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Interview With ONE

Posted by Ripper at 22:07, 12/1/2003.

2002 was an interesting year for ClanONE so we caught up with Righteous, Barely Legal and KhAoS to hear their views on the ups and downs of the past 12 months.

Firstly describe yourselves and your history with ClanONE.

Righteous: Hi I'm Alex 'Righteous' Lewis, I'm 18 years old and am human (just). I started ClanONE with my step brother Obi ! So I've been here through it all.

Barely Legal: Hello Sailor! My name's Barely Legal AKA Gary Roberts. I've been playing for ONE for quite some time now after being something of a clan whore in my earlier days.

KhAoS: I'm khaos! and I joined ONE just before WCG this year.

2002 was an interesting year for ONE, arguably it became interesting at the CPL qualifiers. Did you expect to do so well beforehand?

Righteous: We expected to go there and come last and weren't confident at all. Coming 3rd beating Noc twice was a big surprise.

Barely Legal: With it being our first LAN event at CPL we didn't think we would come out with anything. We had been playing with a set 5 for a while and thought we might as well give it a go on LAN. We were good friends by then and wanted to meet in real life and have a laugh. We had pcw'd nocturne a couple of nights before on the net and they thrashed us. So we weren't expecting much on LAN. But we came to appreciate what a different game CS is on LAN. We beat them once on cbble and I thought they would hammer us on aztec, one of our weaker maps at the time. But some great play meant we beat them again! But playing the top boys of dnc and i-es proved to be our downfall. They were so much more experienced than us and it showed. We didn't expect to beat them and were happy getting that far!

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shoutbox

fez
new steam update?
11:10, 1/2/2003

eXp
ne1 tried the new steam update??? Shield absolutely pwnz :)
09:49, 1/2/2003

Cr0n0s
hungry
09:37, 1/2/2003

Mintman
you missed "i don't care" off the poll
00:56, 1/2/2003

MadSpunk
nn everyone
00:41, 1/2/2003

Alex-\
pickle
23:58, 31/1/2003

servers

UKT servers:

212.42.1.234:28015
212.42.1.211:27975
212.42.1.211:27976

Top fragger today:

Qu@dRo, with 18 frags

Top fragger of the week:

Andros, with 39 frags



Next up was the Games Domain Online Championships, Kid let you down by not turning up, were you surprised at how you managed to topple Nocturne yet again, and comprehensively beat omg! to take 2nd place?

Righteous: Yes, the 5 we were going to take had practiced quite a bit online before hand so we had some good teamplay. Kid not turning up was a let down but luckily Obi stepped in again.

Barely Legal: Once again I was very apprehensive to play this new reformed nocturne team. They had many big names from the past including dsx and fly. Kid wasn't able to make the event so we had to play an out of practice Obi who did really well considering. This made us a bit nervous because we had been playing with the squad of Strikes, BL, Kid, Righteous and Keiju for quite a while. We had been doing well online with that team and wanted to bring it to the LAN. The event was great and we really enjoyed playing nocturne. They did have problems with binding use though. The omg! match was really great. We showed how strong we could play as a team and everything clicked in that match. But i-es once again showed their experience and defeated us pretty easily. Although we did do a pretty sexual pistol tactic.

After GDOC came the preparations for the World Cyber Games, the 5th member wasn't announced until the day of the event, was this a quick decision or had KhAoS been in your plans for a while?

Righteous: Tom had wanted to join for quite sometime before the WCG, but we weren't going to recruit as our squad was full enough. When we found out Kid couldn't make the WCG we decided enough was enough and removed Kid. At first we weren't going to go or just go with Obi filling in again. Around 3/4 days before the event Tom came to us asking if he could join now we were a man down, it was basically an on-the-spot decision to recruit him without a trial or anything, but it proved to be the right choice overall.

Barely Legal: We had been talking with Tom for quite a while after Kid announcing that he wouldn't be able to attend LANs. We knew we needed a strong 5th player and Tom was looking to get back into the UK scene after spending time with uG. I think we merced him in a couple of matches and his ISDN h4x and clever play style appealed to us. He brought in some clever new ideas and strategies which helped us a lot in that event. But we hadn't played a lot with him as a team before WCG. So it was another LAN with problems for us!

WCG itself was interesting, when watching the Uninspired game on HLTV I was sure you'd lost after the first half, how did you manage to motivate yourselves going into the 2nd half?

Righteous: After a very poor performance as T (Keiju being AFK going toilet in the pistol didn't help, muppet) we were a bit down, but as always in true clanONE spirit we gave it our all, there was a lot of "come on guys we can do it" during the game so I suppose we supported each other through it and came out tops. Strikes/Keiju played a blinder and won some 3 vs. 1 rounds for us. ui were silly to do a DD rush as T pistol, but I suppose they thought they would have it easy.

Barely Legal: Keiju was in the toilet for the pistol round and they decided to start the game and not restart. So that pissed us all off a bit. I think in the end we only got 1 T round which was shockingly bad. After winning the CT pistol round we knew we might be able to control the tempo of the match from then on. So our spirits were high after the pistol round and we went on to play amazingly as a team. We all held our positions and some superb individual shooting helped win the match for us. It was a bit of a nailbiter though!

KhAoS: Just reminded everyone that mTw did it to SK.swe at Lan Arena 7 on the same map, so knew it was more than possible.

After the first encounter with I-eS where you lost 13-11, were you confident heading into the final?

Righteous: I was yes, I never really seem to get nervous online, I can't speak for the others but I'm sure they were confident after only losing by two rounds to a team we had only ever played on LAN twice before.

Barely Legal: We were mildly confident. But we hadn't practiced nuke as much as we would have liked. We were also thinking of the past defeats where they crushed us on dust 2. Once again they showed their experience and worked the money situation very well. We had to eco a lot and this helped them get the win over us.

KhAoS: I think I was mostly to blame for that, I had to play a position on nuke I had never played before, and didn't know where to cover from really, and they took advantage.

After WCG Intel Masters was announced, and more importantly, DArtagnan was removed from I-eS. As soon as you heard this did you have any plans to recruit him? Or was it purely because he approached you?

Righteous: It was purely because he approached us, we saw Greg getting kicked from I-eS as a bonus for us as in our eyes this made their team weaker.

Barely Legal: Well he did PM Alex asking first i think. We were all definately considering recruiting him because he is one of the best players in the UK and we wanted something to help us get to a better standard.

KhAoS: Greg msged righty straight away, so we discussed it for a bit and decided to take him on.

How well did he fit into the team?

Righteous: He generally fitted in well in games, we talked about our tactics and sorted some positions and were fine. There was some conflicts in game but we carried on regardless.

Barely Legal: We weren't the best organised team before he joined so it did take a bit of work. People's CT positions were all changed and people had to adapt to these new positions. Greg was used to i-es style organisation which is something we lack! So I guess he found things hard going with us.

KhAoS: Naturally we're a laid back team, we have a laugh and don't really take the game seriously enough. Greg just came from I-eS, who play very seriously I would imagine.

On to CPL Northampton, with Barely Legal and KhAoS without a connection how hard was it to plan for this event?

Righteous: VERY! We couldn't train at all, they went offline from their home connections three weeks before they actually got ADSL, but we expected it to happen and decided to go anyway as LANs are fun.

Barely Legal: It was god awful trying to prepare. My folks had moved to Wales so I had no connection and was without one for about a month. I had to settle with watching demos and playing podbots. I got very bored of this and ended up becoming a compulsive masturbator which at least trained my wrist. Tom had a little less time off CS than me but he played loads before moving. Once we moved in together we played aimmap for a while which also proved to be very tedious after a while. We didn't all play a match together with the new squad I think. So we ended up taking a beating to aT and DC.

KhAoS: We didn't play a pcw with the main team for about 6 weeks, then we just showed up and played, not surprising we got hammered by aT and dynamic.

How did the CB Opencup and Nations Cup help/hinder your preparations for Intel Masters?

Righteous: I don't think it helped at all, we PCW at quite a top level when we can, so the clans weren't nothing to what we normally play. Although it does get you more used to a tense situation, an important game with people watching on HLTV, demos going out etc can prepare you more for a LAN event, I seem to get nervous in online tournaments but not on LAN? Anyone care to explain why?

Barely Legal: The opencup helped us a bit, but playing on foreign servers is always a bit dodgy. It enabled us to play with the set team that we were to use at Intel so it was a chance to build teamwork and strats. I don't think

nation cup helped the team but it did help the confidence of keiju and khaos which was good (until they went on ego trips and started demanding wages - possible lie).

KhAoS: We tried to train as much as possible, never really got our heads around the custom map, I think it would have been a close game on a normal map. NC3 and XGC did interfere with practice a bit too.

That custom map was perhaps a shock for most people when it was first announced. How much practice did ONE manage to do on it?

Righteous: We played two pcws on it vs. iLLu and erm:cs. We also played about an hour of free for all on it at Slough. I'm not making excuses for ourselves, I'm sure if we'd sorted some tactics I-eS would of still won as we wouldn't have done nearly as much as they did.

Barely Legal: I think we played it once or twice but with mercs in our team! Some of our players couldn't really play it as they got 10-30fps on their crap PCs. We should have practiced it a lot more really but we thought we could DM it and win. That proved to be our downfall as people didn't know their way around the map and we got ownnnneeddd.

KhAoS: We played it twice I think and once with Obi our manager playing. So it wasn't really a surprise that we had difficulties finding the bombsite in the final.

The tournament turned out to be a bit of a joke, but you did manage to take apart erm in the quarter finals, and then a well documented default win over omg! in the semi's. Did you think you stood a chance heading into the final?

Righteous: Not really, but only because of the map. We knew we hadn't practiced it so weren't at all prepared. We knew the outcome before it happened.

Barely Legal: When they changed it into a single elimination tourney we thought the final map would be up to the 2 teams in the final. But when we discovered it was science we all felt a bit down. The 6 man rotation wasn't really working out as well. Brett was feeling a bit down at not getting to play a single map all the way through. On any other map I think it would have been a much better game but our lack of practice on science showed. I had a nightmare with my pc in the final as well. We had to play on the big stage and my first PC would crash randomly so I had to switch PCs at the last minute. I had no sound and mouse accel for the final. So it was extremely hard for me. I couldn't call strats which I had planned and I ran around like a UK2 pro.

KhAoS: I guess we just hoped I-eS hadn't practiced the map too then we might have stood a chance, but they clearly knew what they were doing so we got owned.

Shortly after the Intel tournament DArtagnan was removed from ONE, and he has since publically criticised ONE's preparation and general play. What factors led to his removal and how do you feel about his comments?

Righteous: A lot of small things added together made us come to the descision of removing Greg, I'm not sure how to put this but he was too "I-eS'd". We aren't like them, we don't put in 100% into it although we should. I hope one day it clicks and we sort out what we not doing, then we shall be the UK's #1, I have total confidence in it.

Him coming from a well organised clan to us was going to be a bad combination. There was a lot of shouting on LANs as well as online which made us all angry at each other. We all know moaning in-game is the worst possible thing and is what makes clans lose/fold. He just didn't fit in as well as we thought he would and it was a bad decision to recruit him in the first place.

Barely Legal: When we played in Slough for a couple of days Greg was a bit hostile and offensive to some players. I'm sure this was out of frustration because he had come from such an organised team to a team that was still developing strats and working on ideas. We realised he didn't fit in as "one of the boys" and he was clearly upset at being beat by his old teammates in such a severe fashion.

We have always had problems just before LAN events and the team keeps chopping and changing. We should of stayed loyal and kept Strikes in and not recruited Greg but we all make mistakes and learn from them. We have decided to work more on the TEAM aspect and not just individual fragging which we were like in the past. I-es are a very organised clan and very experienced which is something we aspire to.

KhAoS: Greg wants to be a winner, and he has the attributes that deserve to be in the number 1 clan, I think it was tough for him to step down a level, and it just didn't work. We're very sloppy, but we're fixing it as we speak so hopefully we should be organised and prepared for the next LAN.

Your reputation has grown stronger and stronger with each event that ONE attends. Where do you see ONE in the future and what are your major goals? Obviously ClikArena is the next big event.

Righteous: We are going to compete in as many LANs, including trips to Slough LAN (a possible sponsor in the very near future) to do weeks training. Our first major goal is to beat I-eS on LAN as there is always something that goes horribly wrong and stops us. We really are attending ClikArena to bring the UK scene more into the picture and hopefully make other top clans notice us/the UK, also I want to steal HeatoNs mouse.

KhAoS: Next goal is of course to win a LAN! I've come 2nd at eight LANs now I think, but never first and I'm gonna make it my mission to win one! Clikarena's gonna be really tough, doubt we'll get anywhere close to winning that one, but UK lams we'll try to do as best we can.

Thanks to the three involved for their time.

Ara 17:27, 13/1/2003	WOW very nice Steve!!!!!! [IP: Logged]
Smiffeh 17:32, 13/1/2003	niiiiiiiiiiiiiiiice [IP: Logged]
ed 17:33, 13/1/2003	nice one.. good to see i-views on ukt again [IP: Logged]
ONE Strikes 17:35, 13/1/2003	nice [IP: Logged]
Kronikal 17:45, 13/1/2003	I got very bored of this and ended up becoming a compulsive masturbator which at least trained my wrist LOL MEIGHT [IP: Logged]
t0m 17:51, 13/1/2003	nice to see i-es put 100% in [IP: Logged]
Antmoos 18:00, 13/1/2003	nice interview, gj you 4 [IP: Logged]
Blitz 18:14, 13/1/2003	Good interview, gj rip. Good luck to ONE in future. [IP: Logged]
rage 18:16, 13/1/2003	yup wp very nice interview ;D [IP: Logged]
Genics 18:20, 13/1/2003	Righteous is gay! [IP: Logged]
cF^ 18:25, 13/1/2003	real nice interview :) [****.in+addr.btopenworld.com, IP: Logged]
deean 18:26, 13/1/2003	I think dan one overestimate how much i-es/4k train - I think possibly the way they train may be more efficient but they don't put in as much as you lot emphasise! I KNOW! Trying to get them on for a pcw was hell! [IP: Logged]

fez 18:27, 13/1/2003	/we wubs ONE :D [IP: Logged]
St_George 18:29, 13/1/2003	gogog gadget ONE [IP: Logged]
Smittins 18:29, 13/1/2003	nice ONE [IP: Logged]
Negotiator 18:33, 13/1/2003	deean think its more of the level of prac they would do :] like a week at lan :] [IP: Logged]
Pharcy3 18:37, 13/1/2003	No ONE don't underestimate how much I-eS train; click here<a> for a short interview with Obi on just those matters. [****.cableinet.co.uk, IP: Logged]
Pharcy3 18:38, 13/1/2003	http://www.no-powerups.com that was meant to be^ /me curses lack of html [****.cableinet.co.uk, IP: Logged]
shads 18:38, 13/1/2003	nice interview gl ladies in the future [IP: Logged]
outy 18:41, 13/1/2003	nice long interview [IP: Logged]
Eagle 19:05, 13/1/2003	Nice i-view, pld ukt :o [IP: Logged]
Otis 19:52, 13/1/2003	<i>I seem to get nervous in online tournaments but not on LAN? Anyone care to explain why?</i> Yeah i know what you mean. I think its simply the fact that online is so much bs and when you get on LAN you are confident that everything is true. If you are a good player it will shine through regardless of so called "luck" and if you suck, well ul, your gonna get owned -1/9 style *cough* [IP: Logged]
Otis 19:55, 13/1/2003	oh and ... <i>Keiju being AFK going toilet in the pistol didn't help, muppet</i> ROFL, with tacs like that I-eS have no worries m8s ;D [IP: Logged]
deeb0 20:04, 13/1/2003	nicely done ripper [****.blueyonder.co.uk, IP: Logged]
psych 20:13, 13/1/2003	is it just me or does anyone else get _REALLY_ annoyed by the "Start by introducing yourself" thing at the start of every interview ? GET f***ING ORIGINAL FFS - or i just might have to kill a small, underdeveloped lamb... aka Iron [IP: Logged]
Ripper 20:13, 13/1/2003	you do the interview then you f***ing pro [IP: Logged]
Ti JAG 20:34, 13/1/2003	v nice interview :> [IP: Logged]

NoToRiOuS 21:23, 13/1/2003	stole one of the questions tho *nudges ripper* u owe me some haribo SOUR MIX!!!! or hershey's chocolate cookies n creme i do nething for that! [IP: Logged]
Ripper 21:24, 13/1/2003	i have no idea what you're talking about [IP: Logged]
NoToRiOuS 21:49, 13/1/2003	why no CS personatliy of the year in teh awards? [IP: Logged]
Antmoo 22:04, 13/1/2003	mmmmmmmmmmmm haribo [IP: Logged]
ELTiozo 22:15, 13/1/2003	nice interview :) go ONE :) [****.net1.nerim.net, IP: Logged]
Rhyzz 00:04, 14/1/2003	slough was great fun! it cost me 20 quid to get bummed by Keiju on aim_map. whoo! gg ONE. [IP: Logged]
shads 00:21, 14/1/2003	haribo sour mix are THE BEST [IP: Logged]
I-eS Luck1ng 00:34, 14/1/2003	gg hf ONE boyz [****.in-addr.btopenworld.com, IP: Logged]
TeamX 00:42, 14/1/2003	thought it was 4k now :o [IP: Logged]
Otis 00:53, 14/1/2003	omg haribo sour mix was my discovery =/ [IP: Logged]
zeon 10:28, 14/1/2003	nice iview! [IP: Logged]
M8rix 12:25, 14/1/2003	n1 ripper, very nice m8. pld ONE, gl for the future [IP: Logged]
Eagle 15:58, 14/1/2003	Star mix > sour mix !!! [IP: Logged]
kaids- 16:05, 14/1/2003	good read, gl one [****.as1.exs.dublin.eircom.net, IP: Logged]
Sincy 20:27, 14/1/2003	tbh... the BEST interview ive ever read on UKT :) nice one bruvva!!! :D [IP: Logged]
[slick] 22:20, 14/1/2003	sour mix is rank, football mix, now theres a winner plus you can feel like a man when youre eating it [IP: Logged]
realist 09:27, 16/1/2003	Something you dont often feel [slick] ? ;) [****.server.ntl.com, IP: Logged]
conspiracy 14:16, 16/1/2003	v nice i-view ripper, gl ONE 8) [IP: Logged]

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