
Subject: Re: Stank sounds

Posted by [Sniper_De7](#) on Wed, 25 Jan 2006 16:39:52 GMT

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It's really unfair in that if you're on any team that would listen (hi teamwork) Just saying, that you can hear a stank is enough to easily have other people finding it. The instant you hear that song or whatever you have for it, you know there's a stank. A little bit different as opposed to a droning sound that could easily be drowned out by sounds of other stuff going around. I don't really know how it works exactly but it's an obvious advantage.
