Subject: Teamwork - beating the dead horse.
Posted by Anonymous on Tue, 18 Feb 2003 20:59:00 GMT
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Hi,I'm a WOL & GSA player. When I first went to WOL I was delighted to see a higher level of team work than I see on GSA. Since "then" the teamwork factor has gone down close to zero. Everynow and then I run into a few peeps who wish to work as a team. The other day on hourglass (WOL) as Nod we had like 5 er so flames - enough for AGT. Well instead of grouping and rushing EVERYONE went like one at a time - it was totally lame.I'm begining to think the "non teamwork" ppl never come here - otherwise they would have seen post like this 1000 times. So esentially this is like yelling at the darkness - it will change nothing. The fact that team work as far as I can tell is at an all time low almost undermines the tactics & strat forum. There are soooo many totally awesome tactics that are not used because of this. Anyways - I'm done. If anyone has tips on how to encourage ppl to work as a team please share.the0ne

Subject: Teamwork - beating the dead horse.
Posted by Anonymous on Wed, 19 Feb 2003 04:59:00 GMT
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sometimes on CITY map i have to wait at the end of the airstrip for like 10 mins before i can get atleast like 4 others to buy stanks and attack with me.

Subject: Teamwork - beating the dead horse.
Posted by Anonymous on Wed, 19 Feb 2003 07:08:00 GMT
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Hi,I know how frustrating it can be when there is little or no team work, my only advice is try to play on servers where you either know people or where people will listen to you or of course play only clan matches.I play on the European servers and have found that the dedicated servers (the ones that are have been around for a long time, not necessarily running the FDS) have regulars who more often than not play as a team.

Subject: Teamwork - beating the dead horse.
Posted by Anonymous on Wed, 19 Feb 2003 13:07:00 GMT
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IMO people do want to use teamwork. But it's so hard to get someone to listen to you. Everyone just does thier own thing and it usually fails. But I'm not afraid to press f3 and say "flame rush asap". That's all you have to do. F3 "flame rush asap". Or "apc rush asap" or "tank rush asap".

Subject: Teamwork - beating the dead horse.
Posted by Anonymous on Wed, 19 Feb 2003 18:52:00 GMT

I try all the time.... never works doin f3.If I say flame rush, maybe I get 1 more flamer, then n00bs go and buy some buggies   [February 19, 2003, 18:52: Message edited by: MeXadiaz]

Subject: Teamwork - beating the dead horse.
Posted by Anonymous on Wed, 19 Feb 2003 21:15:00 GMT

quote:Originally posted by MeXadiaz:I try all the time.... never works doin f3.If I say flame rush, maybe I get 1 more flamer, then n00bs go and buy some buggies   Exactly.On Hourglass the other day in a med size game GDI was trying to organize a rush for Obelisk since time was running out and what do these noobs so ? Like 2 er 3 ppl decide to waste vehics by getting MRLS's when we are approaching the 5min mark.

Subject: Teamwork - beating the dead horse.
Posted by Anonymous on Fri, 21 Feb 2003 11:30:00 GMT

Another challenge to teamwork is that there is no pause for conversation between games. The second the clock starts, too many people feel compelled to run all over without communicating. I love it when people start their games by asking who is mining which spots, or if they plan an orchestrated rush, but it's a rarity. Maybe 30 seconds of built-in chat time between games (with no action) would give strategic-minded players a better chance to steer others in a better direction. If your teammates have to make that tunnel rush right away, at least you'd have a chance to convince three or four people to stay home and tend to the base.