
Subject: Teamwork still exists on non-clan games !?!
Posted by [Vegita246](#) on Tue, 11 Mar 2003 20:15:41 GMT
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Yes i think teamwork is coming back (I hope that means the n00bs have stopped increasing) so here it is, proof of teamwork; Teamwork! anyone who was on that game who helped organise the rush thanks because it made my day seeing that much teamwork. Has anybody else noticed more teamwork or is this just a fluke

Subject: Teamwork still exists on non-clan games !?!
Posted by [eggmac](#) on Tue, 11 Mar 2003 20:17:12 GMT
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4 stanks is teamwork? lol

Subject: Teamwork still exists on non-clan games !?!
Posted by [Vegita246](#) on Tue, 11 Mar 2003 20:20:26 GMT
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5 tanks one in front of me. Also it was organised not "hey theres more tanks lets follow" and yes we are teaming up so its teamwork. (duh) Anybody got anything good to say?

Subject: Teamwork still exists on non-clan games !?!
Posted by [eggmac](#) on Tue, 11 Mar 2003 20:32:08 GMT
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yeah, it's nice teamwork of course, but this happens all the time (at least on GSA 24-player-servers). Now if the enemy team was also well organized, it could have been a funny game (4 hotties repairing while 4 meds keep bashing on the stanks..)

Subject: Teamwork still exists on non-clan games !?!
Posted by [laeubi](#) on Tue, 11 Mar 2003 20:37:53 GMT
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Its really coming back.

I ahve noticed it too

Subject: Teamwork still exists on non-clan games !?!
Posted by [Vegita246](#) on Tue, 11 Mar 2003 20:39:33 GMT

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They did have a lil teamwork but i think the fact that the weapons factory was destroyed very early on (thanks to mindles4s) destroyed their moral. There were a few good players with mobius and stuff who stopped most rushes but i think 5 stealth tanks were too much for them. BTW this is important to me because i normaly find it VERY hard to get some teamwork in a game and usually the best i can do is a small humvee or apc engi type rush.

Subject: Teamwork still exists on non-clan games !?!
Posted by [Blazer](#) on Tue, 11 Mar 2003 22:10:52 GMT

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You gonna form a Capsule Corp clan?

Subject: Teamwork still exists on non-clan games !?!
Posted by [Vegita246](#) on Tue, 11 Mar 2003 22:14:02 GMT

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LOL Blazer ofcourse no...t...*quits current clan to form a new "secret" clan* I own a capsule corp sow on badge in real life...how sad am I

Subject: Teamwork still exists on non-clan games !?!
Posted by [PiMuRho](#) on Tue, 11 Mar 2003 22:48:33 GMT

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I've found that servers where you get a good bunch of regulars tend be pretty good for teamwork.

Subject: Teamwork still exists on non-clan games !?!
Posted by [Ren Sizzlefab](#) on Tue, 11 Mar 2003 23:00:08 GMT

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Played a great game on City the other night, had a 6 stank rush, but with very little communication needed. 3 went for WF, 3 went for PP. The entire base went down before GDI knew what happened.

Subject: Teamwork still exists on non-clan games !?!
Posted by [tHz2](#) on Tue, 11 Mar 2003 23:36:13 GMT

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What? Teamwork on a public server? Of course. I find it all the time.

Example1

What you cant see in that pic is that there are actualy TWO apcs full of guys rushing, not just one. The other is already past the cliff. Didn't take the shot in time.

Example2

In this pic I lag warped back a bit, there were 3 stealths, 3 flamers
It was a 30min ladderd game. Look at the time. GDI died within 60 seconds.

Now THATS Own4g3.

Subject: Teamwork still exists on non-clan games !?!
Posted by [Griever92](#) on Tue, 11 Mar 2003 23:47:54 GMT
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PiMuRhol've found that servers where you get a good bunch of regulars tend be pretty good for teamwork.

yep, same here

Subject: Teamwork still exists on non-clan games !?!
Posted by [\[sg\]theOne](#) on Wed, 12 Mar 2003 00:01:38 GMT
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In general there are two types of players :

Type A) Those who like & realize the effectiveness of teamwork and seek it out.
Type B) Those who prefer to do their own thing all or the majority of the time

Type A players will flock to / join / assist other type A players regardless of the server or network (GSA / WOL). Type B on the other hand is more apt to do whatever regardless of the situation (97% [etc] of the time).
