

POWER MAGAZINE

The official Liero Community Magazine

ISSUE #1 - 2006



- **Interview with Gliptic**
Get to know more about the amazing Gliptic
- **ComSer pages**
Get the latest polls by ComSer
- **Contra Mod review**
A truly amazing mod

Most recent ComSer Polls

Are software patents good?

No.....	109
Yes.....	69
Dunno.....	65
<i>Total votes: 243</i>	

The French language is obsolete?

Yes.....	129
No.....	114
French?.....	80
<i>Total votes: 323</i>	

Should Pils be unbanned from GU?

Dunno.....	65
Yes.....	44
No.....	26
<i>Total votes: 135</i>	

Which will come first?

LieroX 1.0.....	130
Gusanos 1.0.....	90
<i>Total votes: 220</i>	

Why cant darka access ComSer?

He is a noob.....	34
He has a network problem.....	7
He forgot the link.....	6
He uses Linux.....	5
He has been blocked.....	5
He is over quota.....	1
<i>Total votes: 58</i>	



ComSer Column

What is ComSer?

ComSer means "Community Service" and refers to the Liero Community. The full name is therefor "The Liero Community Service".

What does it do?

ComSer's main function is to appear as a sidebar or box in a website in which it displays the ComSer newsfeed. The newsfeed comes from the ComSer Forum, and the news are posted by admins. Therefor the webmasters that use ComSer on their sites do not need to update news on their own. Its all centralized. Plus, it is completely skinnable to fit any website.

ComSer is one of the pillars on which the Liero Community rests. Since its birth in 2001 it has worked to become the main newsfeed in the community, and currently, no other site offers anything alike it.

The ComSer team is therefor proud to present the **POWER MAGAZINE** which is just one of many products from ComSer. We hope it will extend the width and reach of ComSer and bring deeper understanding of the complexities of Liero.

*Regards
The ComSer crew*

This Issue offers an interview, some history and a neat review on the exciting Gusanos mod, Contrás.

Chief Editor: Wei-Zhi-Noob
Web director: Darka
Date of Issue: Jan. 29, 2006

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First ever issue!

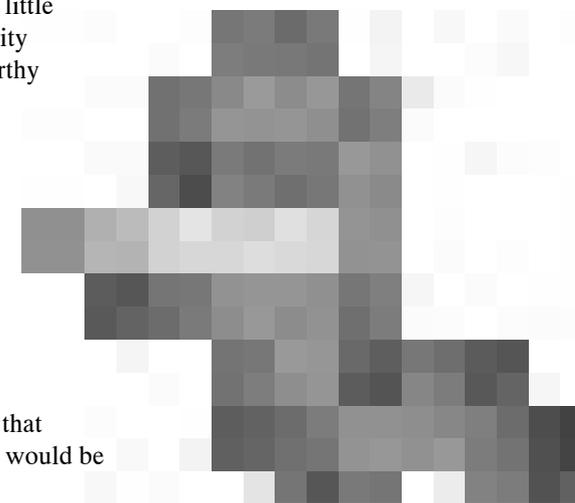
Since this is the first ever issue of **POWER** i would like to make a little first-issue-statement. This magazine is an experimental magazine which wishes to cover the Liero community in a nice way. Its available both for PDF (printable) and web.

POWER is a collaboration between **Wei-Zhi-Hui** and **Darka** in a little effort to style up the community and bring something read-worthy to the fans.

The goal is to interview, review, preview and view the community and what it offers. That is of course in its own magical way the reason this magazine is so experimental. The material to write about is so very limited that for example a daily magazine would be

impossible to maintain. There simply isnt enough content to write about.

Anyway, here we go. The first ever issue of **POWER MAGAZINE!**



Looking Back: The After Ski clan!

Less than one year after the last version of Liero was released, the first and at the time only Liero clan was closed down. Its lifetime is obscured in lost history, rumors and to know the full story of it would take a lot of luck and journalistic wizardry. But none the less, the old clan shall not be forgotten. This is what we know.

Words by: Wei-Zhi-Hui

In the year 2000, two boys sit in a deserted classroom in central Sweden. They have just recently discovered their mutual delight for the little game Liero. They call themselves **Ulvhockey** and **Warryckis**. Names which will in due time change, but for now, they are content with them.

In their eagerness, they start searching the internet for more Liero information, and stumble upon something which looks different from the usual sites. Its quite colourful and entitled **AFTER SKI**. They have found the first ever Liero clan.

After Ski was as it looked a small clan with 15-20 members or so. It had two clan leaders, **Sten Bark** and **Gummibärchen**. It has rules for joining and rules for membership behaviour. The demands are strict, and in some cases very strict. Considering the rules, Ulvhockey and Warryckis decide that they will not join, but the impression the After Ski clan makes will soon lead to the creation of the second Liero clan, know to the next generation as **Terror Sabbath**.

To get in contact with the After Ski clan seems to the two an impossible task, but ICQ numbers are stated, and Ulvhockey adds them to his ICQ list, hoping for good fortune.

A long long while later, one of the After Ski clan leaders does in fact appear online, and a conversation takes place which doesn't give much information due to the playfulness of Sten Bark and Gummibärchen. However, some information passed to Ulvhockey. One was that the clan had not been attended to properly mostly due to lack of interest, summer holidays and too many members. As it turns out, they state that the clan has over **300 members**, either on wait to be accepted or already accepted. The list on the site is simply outdated, and they claim they are not able to connect to the webserver anymore because the password has been lost.

No further conversations take place and Sten Bark and Gummibärchen has since never been seen in the Liero community. The site was deleted about one year later. Most likely because it was hosted on their school accounts and was deleted. Never the less, these pioneers in Liero clan history did give rise to a hard to kill phenomenon in the community. The clans of the game which cannot be played online.

The only person known to have been a member in the After Ski clan is good old days community member **Renton Ziegler**.

Gusanos Mod Review

Contra Mod by Qualitiam

Reviewer: Basara

While many mods have provided original changes to the gamemode, it's safe to say that most of them aren't quite as original as **Contra Mod by Qualitiam**. In this mod, instead of placing you in a fight against all other players you have to fight and defeat a behemoth killer robot (a boss from Contra) using as few lives as possible.

The weaponry available are the same as the in the default Gusanos mod. In the gameplay, the big cyclops bot will attack in lots of very original and awesome ways, like throwing cars, shooting a huge laser burrage and using small flying bots to hunt you down.

There are various strategies you can use to defeat it, but most importantly are the strategies to avoid being hit. Since this mod **disables the ninja rope** you will have to use the kickback of weapons like shotgun and railgun to escape from the always deadly attacks.

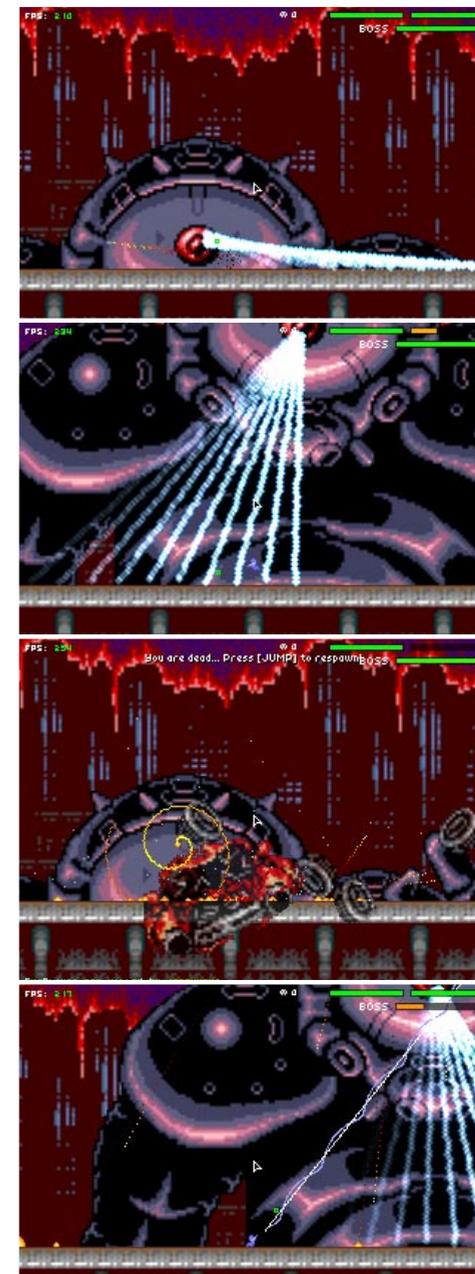
Unfortunately, this mod won't work in netplay (the robot would not be able to keep synchronisation). But there are ways of competitive playing against others by trying to defeat it with the least amount of lives. Nonetheless, it's still a lot of fun and worthy of at least a few tries.

Modder: Qualitiam

Real name: Sergio Herrera

Location: Rosario, Argentina

Born: May 5, 1990



The master programmer!

Many programmers have passed in and out of the Liero community over the years, but none of them can match Gliptic in effort and products. The maker of LieroKit, Liero Hacker and LOSP has embarked on a journey with the currently fastest growing Liero clone, Gusanos. We have asked him some questions, regarding Liero, regarding Gusanos, and regarding Joosa.

Words and photos by: Wei-Zhi-Hui

What makes Liero so special that you decided to stick with it for so long?

I don't know, I saw some potential and found out ways to make levels and change things with it. It was also fun to play with friends.

How did you come into contact with Liero?

I had actually made a similar game, but much worse of course. I told a friend about it who then mentioned Liero to me, so I checked it out.

Do you believe Liero has helped develop yourself as a programmer?

I don't think so really. But it has helped me improve my reverse engineering skills.

Your first Liero tool was LieroKit. Could you tell us a bit of the early stages of it, and what your goals with it were.

Originally, I only planned to make a Liero font editor, but then I found other things it could be used for so I extended it a bit. I released a Swedish version first on my site but almost nobody downloaded it. So, I decided to translate it and release it on a larger scale and that went a bit better as you all know.

“The broad outlines of Liero are easy, but the devil is in the details.”

Would you have made LieroKit differently if you had made it today?

I would have placed the weapon/object editor somewhere else, but otherwise I liked the interface. I wouldn't have made it in VB though.

You are the creator of two Liero clones by now, LOSP and Gusanos. Which of them is your favourite?

I guess I have to say LOSP anyway. That's what I've worked on the longest time. It was such a weird feeling when I finally got it working the first time.

You currently work closeley with Basara on Gusanos. Is it easier to work in a pair, compared to alone?

Yeah, because often the other person is more motivated to do some task that you're less motivated to do and vice versa. That way, you don't get stuck as often and lose motivation.

Could you outline the most significant differences between LOSP and Gusanos?

Gusanos' particle system is a lot different from LOSP because it was developed independently. Also the philosophy is different since basara has modeled most things after

Quake while I've tried to stick to Liero's philosophy in LOSP.

Do you see Gusanos as a sequel, or a replacement of Liero? Is Gusanos perhaps so different that it should be seen as a new game?

I'd say a sequel, but not a new game as such. We want to keep as much of the Liero feeling and gameplay as possible.

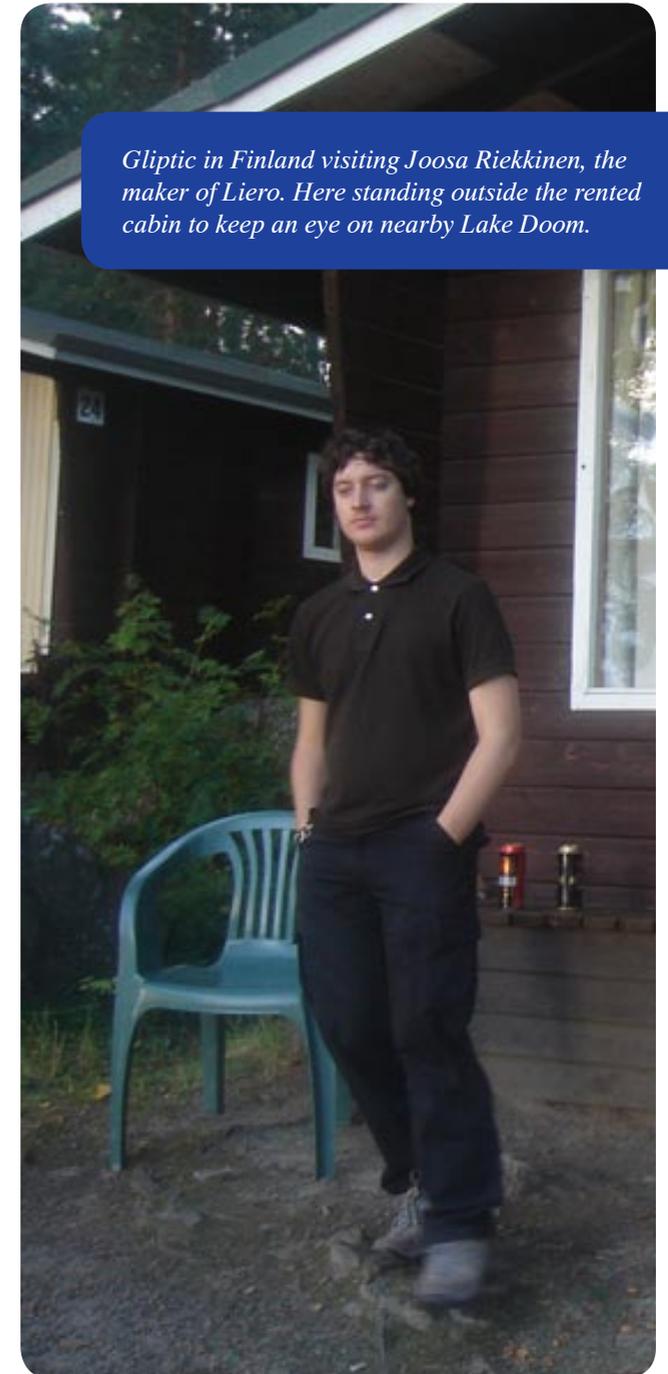
Do you think the feeling the most important thing to judge a Liero sequel?

I'd say yes, because if you've played Liero for a long time you expect the worm and everything to behave in a certain way. If it doesn't, you tend to get frustrated.

Is LieroX a competitor of Gusanos?

In one sense yes, because they have a partly overlapping user group. But it seems like LieroX has become less and less active lately and a lot of people don't want new versions of it because they've grown accustomed to version 0.56. There doesn't seem to be that much interest in development of LieroX anymore.

(continues on next page)



Gliptic in Finland visiting Joosa Riekkinen, the maker of Liero. Here standing outside the rented cabin to keep an eye on nearby Lake Doom.

(cont. from previous page)

There are lots of Liero clones out there actually. Few of them make it to a stage where it can be played by the broad masses. Do you think most programmers think Liero is an easy game to make, but then end up unable to recreate the game the way they wished?

The broad outlines of Liero are easy, but the devil is in the details. Liero fans are a really picky bunch. I can't speak for anyone else, but it takes a lot of effort to complete a game like Liero. I don't think most sequel creators are willing to spend the amount of time and effort required.

Any advice for new clone makers? Anything in particular to be careful with?

I can only give general advice about game creation. Do a bit of planning before you do anything. Don't try to implement everything you can think of, but figure out a good architecture that makes it easier to add features later instead.

You have visited Joosa Riekkinen himself in Finland. Your first real life encounter with fellow community members. Was it what you expected?

I don't think it ever is. Even if you talk with a person online, it's a lot different to meet him in real life.

Was it appropriate to ruthlessly defeat Joosa in his own game?

Hehe, I'll let someone else decide that.

Would you consider going to other Liero meetings?

I would be happy to if I could afford it.



Gliptic and Joosa by Lake Doom* beach.

Box of Gliptic

Real name: Erik Lindroos

Born: October 23, 1984.
(Shares birthday with earth according to religious counting of earths age)

Lives: Växjö, Sweden where he attends university studies.

Made: LieroKit, Liero Hacker, RageSquad (Liero clan), the Powerlevel format, the Liero weapon plug-in format, LOSP (Liero Open Source Project) and Gusanos.

Is considered to be the foremost programmer in the Liero community and as seen above, has contributed greatly with various applications which has made Liero a great game to mod and enjoy.

*Lake Doom is the real name of the lake. In Finnish **Tuomiojärvi**.

Random Wiki page

Liero ProMode or **ProMode** is a popular Liero Total Conversion by *Biernath John*. Liero ProMode is a slight remake of the original Liero which removed some of the most unbalanced weapons from the game and replaced them with other, more balanced ones. It also had a slightly tweaked ninja rope and faster movement. Liero **ProMode FINAL** was meant to be the last version. However, after some time Liero **ProMode Revisited** (v.2&3) was published. It isn't meant to be the successor of Final, rather an alternative version.

Read more at the Liero Wiki (<http://comser.liero.org.pl/wiki/>)

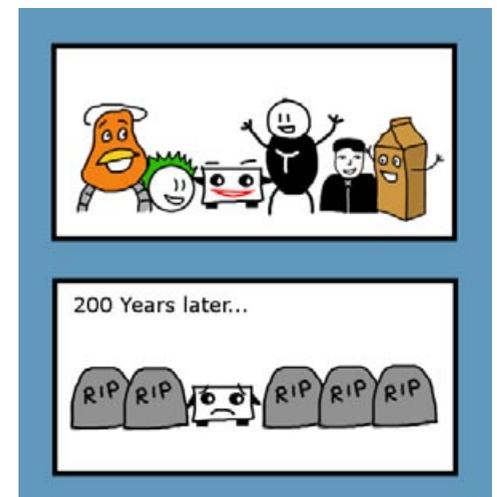
ALLT (quotes of intrest)

<Gliptic> I had a weird dream again
<Gliptic> I was back at a school that I attended long ago
<Gliptic> and there was patrys
<Gliptic> so I beat him up, and knocked out all his teeth
<Gliptic> then I helped him collect them and sent him off to the dentist
<Gliptic> then the rest of us went to some abandoned concrete bunker
<Gliptic> and played cards
<Gliptic> THE END

The comic!

This comic is perhaps hard to understand to the outsider, but it refers to the insightful basara's conclusion that darka does not age. This is because he is online so much. No one knows how this makes sense, but as you can see. When everyone else is dead, darka lingers on, in darkness and sorrow. Maybe he should go look for Arwen.

Comic by: basara



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SUMMER.06

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