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Subject: Teamwork - beating the dead horse.

Posted by [Anonymous](#) on Fri, 21 Feb 2003 11:30:00 GMT

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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.

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