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Subject: Teamwork still exists on non-clan games !?!  
Posted by [\[sg\]theOne](#) on Wed, 12 Mar 2003 00:01:38 GMT  
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In general there are two types of players :

Type A) Those who like & realize the effectiveness of teamwork and seek it out.

Type B) Those who prefer to do their own thing all or the majority of the time

Type A players will flock to / join / assist other type A players regardless of the server or network (GSA / WOL). Type B on the other hand is more apt to do whatever regardless of the situation (97% [etc] of the time).

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