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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 ]

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