Subject: Why Clans?
Posted by burner_2k4 on Mon, 28 May 2007 00:58:14 GMT
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I have been playing Renegade for a cuple of years now; but have always been a 'loner' (well ish, i usually join games with people i know in them). But i was wondering why exactly people join clans and what advantages you get from being in one? Also, how much time you have to commit to your clan?

cheers
burner2k4

Subject: Re: Why Clans?
Posted by icedog90 on Mon, 28 May 2007 01:07:13 GMT
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I've been a loner since I started playing, which was in 2003, and I never really saw the point in being a clan. other people see it differently than I do though.

Subject: Re: Why Clans?
Posted by Spoony on Mon, 28 May 2007 02:01:58 GMT
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burner_2k4 wrote on Sun, 27 May 2007 19:58But i was wondering why exactly people join clans and what advantages you get from being in one?
absolutely top of the list is:
in a clan game, you pick your team.

Therefore, everyone is there for the same purpose - to work as a team. Nobody need worry about selfish tank thieves or gung-ho players who have no interest in teamwork, nor are there players who have only just bought the game and are unfamiliar with the game's controls, map layouts and basic strategies. Furthermore, cheating is relatively rare because the players realise they have a clan's reputation to represent. As a result of all of these factors, it is possible to achieve a much higher level of teamwork and strategy than in a public server. It is also possible to assign each player a role based on their strengths - for example, the best snipers can contribute to the team in this way, supporting the best tank drivers, and so on.

Subject: Re: Why Clans?
Posted by IR4p3dy0u on Mon, 28 May 2007 02:26:02 GMT
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Put a group of players together, form a clan and join www.clanwars.cc

Then you will see the point of clans and clanwars. Competitive games are alot more fun and

challenging then a general public server IMO.

Working together as a team with a group of renny players to achieve wins is much more fun then running around playing with a bunch of people that just bought the game a week ago.

Subject: Re: Why Clans?
Posted by FrAM on Mon, 28 May 2007 02:37:33 GMT
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the element of teamwork in order to create a more skillful game... some more than others.

Subject: Re: Why Clans?
Posted by burner_2k4 on Mon, 28 May 2007 12:15:05 GMT
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I see, I may give it a try at some point as I have a few mates who regularly play. Thanks for your replies!

One more question. Where do most clans come from? As I am in the UK and work most days; the time zone differences could become a problem...

Subject: Re: Why Clans?
Posted by Spoony on Mon, 28 May 2007 13:26:10 GMT
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There are plenty of UK/European based clans around. You might not find it too easy to arrange matches against mostly USA/Canadian clans other than at weekends and whatnot, but meh.

Subject: Re: Why Clans?
Posted by Goztow on Mon, 28 May 2007 13:33:01 GMT
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There's a slightly different reason to join a clan/community: not only to gain more fun in the game but also out of the game because you get to meet a lot of different people.

Or as we like to put it:

"Bring 'Gamers' from all over the world together in a friendly, multi-cultural helpful community."

Employing the following underpinning Core Values:

- Respect towards each other in all circumstances.
- Friendship first, gaming second.
- To be helpful to all wherever possible.
- To exercise high levels of teamplay and teambuilding.
- To improve gaming skills as an individual and a clan.

Subject: Re: Why Clans?
Posted by MexPirate on Mon, 28 May 2007 18:33:59 GMT
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There 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.

Some clans combine a little of both, I would like to think BBF is one of them and would say Koss2 (Goztows clan) falls in the same category, we play some games (both on and off the league), but also have forums, public servers and don't insist that members participate in clanwars.

Think about how good you really are, what you want from a clan and how much time you can spend on the game and then make your decision.

Subject: Re: Why Clans?
Posted by [NE]Fobby[GEN] on Wed, 30 May 2007 02:13:59 GMT
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I've made my clan almost 4 years ago. I find that gaming with a clan is a much better experience than gaming by yourself. All of my clan buddies are in their late teens, 20's, and 30's, so we don't have idiots running around creating drama. Drama is probably the worst part of clans, but fortunately we haven't had much in these 4 years.

Clan games are simply a lot more fun than public ones, because you're playing with skilled players on your team, as well as skilled opponents. It adds a whole new dimension to the game, where simply rushes will never work. With a full team on teamspeak, you're able to create complicated strategies that would never work out in a public game, due to noobs doing their own thing.

Clans 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.

MexPirate pretty much narrowed it down in the post before mine. I think NE's Type 2, because we're all friends with each other (some in real life), and just play to enjoy the game.

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

Subject: Re: Why Clans?
Posted by sadukar09 on Wed, 30 May 2007 19:32:34 GMT
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Clan games> public games
and occasionally the spammer in the forums

Subject: Re: Why Clans?

Posted by fl00d3d on Sun, 03 Jun 2007 00:05:24 GMT
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The hard part, these days, is putting together a group of people who do not cheat and aren't a bunch of tools.

Subject: Re: Why Clans?
Posted by [NE]Fobby[GEN] on Sun, 03 Jun 2007 05:05:07 GMT
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That's very true. Luckily I did that 4 years ago

Another thing to add to the "Why Clans?" list, is that Renegade's recently been taken over by n00bs and idiots. It's good to actually go in a server with your clanmates and have a great game. Because it's either that, or playing solo on a public server dealing with jackasses, n00bs, hackers, and idiot admins.

Subject: Re: Why Clans?
Posted by crazfulla on Fri, 08 Jun 2007 15:41:08 GMT
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icedog90 wrote on Sun, 27 May 2007 20:07I've been a loner since I started playing, which was in 2003, and I never really saw the point in being a clan. other people see it differently than I do though.
I play for fun. I have been in a couple of clans a while back - quite reputable ones - but for the last year or two I haven't had any part of one. Not due to a lack of invites though - I was actively approached by various clans though most were too newb or arrogant for my liking. So I stuck to playing just 'Because I Can'. I am currently a moderator for n00bless and Hex there is not keen on having clanmembers as mods... I can understand why. A lot of clans out there today are disrespectful and arogant towards others, somthing which I believe determines a clan's reputation more than thier number of wins.

Edit; PS Fobby, I played public warzone ages ago, and I do agree, the quality of gameplay on servers like n00bless is poor. Perhaps I should join you some time?