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Subject: Re: why doesnt anyone work together?

Posted by [Majiin Vegeta](#) on Thu, 25 May 2006 17:58:16 GMT

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Crimson wrote on Tue, 23 May 2006 04:43Play on the n00bstories server and connect to teamspeak... often we have like 6-10 people or even more and we pull off some really fun coordinated attacks.

Also, I added a mod to my bot that automatically puts players in the right TeamSpeak channel for their team and keeps others out.

Blazer finally got it working?

damn how long did that take

might have to pop on and have me some good ol ass whoopin

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