, kill da buildings.Anyways...later the refinerys also blown which is also their last building. And while the engies inside abuidling are disarming a recently planted nuke...i go up there, and i melt down the refinery using my Chem Sprayer winning the game for my team.

Subject: getting people to listen to you
Posted by [Anonymous](#) on Mon, 29 Apr 2002 18:33:00 GMT
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o yea once in this game every time i bought an orca, he'd try to run into it and enter it but fortunately he couldn't enter. All he did the entire game was sit there and snipe INSIDE OUR BASE. There wuz another case when i left my apache outside the refinery in CnC walls Flying to get an engineer and repair it. Then some ****hole takes my apache, flies up only to get a havoc to blow up "his" apache. Then seconds later my airstrip blew up so i couldn't buy another one. Maybe if it was still up i could've wrecked more havoc to the GDI base.

Subject: getting people to listen to you
Posted by [Anonymous](#) on Sat, 04 May 2002 10:20:00 GMT
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I find that if you're playing with a friend you work together with, others are more likely to cooperate as well.No clue why, maybe it's the "hey, if it works for them it might not be such a bad thing" effect.[May 04, 2002: Message edited by: mma]

Subject: getting people to listen to you
Posted by [Anonymous](#) on Mon, 27 May 2002 15:46:00 GMT
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cough

Subject: getting people to listen to you
Posted by [Anonymous](#) on Mon, 27 May 2002 16:39:00 GMT
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Ugh... all these ancient thread excavators

Subject: getting people to listen to you
Posted by [Anonymous](#) on Mon, 27 May 2002 17:28:00 GMT
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quote:Originally posted by Senlui Granduc:Ugh... all these ancient thread excavatorsyes, i bring threads back from the dead!!! mwahahah!

Subject: getting people to listen to you
Posted by [Anonymous](#) on Sun, 02 Jun 2002 16:33:00 GMT
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quote:Originally posted by aircraftkiller2001:Remember, it's Nod, not NOD.lol

Subject: getting people to listen to you
Posted by [Anonymous](#) on Mon, 03 Jun 2002 00:15:00 GMT
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quote:Originally posted by Tyrant *Beo*:I hate noobs who go out on their own. I was NOD on the Under map, and I had just taken out some infantry and a med tank near the tiberium. I made my way back to the airstrip with just a sliver of health left. I yelled out for about 5 minutes that I needed an engineer.3 Basic Soldiers and a Stealth Black Hand came to me. And stood there. I waited for a while, and I saw an engineer come out from the Ref. and run right past me. So I got out of my tank, traded in my Raveshaw char for an engineer and got back to my flame tank, only to see the dust behind it as it sped(as fast as a flame tank can go) away, with the Stealth Black Hand(name: TowTow) inside it.I see the tank just reach over the ramp up to the tiberium and I notice a message in the top-left corner:[RUf] Degenerate killed TowTowNeedless to say, I laughed throughout the whole game at TowTow, and he left at the beginning of the next game.Remember, it's Nod, not NOD.

Subject: getting people to listen to you
Posted by [Anonymous](#) on Mon, 03 Jun 2002 00:20:00 GMT
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quote:Originally posted by aircraftkiller2001:Remember, it's Nod, not NOD.lol

Subject: getting people to listen to you
Posted by [Anonymous](#) on Tue, 04 Jun 2002 14:58:00 GMT
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bump fer ddawg2030.....

Subject: getting people to listen to you
Posted by [Anonymous](#) on Fri, 07 Jun 2002 06:21:00 GMT
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bump fer deadxeye...

Subject: getting people to listen to you
Posted by [Anonymous](#) on Fri, 07 Jun 2002 08:42:00 GMT
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Most of the time I snipe to protect beacons, or I just snipe into the enemy base and work like a scout for my team. One of the best instances of teamwork have happened just randomly. It was Field, I think, and I had just bought a mobius. I headed towards the tunnels to search for SBH activity, and I met 2 mobiuses on my way. Another one joined us out of nowhere, and we took out the air strip and, with the help of a PIC, the Obelisk. It was neat cause we just met up out of the blew.

Subject: getting people to listen to you
Posted by [Anonymous](#) on Fri, 07 Jun 2002 09:30:00 GMT
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Yes, teamwork seems to be of a random occurrence than anything.....

Subject: getting people to listen to you
Posted by [Anonymous](#) on Mon, 16 Sep 2002 15:34:00 GMT
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Subject: getting people to listen to you
Posted by [Anonymous](#) on Mon, 16 Sep 2002 17:07:00 GMT
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Yikes, this is from april.....

Subject: getting people to listen to you
Posted by [Anonymous](#) on Mon, 16 Sep 2002 17:46:00 GMT
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Dude, take the picture out of your signature or the privilage will be removed.

Subject: getting people to listen to you
Posted by [Anonymous](#) on Tue, 17 Sep 2002 10:22:00 GMT
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dude, that was before...a long time ago. This "Guy" would have to bump up this "post" to get rid of it. Besides, why would they disable pics for a topic this old having 1?

Subject: getting people to listen to you
Posted by [Anonymous](#) on Wed, 18 Sep 2002 18:37:00 GMT
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Why do you guys care if they listen or not?They bought the game and should be able to do whatever they want!!!So just sit back and play the game

Subject: getting people to listen to you
Posted by [Anonymous](#) on Fri, 20 Sep 2002 19:54:00 GMT
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quote:Originally posted by Sprewell31:Why do you guys care if they listen or not?They bought the game and should be able to do whatever they want!!!So just sit back and play the gameThat is a silly answer. Renegade is a TEAM game.I can picture the pep talk in the SanFran 49ers locker room, "OK men, this is a playoff game, and we got 60,000 fans here tonight. now, I don't care if you listen or not, because you should be able to do whatever you want."LOL, that attitude is simply silly. [September 20, 2002, 19:56: Message edited by: The Real Gizbotvas]

Subject: getting people to listen to you
Posted by [Anonymous](#) on Mon, 04 Nov 2002 09:22:00 GMT
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I just wanna say I hate people who say building needs repair run in to the building where im repairing with a mobius/sakura or havoc u know the expensive ones ! and start shooting at me as if to say hurry up and just stand there doing f**k ALL !!!!!!!!

Subject: getting people to listen to you

Posted by [Anonymous](#) on Mon, 04 Nov 2002 11:39:00 GMT

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heres a good way to get people to listen to u. play alot show them u know what teamworks is all about and sometimes when i am sitting there trying to get people to do stuff, i stop and ask others what they think we should do. one person doesnt make a teamplan, a team makes it.
