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## About This Game

Your goal is to confront and destroy the Demon and locate the lost Crown of Peace. You will roam your once-beautiful land, routing out the Demon's hateful minions, solving the mysteries of the fortress, and moving ever closer to your final encounter with the Demon. Summon your courage and raise your sword for a fight to the death.

Features:

7 Levels: At the Gates; Underdark, a cavern realm of molten lava; Chambers of Torment, the dungeons of the fortress; The Commoners Quarters; Garden of Eternity, the fortress courtyard; The King's Quarters; The Dragon's Den

Wage war with swords, axes, magic, and explosive weaponry through nine quests, seven

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levels and five sublevels of the ultimate hack-and-slash action.

Fight for your clan and your world as one of four unique characters each possessing distinct skills and abilities.

Casts spells, unravel puzzles, interact with extraordinary characters and destroy evil incarnate.

When you launch Clans, you will see a window pop up:

"Please insert the CLANS CD! Hit OK when done, or Cancel if you don't want any music."

This is an olde school Diablo type game, back in the days when games were run with the CD inserted. The interesting feature of this particular game is that the contents of the original CD contained only the music for the game. What this means is that you can put ANY music CD into your CD player and the game will play it! If you don't want to have music playing, simply hit 'Cancel' and the game will launch. Have fun!

The original CD audio has been added to the game files. If you want to hear the original soundtrack, you will have to navigate to your Steam directory where the game files for Clans reside. You will find a folder called "Clans music", and the audio files are in there. Then you will have to burn an audio CD and put into your CD drive.

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Title: Clans  
Genre: RPG  
Developer:  
Computerhouse  
Publisher:  
Strategy First  
Release Date: 11 Aug, 1999

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English









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Based on what I've played so far, I can honestly say that this game is NOTHING like Diablo. It IS a clunky old hack and slash with a VERY HEAVY dose of "logic" puzzles. Diablo was neither clunky nor Old (for it's time) and had very little to do with puzzles.

This has TONS of little zones many of which are empty and whose only purpose seems to be to confuse you about where you are. (The "map" feature solves that.) Some things are EASY to figure out (like crossing the stream) others (like opening the gate with barrels) are a PIA.

If you LIKE puzzles, get it. If you don't... don't waste your money because you WILL have to solve some tough ones to move on. There are NO "work-arounds.". (Thankfully it is VERY cheap, so it is only a minor rip-off if you don't.). Ok, let's start with the answer you are probably searching for: It's nothing like Diablo, the most similar game I can think of is the good old "The Immortal" on MS-Dos\\NES\\Megadrive or maybe Cadaver by The Bitmap Brothers.

Forget big randomly generated dungeons, you have predesigned places that are smaller but definitely less grindy than your average hack'n'slash.

So if you take that in consideration, Clans is actually pretty good! A nice dungeon crawler with pre-rendered graphics and divided in rooms.

Every item in the levels is placed there by design, every room is unique, puzzles aren't difficult but some are not obvious either, it plays more like a combat heavy adventure game.

Characters have a lot of funny one-liners, there are many puzzles even if at the moment are all really simple to solve and...

\*drumrolls\*

You can play it in co-op and it works flawlessly!

One player needs to host, the others can join via ip. The lan option doesn't seem to work but you can play locally if you choose "internet" and use your lan ip address. You can chat with T key or give orders like "go north" etc using the cursor keys.

There is also a pdf manual included with the game (from your steam library page select Clans then click "manual"), read it for some useful hints and funny bits.

Combat is quite bad, playing with the elf you'll find yourself to spam magic and then run the f\*ck away from enemies while mana recharges, going in silly circles around them. But I really cannot say i'm not having fun, it's just very old school. Would have been a very great game with a more elaborated combat system.

PS The forest at the beginning is enchanted, that's why the map doesn't work there, it repeats endlessly if you don't take the right path, it's not a bug ;). Don't play

It's bad

Really really really bad and boring. This game has no Options menu, no real story, bad graphics and overall appalling visual Design. But when on a sale its good for a laugh.

Check out my Look at the game on youtube:

<https://www.youtube.com/watch?v=X4ihVEoDBNY>

.not worth the \$2.50 unless you are an old old old old school fan. "You enter a new kind of hell."

Clans is a slightly bland name, isn't it? Maybe that's why it was called Satanica in Germany. Satanica, that's more like it.

It came out during a time where everyone was waiting for Diablo II and every game that shared similar traits was quickly dismissed as a clone. Clans got slaughtered by the press, they hated the non-scrolling, square rooms with clearly marked exits and the static, pre-rendered graphics.

Well. I love them to death. All these wonderful shades of brown, grey and black. Almost every room/bit uniquely rendered. A sense of total bleakness without bragging about it. And then puzzles, like, proper puzzles that you would find in classic point-and-click adventure games. Kicking a door in with an axe, setting spellbooks on fire in a chimney

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to destroy them.

I'm playing the game with some kind of weak elf character, something I normally don't do, as I prefer barbarians or warriors, as they don't die so easily.

I really recommend the elf class, it ramps up the difficulty and changes the gameplay, because you really don't have a lot of HP, and potions are rare, so suddenly every health point counts.

Well, you quicksave, enter a new room and a bunch of enemies start to attack you, which often means instant death or unacceptable HP loss - so you quickly reload, which only takes a fraction of seconds and try again, which creates nice loops reminding me of Hotline Miami.

In Diablo II, when I lost HP, I never really knew why, and it didn't matter, as you could heal yourself without problems.

Next thing: Clans doesn't give you experience points for killing enemies. I partly think this is because the developer didn't have the funds to properly balance and test an EXP system. But on the other hand, it is SO bold to take away from players what they desire the most: watching numbers grow.

Instead, you level up by finding items, and avoiding fights (via teleporters) is often encouraged. Also, enemies often start fighting each other, which always gives games a sense of realism

(All of this makes me also want to play the next game they did, it's called Dragonfire - The Well of Souls and contains the playable character class DUCK. Also, you set out to fight an evil princess. What's not to love? Needless to say, that one got killed by the gaming press, too.)



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Clans is an old school hack and slash action game similar to Diablo. After playing for a while i managed to compile a list of good and bad points which i shall list, i shall point out the flaws and leave the good bits to the end to leave this review on a happier note;

Their doesn't seem to be any strategy involved. There are three warrior classes and the "elf" class which is the wizard. and while i enjoy the idea of different fighting styles, there is the Warrior, the Barbarian and the dwarf, which is less cliché more boring when selecting a character, people who prefer long range only have one class and that is the elf class.

The lack of items. The game seems to try and make it out that there is challenge when really its just unfair, you get two lives and they go quickly as you get surrounded by more and more enemies, i got down to about half health when i encountered a mini boss. I thought he was some form of boss as he was hiding behind the statue so he got the first hit, and he did the most damage out of all the other monsters I fought, this led to my death and i respawned and killed him, this brought me down to four hit points left and he dropped a potion which brought me up to 11, i was then asked to clear out a cottage (so my first real quest) where i found myself swarmed with no healing of any kind and i died again losing my last life and going back to the main menu.

The controls. The controls for moving are straight forward but attacking is the right mouse button which is odd and i was not told this so i had taken a few hits before i figured it out, there are interactable items within the game but there is little to no clue apart from a slight light up of the item. weapons do not have any sort of indication as to what's better or what it requires, there is an axe for example which requires two hands, i didn't know this until i saw that i didn't have my shield equipped anymore. There are also items in the game world that don't seem to have any use, left clicking (which is used for moving and item management) does nothing and the right mouse button swings your weapon.

the writing: this is a minor point but the spelling and wording could use some work it isn't bad but it doesn't scream "in your face bioaware"

Now onto the good points which i'm pleased to say, what this game does well it does -very- well so let's get started:

Sound. The music and sound effects are brilliant and you get the right atmosphere that some games simply cannot achieve.

Introduction. the opening introduction is fully voiced (and voiced quite well i will add) and gives a very retro feel which made me feel quite excited to play this game.

Function. The game downloaded quickly, had no problems getting it to run, and it ran smoothly with no obvious bugs or glitches, it seems this was a main focus of their time and it shows.

so i have listed three bad points (not counting the spelling and writing because what do you expect from a hack and slash diablo clone?") and three good points so it's time to give my final verdict.....

I would -not- recommend this game on its own merits.. Awful purchase at .74 cents. Unless you have an old computer with windows 95/98, then there's no reason to ever fool around with it because it will not run at all. Minimum requirements my\u2665\u2665\u2665\u2665 I spent way too much time trying to configure this game to run but nothing worked. Don't even bother scouring the discussions around getting this game to work, because even if you do get it to work, I hear it's nothing but buggy. Save those three quarters for a nice piece of gum.. It is a nice but not too long of a game. In the style of "Druids". Make sure you save often and remember you have a finite inventory selection. There are plenty of fun puzzles and some good action and lots of reloading.

Good Luck destroying the demon best use the +5 Axe it is the best.. The most underestimated game ever.

This game was heavily criticized back in 1999 for being poor Diablo 1 clone, but that only means shame for these critics. Because this game is nothing like Diablo.

Now a days I can compare this game most with Legend of Grimrock 1. In Clans you travel through series of small square rooms, grouped into several big locations, killing monsters, that give you no experience. In fact all the character leveling thing is done via collecting different equipment and potions. Very, very rarely they can be dropped by defeated monsters, but most of the time

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they are hidden in these rooms. Sometimes you can find a merchant, but they are very rare, and each carries only 4 items, which is not much. To buy stuff you need money, which is hidden in the rooms as well. Selling loot won't make you rich, so all the money you find matters.

Also Clans has strong adventure element. You will find quest items and solve different kind of puzzles to move on, some of them are necessary to finish the game, some are not. So most of the time you'll be cleaning rooms of monsters and carefully investigating them one by one, solving puzzles in due time. This unites this game with LoG, as well as with early Resident Evil game.

And Clans is amazing for investigating. IMO it has the best dark medieval fantasy atmosphere of all the games ever. Dark woods, dark dungeons, dark villages, dark castles - all of these came from the best fantasy books and RPG games. Also the game has a sensible disturbed feeling to it - there is no place you can call home (like Tristram in Diablo), there is no guaranty that you'll find a shopkeeper soon to sell stuff or buy some potins if you ran out of them, there is even no pause in the game! Most NPCs can be found in pretty odd places saing odd things, there are no dialog options and your hero stays silent. All these aspects of gameplay make me think of Clans as a grandmother of Dark Souls.

Also Clans has really pleasant graphics (pre-rendered isometric games almost don't age) and amazing minimalistic rhythm-based soundtrack (it's won't automatically play in Steam version, but you can always switch songs by hand in any music player in parallel to the game. BTW, music for the first game level is Track 5, all the tracks before are for the intros and menu), and that makes the game feel absolutely superb.

There are some noticable flaws in the game like too many empty rooms and the battle system. The battle system looks like this: if you use magic you devastate enemies until you're out of mana, then you stay in the run (or wait calmly if no one is cahsing you) until your mana replenish, and then repeat. This is pretty slow, but pretty safe way of playing. But if you have good magic and low healt, enemies will hit you really, really hard.

If you use melee, then it's just luck of who will die first. Except for health potins and equipment, there's no way you can manually influence the melee combat. All this makes combats feel a bit idiotic (especially on early stages of the game), but, at the same time, the fact that there's no chance to avoid damage in melee combat only strengthens the disturbing atmosphere of Clans.

Though the game is old, and a lot of younger gamers probably won't like it, I would recommend it to every dark fantasy lover and to every lover of dungeon crawles like Legend of Grimrock. For me it's 11 out of 10.. Well..... it was 99 cents.... Don't play

It's bad

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