
Subject: Re: Why Clans?

Posted by [Genesis2001](#) on Wed, 30 May 2007 15:38:09 GMT

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^_^ Not much to say after Fobby and MexPirate have spoken what they did..

|NE|Fobby|GEN| wrote on Tue, 29 May 2007 20:13Clans are great nowadays, because most players in public servers have no idea what they're doing. Might as well get yourself involved in some tournaments and clanwars instead of playing all by yourself.

Clans provide an added thing to the game. Teamspeak like you mentioned above is great for playing. It allows you to formulate complex strategies whilst in a real *public* server, you can't because of n00bs *probably like me* trying to do their own thing. Like the always-famous APC rush by one techie/hottie and no support from anyone else on the team.

MexPirate wrote on Mon, 28 May 2007 12:33There are two main types of clan imo.

Type 1: clanwars clans - people playing competitively, there is a league (see spoonys post/sig) and it's about getting better and winning games.

Type 2: community clans - generally less skilled and less competitive, it's about making friends, using forums and playing in public servers together.

I would consider Neo Gods a combo of the 2 types. We enjoy the competitiveness of clanwars, but don't require all members to par-take in a clanwar. We have forums and we sort of prefer playing in public servers at this time. (Considering we don't have a server yet)

-Thanks,
MathK1LL
