

# POWER MAGAZINE

The official Liero Community Magazine

ISSUE #2 - 2006

**KEYBOARDS!** HOW  
DO I AVOID KEY  
CONFLICTS?

**EXCLUSIVE!** GUSA-  
NOS WEAPON MAK-  
ING TUTORIAL!

**INTERVIEW!** UTHAR IN A  
VERY COOL INTERVIEW!

**EXPLOSIVE!** EXPLOSIVE  
EXPLORATION OF EXPLOSIVES

**And a lot more!**

and dont forget to become your own power!

# Most recent ComSer Polls

## Ham or Pineapple?

Pineapple .....	39
Spam!.....	36
Ham.....	14

Total votes: 89

## How much time do you spend in front of a computer?

A good lot.....	100
All i can.....	96
Half of it .....	41
A tiny bit.....	22

Total votes: 259

## Are software patents good?

No.....	109
Yes.....	69
Dunno.....	65

Total votes: 243

## The French language is obsolete?

Yes.....	129
No.....	114
French? .....	80

Total votes: 323

## Should Pils be unbanned from GU?

Dunno.....	65
Yes.....	44
No.....	26

Total votes: 135



# 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*

## Power Magazine

Chief Editor:..... Wei-Zhi-Hui

Mail:..... wei@liero.org.pl

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Powered by:..... ComSer

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## Editorial crap

This is the second issue of POWER MAGAZINE and in light of the success and popularity of the first one, the second has expanded with as much as **8 more pages**. This is of course amazing and mindblowing, but you must bear in mind that this magazine is made for you, the readers - the community. Which means that the more you read, the more text will be added. In a metapsychointerhumoristic-cycli-climizing way or so.

For this magazine I decided to interview **Uthar**. Why you say? Well, I say Uthar is a driving force within Liero and such a person has a lot to contribute, both in experience and productivity. Such people need to be interviewed of course.

I also chose to highlight a spooky little weapon from beloved Liero 1.33 (or any other version of Liero for that matter)

and that particular weapon is **Explosives**. Read more about it on page 16.

Setrodox has also been kind enough to begin a **tutorial** series in this issue. The hope is that every issue of POWER MAGAZINE will continue the tutorial, until one day anyone can learn how to mod Gusanos just by reading through POWER issues.

Also, there is **Gusanos .9c** knocking on our door and i wrote a little thingy about it.  
There is also a little **novel** in there.

Either way, feel free to enjoy reading this green and lush issue of POWER MAGAZINE!

PEACE OUT YO!!!

/The Editor

# Gusanos .9c released!

Words: Wei-Zhi-Hui

**Gusanos .9 is the new generation of Gusanos. It is a complete recode from version 0.8.1 which was most recent previous version, as well as the icebreaker which made this clone popular.**

Gusanos .9 BETA was the first .9 public release and was made available on December 24, 2005.

On January 29, Gliptic and Basara released an update, named **.9c**. Its mostly a patching and updating release and wont cause as much stir as BETA did. But still, we would of course like to know some opinions about the new release. I have grabbed my pencil and gone out in cyberspace to get some opinions.

We started out with asking **Podex**, a long time Liero player how he felt about the new version.

*Have you tried out Gusanos .9c yet?*

- "Yes I have"

*Did you find it to be much better than .9 BETA?*

- "A lot"

*Howcome?*

- "Well it's an improvement. The GUI improved a bit, and the map changing during a game seems faster."

We sought out **TTFTCUTS**. Famous for his work in LieroX and currently one of the top Gusanos fans.

*Have you tried Gusanos .9c yet?*

- "Yes, I downloaded it as soon as it was available. Earlier than that even."

*Did you find it to be a significant improvement to the BETA version?*

- "There isn't a huge difference from my point of view, but the improved lua scripting options are useful inderdaad!"

*So, in your opinion, the new release is more useful to modders than to players?*

- "The changes since the beta version are, yes..."

The BETA version from christmas eve was of course ment to be a modders release, but players are of course wondering when the game will focus on players. According to the plan, a players release will come during the first months of 2006, but can we be so certain of this? We asked Gusanos founder and programmer **Basara** about this.

- "Gusanos .9 FINAL will be released when its done. Among our goals there are improving moddability more and, what most people are concerned about, making it easy for not hardcode users to use Gusanos easily. However, we might release some Gusanos .9d in the mean while."

*Whats new and great about .9c?*

- "The biggest improvements on .9c will only be appreciated by modders. Lots of bugs that made some mods unplayable have been removed and some new features that provide much more flexible modding are there too. Examples of this are: The darkmode is now decided by a level property, which means players cant cheat around. Distortions and lights can now be customized with lua. For the players there isnt much new things, other than a kind of improved menu and less buggy gameplay."

# Keyboard settings: A quick guide

Player 1

Player 2



## The 5 special keys

There are usually 5 special keys on regular PC keyboards: Alt, Ctrl, Win, Shift and Caps. On some keyboards, these are to be used as much as possible, but on some, not at all. To the left the setup uses only one special key. The left ALT. This should not give any conflicts on some keyboards, however, on the lower image, the alternative suggested by Greybrow can be seen using as many special keys as possible.

## Channibal's recommendation

- "Also try using keys in rows, my keyboard could recognise the keys Q W E R T Y U I O P in all combinations if no other key was pressed. Using one row wouldn't be ergonomic, but using two rows will probably be better than three. Btw, some keyboards don't like arrows, try using numeric pad."



## The keyboard problem

Many Liero games have been spoiled by the terror of the conflicting keys. One player presses too many keys, and the other player becomes helplessly unable to press, for example fire, or use rope. The problem is different from keyboard to keyboard and there are many solutions. Some are mentioned above but there are surely more.

As MrEvil says it "I use arrow keys &

ctrl, shift, enter / wsad & ctrl, shift, caps which works good on my keyboard but sucks on a friends keyboard."

Patrys recommends old keyboard (pre 2000) since these are sometimes better for this. There is also the option to use dual keyboards. This is often easy with USB keyboards. Dual keyboards gives no conflict, as long as both players don't use the same key of course.

Good luck!



# Uthar

## - Elf with Gauss Gun?

Words: Wei-Zhi-Hui

**Many years ago, Liero was created, and this man was there to see it happen. Finding Liero before most others in the Liero community, he can be seen as an elder amongst us, but still, he has never really been in the Liero community. Uthar, formerly known as Strider instead became something close to a founder of the LieroX community.**

As an admin of the Gaming Universe forums he also had the power to instate new

forums. He did so, for LieroX, and LieroNet. LieroX was a new success amongst the numerous Liero clones, and became the first to boast a large playing community on network play. Now he can be perhaps be considered retired from the LieroX world, although he is in no way out of contact. With the dawning of Gusanos, perhaps the Liero world will see a return of the great Uthar.

POWER MAGAZINE has decided to interview Uthar in person to find out a little bit more about his past, present and future.

*Classical question first! How did you find Liero?*

Let me think. Long time ago. I think I found the site of Liero, when the newest version was 1.32. I played it a lot with my best friend and brother. I didn't know anything about communities back then. Took a couple of years before I found Wormhole and it's very simple "chat".

*You mean the Wormhole Guestbook?*

Yes.

*So you began as a Liero fan, but then ended up with LieroX.*

I played the game for years but slowly I wanted more. I searched for updates and sequels. Saw some news about some Liero 2 but it never came and I forgot about the game for many years. Then I found some info about Liero Xtreme. Back then LieroX needed a forum and I was Admin in GU and introduced the project to that forum.

I liked LieroX because you could make new weapons (didn't like that you had to replace weapons in Liero), and because it had double resolution. I'm a spriter, I like to enhance sprites in games. I always wanted to enhance every game I played. Boardgames, videogames or PC games. I always come up with trillions of ideas.

*So ability to play online wasn't the overweighing factor?*

Well yes okay it was the 3rd factor. Gliptic and I ruled everyone in multiplayer. It was a lot of fun. I didn't know how to contact anyone for Liero or that it had any community. But with LieroX I could actually chat with the creator.

*You and Gliptic are rumored to be the two best LieroX players of all time. Any truth to these rumors?*

Yes in the beginning I believe we were at least in top 5, but my brother had equal skill. It was because of all the games with him I have my skill, but he never played online

*Shock mod. What is Shock mod?*

It was my mod for LieroX. In the beginning there were very few mods available. Too many months and nothing happened, so I started making my own mod. Adding more and more weapons for every genre, but with influence from Unreal Tournament. Don't know where I got the name from. It did sound cool. Might remember the cool name from a Swedish RPG I never played: Shock. Or it might be the Shock weapon in UT.

*And this was the first LieroX mod?*

There were a few very small ones, mostly for testing. Because it was the only real new mod most of all LieroX players (non n00bs) played "Shock" until some alternatives came around.

*Did you make TC's for Liero?*

No, but I tried to recreate the original weapons from Liero as closely as possible so they could replace the somewhat buggy weapons in LieroX, but it was hard as there were so many things that were not equal in Liero. Like when you got hit you moved in Liero, but not in LieroX.

*Gusanos is on the brink of breakthrough.*

*Do you think it can make it bigtime?*

Yes I have high hopes for this game. With both Basara and Gliptic it can hardly go wrong. I know how good last Gusanos was



and I know even better what a good programmer Gliptic is. I worked with him on LOSP. Bug-testing, suggestions and modding (Shock recreated). We have even made another project together: A puzzle game called "Culumns", for a Gaming Universe coding contest. I have not started modding Gusanos .9 yet. Im addicted to another game which is also very modding friendly: Civilization 4.

*Do you think an open source clone has a better chance than a closed source one?*

Maybe a bit. But it depends more on the main coders. If they don't give up and use a lot of time it will become better and better. And if they dont want to continue coding they can then leave it open or give it to some other coder. A project can be open source but no one there to coordinate things and it will die. In the beginning it's not that got to have many coders. You need some standard.

*This is of course a Liero community magazine, which means LieroX is just a distant relative, so could you please tell us a bit about the early days of the LieroX community?*

Yes in the early days, there were very few n00bs. With n00bs I mean newbies that want to cheat and want to play the same map over and over, and complain and shout if they don't get what they want, and of course have a very low IQ. There were mostly good players and a lot of fun. Espe-



cially when one was known. I started a clan and we became known for our honor and fairness but also our skill. But after a while too many cheats, tricks, and complaints made the game B-status.

In the beginning the game was regularly updated with bugfixes. Nowadays if a new version comes that fix things it also breaks many other things, sadly.

*Is LieroX dying?*

The original community have given it up, but it has been replaced with people that do not want change or improvements. They like the game and its tricks. I think it's as



popular as ever.

*You left the community about a year ago, seemingly for good, but then you came back. Is there an explanation for this?*

Well a couple of things: My new computer broke down, and I took the chance of getting away from my game addiction and started dating and such instead. Took a lot of time to fix the computer (cpu had died), and some more time to get back playing games without being afraid of getting addicted again, though Civ4 made it very hard. And now with Gusanos, more things to worry about.

The admin position in GU took too much time. When I do something I do it fullheartedly. I had to quit 100%.

*So your return means we can expect a significant presence of Uthar in the future?*

Yes but not as much as before. I can't let games take over my life again. "Lagom är bäst" as they say in swedish. With full time job and girlfriend you don't have as much free time as you might want, and I need to do my other hobbies too, like drawing.

*Also, out of minor curiosity, what made you change your nickname from Strider to Uthar? Escape the Aragon-hype?*

Yes Strider was way too common nickname in the end. I Started using it 8 years ago, long before the movies.

*Last but not least, if lady fortune is with us and we manage to pull off the so called Hypermeet, in which a lot of Lieroists will meet in Brussels. Would we then be honored by seeing you there?*

Maybe, if I have collected some money by that time. It would be fun to meet all the cool people :-).

## Box of Uthar

Real name: Johan Roos

Age: 26

Race: I could bring my brothers armour and weapons, and be an Elf :p

Credits: Major contributions to the foundation of the LieroX community.

Famous modder of the same game.



Screenshots from Uthars LieroX mod, Shock

# Gusanos Weapon making Tutorial

By Setrodox

**Welcome to my first Gusanos modding tutorial. It's aimed at absolute beginners. My tutorials won't replace a good reference. That's why you should bookmark <1> in your favorite browser. But now let us begin:**

First we need to create a folder for our mod. Create it in Gusanos's main folder and name it "tut1". In that folder create a weapons folder. A mod needs at least one weapon to be playable. Let's create a weapon file now. A weapon file is a normal text file. Create a text file in your favorite editor and save it in the weapons folder as "gun.wpn". If you are using Windows be sure to not save it as "gun.wpn.txt". Notepad likes to do that sometimes. In this weapon file(as i call it from now on) insert the following:

```
name = "Cool Gun"
```

Then create a **mod.cfg** text file in the "tut1" folder. We won't need that file now, so just save it as a clear text file.

Now let's test your mod. Start gusanos and press the key between the ESC key and the Tabulator key. Write "game tut1" and press Enter. Close the console the same way you opened it. Now host a map. You can use Cool Gun now!



So what's happening if you try to fire Cool Gun? Nothing, because we didn't specify yet what the weapon should do. Close Gusanos now.

Add the following to gun.wpn:

```
on primary_shoot()  
    shoot_particles(machinegun_bullet.obj, 1)
```

That means: When this weapon is chosen, and the fire button is pressed, shoot a machinegun\_bullet. The **machinegun\_bullet.obj** comes from the default mod, it's in gusanos/default/objects/machinegun\_bullet.obj. In a later tutorial we will create our own objects. The things after shoot\_particles and between "(" and ")" are called parameters and are delimited by a ",". The second parameter(the "1") sets the amount of machinegun\_bullets which gets shot.

Try your mod again. Now the weapon is shooting something if you press fire! If you don't see it, try to jump before hitting fire. But there are two problems: The bullets



just fall straight down instead of how they should behave and you are shooting them much too fast.

Change your gun.wpn to the following:

```
name = "Cool Gun"

on primary_shoot()
    delay_fire(100)
    shoot_particles(machinegun_bullet.obj, 1, 1, 0, 0, 0, 0)
```

The “**delay\_fire(100)**” means that the weapon can only be fired once every 100 logic frames. One logic frame equals 1/100 of a second. So 100 logic frames equal 1 second. There are many new parameters in shoot\_particles too. I won’t explain them all here, but you can look them up at <2>, if you are interested in them. The third parameter sets the speed of the bullet. When

an example, if it is set to 10 the weapon wouldn’t shoot exactly where you want it to, but five degrees up or down relative to the angle you aim at. That is useful if you want to make weapons which aren’t completely exact, like a machinegun. If it is set to 360, it’s completely random in which direction the bullets go. Cool Gun should be exact, so we set that parameter to 0.

Try your mod again. Cool Gun already behaves like a proper gun. It’s not as cool as it’s name, but at least a



it isn’t set it defaults to zero, that’s why the bullets fell down before. But why do we need other parameters too? Because the **seventh parameter** is set to 360 by default if not set. And the seventh parameter sets the random distribution of the bullets. As

beginning. You can try to make some other weapons by changing the parameters of shoot\_particles. You could already make a shotgun as an example. That’s the end of my first tutorial. In the next tutorial we will add some stuff to Cool Gun.

### Resources:

- <1><http://gusanos.sourceforge.net/docs/>
- <2>[http://gusanos.sourceforge.net/docs/doku.php?id=main:modding\\_docs:game\\_actions#shoot\\_particles](http://gusanos.sourceforge.net/docs/doku.php?id=main:modding_docs:game_actions#shoot_particles)

## The Final Battle

Novel by: YH

*No one knew how it really came to be- an argument here, a curse there, suddenly followed by blood feuds, skirmish raids, assassinations. But this one thing all of them knew- Terror Sabbath and D11, Two of the Big Three in the neighbourhood, were now death-locked in a Mexican stand-off across the Alleyway, soon to become one of the most bloodiest streets this place ever knew. There were still 15-or-so members left for D11, lead by Pils and Podex, after surviving that horrifying ambush on their way here. TS, led by Ulv, though still having 50 members remaining, had already been greatly reduced in numbers, after that nuclear incident which D11 denied "that it was our doing!". It was actually true, but who cared about it now? They were all on the Alleyway anyway, sniper rifle lasers from both sides forming a deadly web between them.*

*It was shake-down time!*

*Pils stepped forward, hoping to negotiate one last time to stop all of this. Ulv remained standing where he was. The TS snipers shifted their attention onto Pils, freckling his face with spots of red light. The D11 snipers trained on the TS snipers, attempting to blind them, in case anything should happen. Among these D11 snipers was Titou, who had was there to provide support to her brother, and YH, who was*

*extremely nervous that he simply could not do anything but waggle his laser annoyingly at Wormdundee. Like all the other D11 members, he was thinking, "this is crazy oh god this is fXckin crazy this shouldn't be happening to us no way not to anyone who could have done this?????".*

*"Look," Pils said, "this isn't going to help any of us. We've all been stressed out these couple of days, maybe we should-"*

*"Half of my men are gone, Pils," Ulv coldly retorted. "whether or not this is worth it, I would rather die than see your clan live for another day! Now go back, D11, and \*sneer\* say your prayers!"*

*And that was that. Pils sighed, and thought, "Well, time for plan B". It wasn't a fair fight at all, 50 vs 15, so they had to fight unfairly as well. He calmly turned back, and while walking back to the group he held up 3 fingers in front of his chest.*

*It was all the signal they needed. Suddenly Memphis and smallandthin rushed out of the D11 group, armed with Gauss guns, and fired the buildings on the sides of TS. Explosions rock the streets, and shrapnel burst out towards the unsuspecting clan, ripping the nearest members into shreds. The count was now TS: 40, D11:20. Still not a fair fight. All of the D11 snipers fire at once towards the distracted TS snipers,*

*blowing them away instantly. TS: 35, D11: 20. Still considered unpractical odds. Finally, the sneakiest move of all- a Big Nuke that Pils had dropped on his way back. The explosion didn't vaporise the TS members, but the shrapnel almost did. The entire front line of TS crumbled almost immediately, bringing the score to D11:20, TS:25.*

*The odds were evened. With re-owned confidence the D11 front charged, led by Pils the Tactician, Memphis and smallandthin right beside him laying down a barrage of Gauss-support fire. TS members can be seen flung throughout the air. More followed, moving down dozens of enemies with their machine guns, with the snipers and Podex covering from behind-*

*Suddenly, Memphis was thrown away as if someone had picked him up like a rag doll. He hit a building hard, too bloody and broken to be alive. Smallandthin, along with a entire group of members, were suddenly pounded by countless Chiquatas and soon all of them were gone, leaving only raining vapours of blood. What was this trickery?? Apparently TS has a few cards up their sleeves as well. Pils, stumbled by the explosions, looked up and saw only the self-righteous Ulv, ordering and directly the ambush-assualt. Raising his scatter-gun, screaming in anger for this ridiculous waste, this goddamned mess that had to come on them, he held the trigger, laying*

*every bullet he had on him. However, in his anger and fury he did not notice that none of his bullets had hit Ulv, as he calmly raised his hand and forced the bullets away from him, as he had done to Memphis.*

*For Pils, time seemed to slow down- until a sniper bullet caught him in the neck and flung him to the ground. The brain doesn't die immediately, and Pils would only remember how he was drifting slowly, peacefully, towards the ground. All his worries and anger were gone, his only concern was for his comrades, and that fading, fading darkness....*

*For the surviving D11, their troubles had only begun. Pils, their leader, had perished. Most shocked of all was YH, who, in his nervousness, had missed Wormdunee on the first shot. Wormdunee's bullet had killed Pils. YH has only seen him fire once, then panicked and quickly dispatched the troublesome sniper, only to look down and see Pils, to realise the consequences of his error. Even worse was when he saw Titou near to him, face pulled away from the sniper scope, betraying a face of disbelief and horror. The tears would come later, but for now, YH knew that this was all his fault.*

*Shocked, but fully alert, Podex immediately took charge and regathered people that were now in his command. Few were left, bananaman, Rumbler and FireAarro from*

# Liero novel

*the assault team, and YH and and Titou and 2 other snipers. That meant their count was down to 8. TS was hiding behind the building debris now, with at least 10 people left. The odds had turned against them once again. Podex rallied them into position.....*

*A few minutes later, a head emerged from the rubble. It was Durandal. He quickly scanned the surrounding area- no sign of D11 at all. Perhaps the cowards had run away? No, there had to be an ambush somewhere. With a few nods and hand signals, Durandal and 6 other TS members slowly started to ambled their way into the street. A ambush they had expected, but what they didn't expect was a full blown assault. All 8 of them were now standing in the middle of the street, and let loose a orgy of bullets, cluster pods and Doomsday rockets. Durandal leapt back in just in time, but the other 6 twitched and danced to the rhythm of the guns. They all fell in a collapsed heap. Suddenly, out of the rubble lept Johnny, who with his dual lightsabers, lopped off the heads of Rumbler and FireAarro. Bananaman managed to toss a Tupolev in Johnny's way, and Johnny ended up in a figure of fire, mercifully cut down by Durandal's minigun. Both Bananaman and Durandal, however, were then destroyed by their respective enemy leader; Ulv simply took out his pistol and double-tapped Bananaman, and Durandal got 2 in the chest and 1 in the head by Podex's scattergun.*

*Suddenly, a \*crack\* filled the air, and suddenly YH's scope was blocked by some-*

*thing close to him. To his utter horror, it was Titou, who had a single bloody hole on her forehead, another trademark of a sniper. Both Pils and Titou had died under a sniper's hand, and it was his damn fault that this had happened!!! Looking at the scene around him, the beheaded figures of FireAarro and Rumbler, the blood stains that once used to be his comrades, he realised that if he didn't screw up that shot it would not have happened!!! YH suddenly lost it, and standing up from his sniping spot he trudged his way towards Podex.*

*Podex was about to wave at YH to get down! When another \*crack\* filled the air, and startled YH's senses. He looked down to see a bloody hole, on ,Thank God, his chest, and not someone elses. But who was responsible for this, and the wound, like Titou's fatal one, didn't seem like a sniper wound. Looking back up, he saw that right on top of the rubble was Wing, with his Winchester for Heaven's sake, reloading for his next target- Podex. Following YH's gaze, he noticed Wing also and pulled the trigger- damn! The thing was jammed! Wing was starting to raise his rifle-*

*Surprisingly, with even with a .22 bullet lodged in his chest, YH has never felt this calm. He casually lifted his sniper rifle, quickly checked the wind speed, and promptly put one through Wing's scope, which travelled straight to his eye. Wing had his head blown out, but was still standing there as if say "Well! That was fun", and collapsed. YH didn't fare better, the*



bleeding had already taken its toll. He continued trudging towards Podex, and when he was about to say: "I'm sorry about this, it was my fault;", he thought better of it. Seeing Podex without a gun, he pulled out his own scoped handgun, shoved it into Podex's hands, and simply said: "Here, you'll need this" before rolling his eyes and falling face down dead.

So it was now Podex and Ulv. Ulv smirked: "So, its you and me one on one then. Your clan was a mistake all along, I should have never trusted your kind."

Podex had to exclaim: "It wasn't us that started all this! It's been your stubbornness and determination that got us here in the first place! Now it's all over for TS and D11! Don't you see what's happened?"

"Yes, inderdaad," Ulv sadly shook his head. Then he shrugged. "Oh well, might as well finish the job and kill you."

Like Pils, Podex was angered at Ulv's dispassionate attitude, and like Pils, he only saw 3 things: himself, Ulv, and the handgun he had. He raised the scoped gun and started to empty his bullets -1,2,3,4,5,6- all of them were pushed aside by the same force Ulv had used to kill Memphis. Last bullet. Podex suddenly realised what was going on, and, after a moment's thought and hesitation, he fired.

The bullet hit exactly where he had intended- the rubble surface. The high-veloc-

ity bullet rebounded on the pebble surface, causing dust and sand to fly up towards Ulv's face. Ulv grunted, and started to claw at his blinded eyes, just when Podex flashed out his Throwing Knife and hit Ulv right through the heart.

Not believing what had happened, Ulv gave off a little laugh, and fell backwards dead- but not without a parting gift. While falling he shot Podex directly into the femoral artery, causing massive blood loss. Like all the heros of both D11 and Terror Sabbath, Podex fell, towards that black swirling hole in front of him, towards his fate, towards his final stop.

And so, no one knew how it came to be- a blood stain here, a body there, and weapons littered all over the place. But this one thing all of them knew- D11 and Terror Sabbath were no more. The Alleyway was once again silent, so silent you could here a pin drop.....

...and also the conversation of 2 mysterious figures staring at the spectacle below them.

"Well, that's it then. They're gone." "One hell of a plan, but it worked out just as well, didn't it?" "Indeed, a little tug here, a little provoking there, and soon you have them fighting to the death..... so pointless."

"But benefitial for us," said Patrys, "This place is ours now..... what do you plan on doing?" "We party," said BJ.

--==The End?==--

# Concerning **EXPLOSIVES!**

Words: Wei-Zhi-Hui

**Explosives. A short range, high power, certain death weapon - if used right. It is perhaps one of the most underestimated weapons in the Liero arsenal. Its short range does perhaps not appeal much to the common user, but to the skilled player, it can be a fatal tool of destruction. But how did this weapon come to be? To find out, we have dug deep deep into the home of the Liero. Finland.**

We have asked the creator of Liero, **Joosa Riekkinen** to tell us of the origins of this weapon.

He tells us about the top-down game he once created which included the Explosives:

- "I think they first were a weapon in the top-down version of the game which evolved to Liero"

When asked if the weapon was altered from the first versions or not he simply answers that it was not the case. Even from the early pre-Liero programming it has been those pink sticks that explode on a short timer. The only thing that was added to it was the gravity.

Explosives were therefor not only an original weapon but also one of the very first weapons at all in Liero, along with the Shotgun and some kind of exploding projectile.

We ask **Biernath\_John**, weapons expert from Liga Liero about the usage of this weapon:

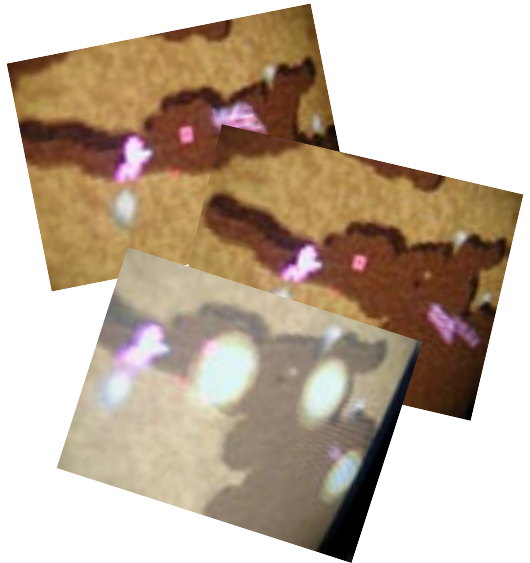
- "It takes great skill to apply explosives in combat. You can use blasts to damage the

enemy through walls using splash damage. They make great psychological effect too because you can throw lots of them in short time. It's a personal weapon, and kills are satysfying"

That a skilled player can destroy his enemy with this delicious weapon is perhaps not something shocking. But who could disagree that to perform a kill with explosives is in fact very satisfying.

Suggestion: Go out in the dirt, find a rock, and try to find ways to bomb the same top surface of the rock each time, from different angles of attack. Once you have mastered the explosives, in combination with Ninja Rope of course, you are ready to take on anyone. Except perhaps Biernath\_John.

*"POWER MAGAZINE and Biernath\_John recommends EXPLOSIVES!"*



# Random Wiki page

**Pils** (also known as **iPils** or **nPils** on IRC) has been in the Liero community since sometime around May 2001. He founded the **D11 clan** with his sister **Titou**. He continued to lead D11 with Podex as co-clan leader. He made a few other things such as the **iLiero hoax**, some Liero levels, a palette, and many D11 related things such as the Liero Atlas and Liero continued as well as making Liero decorations with Wei-Zhi-Hui.

He met some other Liero people, Podex, Tim and Wei-Zhi-Hui, both at home and abroad. Pils is relatively active in the Community and still visits CSF and can sometimes be found idling in #liero. Pils didn't consider GU to be a legitimate host of the **Inderdad** thread. For him the last temple is a fraud. Therefore he felt free to spam it without causing the wrath of Lucky Luke. He was however banned from GU for this by an admin. Pils will probably play a part in helping organise the **Liero Meet 2006** since he lives in Brussels, if the meeting ever does take place.

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

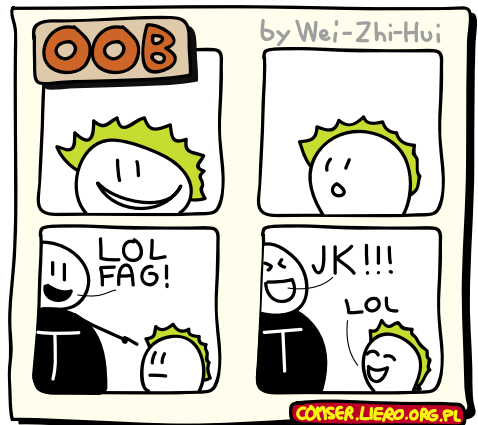
## ALLT (quotes of intrest)

\* Chanibal lets the world know that BJ is teh champion  
<AK48> :O  
<AK48> so van hoover won IV LL championship?

## The comic!

Comic by: Wei-Zhi-Hui

During the cyberic voyages of Grey-brow, he encountered a comic know as Cyanide & Happiness. When introduced to Wei-Zhi-Hui, the result was a storm of comics thanks to the inspiration. In Cyanide & Happiness, there is a Superman-like character which has a cape and says LOL FAG to various people. Here Tefat is seen doing the same to Gliptic. JK = Just kidding.





**cog**

available for Gusanos .9 soon