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Subject: Not much has changed?

Posted by [Majiin Vegeta](#) on Fri, 09 Nov 2007 14:17:39 GMT

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Same old

lack of team work  
Stupid team mates

Had a play today.. seemed like i was the only one who knew what he was doing i.e Save the base while successfully attacking

most my team sat point whoring as they did in the old days for the rankings i spose

I thought things would one day improve  
I miss the good old days!

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Subject: Re: Not much has changed?

Posted by [Ryu](#) on Fri, 09 Nov 2007 14:20:01 GMT

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Yeah, Everyone arty/mrls point whores.

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Subject: Re: Not much has changed?

Posted by [Majiin Vegeta](#) on Fri, 09 Nov 2007 14:26:08 GMT

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Moonlightshakers  
The pits  
n00bstories(even though it still exists)

Had some great team work playing on them servers back in the day

Seems as though everyone takes the whole renegade thing to seriously now

nobody communicates unless another n00b nicks their vehicles or they need repairs etc

also still got the nubs with the trans heli's lol!!  
omg they make me laugh

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Subject: Re: Not much has changed?  
Posted by [Ryu](#) on Fri, 09 Nov 2007 15:07:04 GMT  
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XpZ was good back in the day too.. Yeah, I'm most probably gonna' be flamed now, But trust me, some old skool' players were there, and this is the kind of teamwork they had:

Jumped over the wall, And kaboom! (Yeah, it's allowed in XpZ server.)

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Subject: Re: Not much has changed?  
Posted by [luv2pb](#) on Fri, 09 Nov 2007 15:09:20 GMT  
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We do more than exist.

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Subject: Re: Not much has changed?  
Posted by [JPNOD](#) on Fri, 09 Nov 2007 15:15:15 GMT  
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Things have changed, people left, new people came, but nothing like it used to be. That's why I just play now and then.

If you want real teamwork, join/create a clan at clanwars.

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Subject: Re: Not much has changed?  
Posted by [Nightma12](#) on Fri, 09 Nov 2007 15:27:23 GMT  
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wow, Majin Vegeta! aint seen you in a LONG time!

Problem these days, is that we also have to deal with cheaters... that was something unheard of in the days of the-pitts and moonlightshakers =/

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Subject: Re: Not much has changed?  
Posted by [Blazer](#) on Fri, 09 Nov 2007 16:12:22 GMT  
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2 players using the refinery wall glitch is "teamwork"?

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Subject: Re: Not much has changed?

Posted by [CarrierII](#) on Fri, 09 Nov 2007 17:16:03 GMT

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Blazer wrote on Fri, 09 November 2007 16:122 players using the refinery wall glitch is "teamwork"?

Beats arty or MRLS whoring. To get away with a wall jump in a large public server is pretty difficult, too.

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Subject: Re: Not much has changed?

Posted by [trooprm02](#) on Fri, 09 Nov 2007 21:12:42 GMT

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Play in smaller, high host name servers, best teamplay you can expect from pub servs.

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Subject: Re: Not much has changed?

Posted by [Goztow](#) on Fri, 09 Nov 2007 21:14:12 GMT

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We're around, u just need to find us .

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Subject: Re: Not much has changed?

Posted by [Blazer](#) on Fri, 09 Nov 2007 22:00:48 GMT

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CarrierII wrote on Fri, 09 November 2007 10:16Blazer wrote on Fri, 09 November 2007 16:122 players using the refinery wall glitch is "teamwork"?

Beats arty or MRLS whoring. To get away with a wall jump in a large public server is pretty difficult, too.

Only because there are more enemies to see you trying to do it. Because you can do it in an 8 player server doesn't mean there is "teamwork".

Teamwork is a 4-mammy rush with 3 hotties repairing each one (32 player server)...I have been in on that and it was awesome.

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Subject: Re: Not much has changed?

Posted by [R315r4z0r](#) on Fri, 09 Nov 2007 22:01:05 GMT

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Everyone always says I point whore... but I really couldn't care less about score...

All I do is what I think the most effective thing that I could do at the moment to help defeat the enemy. It just so happens that I am always in the top 3 of every game I play start to finish...

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Subject: Re: Not much has changed?

Posted by [\[NE\]Fobby\[GEN\]](#) on Fri, 09 Nov 2007 22:14:57 GMT

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I miss the old days too.

Actually a lot has changed, people have gotten worse. Much worse. Back in 2005 there were so many clans, funwars, a lot of teamwork, etc.

Not much of that exists today.

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Subject: Re: Not much has changed?

Posted by [nikki6ixx](#) on Fri, 09 Nov 2007 22:39:46 GMT

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[NEFobby[GEN] wrote on Fri, 09 November 2007 16:14]I miss the old days too.

Actually a lot has changed, people have gotten worse. Much worse. Back in 2005 there were so many clans, funwars, a lot of teamwork, etc.

Not much of that exists today.

Meh, sometimes n00bstories server 2 still offers a few teamwork surprises.

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Subject: Re: Not much has changed?

Posted by [nopol10](#) on Fri, 09 Nov 2007 23:23:16 GMT

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C&C: TFD brought in the n00bs and cheaters.

Teamwork still exists in Spooky's House of Renegade when I was there some time ago. It was awesome.

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Subject: Re: Not much has changed?

Posted by [R315r4z0r](#) on Fri, 09 Nov 2007 23:30:11 GMT

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People haven't gotten worse, it is just that everyone has gotten so good, that there is no challenge anymore.

Needs patch

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Subject: Re: Not much has changed?

Posted by [Majiin Vegeta](#) on Sat, 10 Nov 2007 08:51:01 GMT

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razorblade001 wrote on Fri, 09 November 2007 23:30 People haven't gotten worse, it is just that everyone has gotten so good, that there is no challenge anymore.

Needs patch

that cannot be right...

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Subject: Re: Not much has changed?

Posted by [liquidv2](#) on Sat, 10 Nov 2007 09:20:57 GMT

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has the points "fix" had any effect on teamwork? i notice people work together more on noobstories, but it's usually in the beginning so they can early donate for an apc rush when everyone starts out with credits

i like it better when either you start with none or you can't donate right in the beginning...or both ^^

i tried playing earlier, i went to several servers and didn't feel like staying in any of them, so i think the time of day you try to play may affect how the games go and how many players will be on

also gotzow, you say that like you're hinting your server has great teamwork and people need to find it; every time i want to join your server it's empty

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Subject: Re: Not much has changed?

Posted by [Rocko](#) on Sat, 10 Nov 2007 09:41:00 GMT

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why use your resources to force people to use a fix only you believe in

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Subject: Re: Not much has changed?

Posted by [Goztow](#) on Sat, 10 Nov 2007 10:41:12 GMT

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liquidv2 wrote on Sat, 10 November 2007 10:20

also gotzow, you say that like you're hinting your server has great teamwork and people need to find it; every time i want to join your server it's empty [/color]

Time zones...

I was actually referring to players, not necessarily to servers. You just need to find the players that are willing to teamwork, as they do exist.

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