

POWER MAGAZINE

The official Liero Community Magazine

ISSUE #3 - 2006

G3A | Nex7+ | Report | Wurmz Diaries



Come to the capital of Europe!

LIERO WORLD CHAMPIONSHIPS

The success continues

GUSANOS WEAPON TUTORIAL, PART 2

Plus comics, Olympics and the perfect machine

Most recent ComSer Polls

JasonB stops LieroX development, will you stop playing LieroX now?

| | |
|-------------------------|-----|
| No..... | 220 |
| Yes..... | 91 |
| I dont play anyhow..... | 60 |
| Dunno..... | 52 |
| <i>Total votes: 423</i> | |

Liero should be an Olympic event?

| | |
|------------------------------|-----|
| Yes, in summer olympics..... | 135 |
| Yes, in winter olympics..... | 74 |
| No, not at all..... | 68 |
| <i>Total votes: 277</i> | |

CPU

| | |
|-------------------------|----|
| Intel..... | 76 |
| AMD..... | 76 |
| Other..... | 16 |
| <i>Total votes: 168</i> | |

Best way to take a castle

| | |
|-------------------------|----|
| A huge rabbit..... | 47 |
| Bombardment..... | 43 |
| Dynamite..... | 31 |
| A huge horse..... | 17 |
| Ladders..... | 13 |
| Diplomacy..... | 5 |
| <i>Total votes: 156</i> | |

Have you ever played Molez?

| | |
|-------------------------|-----|
| No..... | 179 |
| Yes..... | 96 |
| <i>Total votes: 275</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*

Power Magazine

Chief Editor:..... Wei-Zhi-Hui
Mail:..... wei@liero.be
Date of issue:..... Mar. 1, 2006
Powered by: ComSer



Table of contents

| | |
|-----------------------------|----|
| ComSer pages..... | 2 |
| Editors note..... | 3 |
| G3A - the new game..... | 4 |
| Gusanos report - workers... | 6 |
| HYPERMEET BRUSSELS!... | 8 |
| Nex7+ history..... | 12 |
| Gusanos tutorial..... | 14 |
| Novel..... | 18 |
| The perfect machine..... | 22 |
| Fun and joy page!..... | 23 |

a word from the editor!

Once more, Power comes to you

This is the third ever issue of POWER MAGAZINE. Once more it grows in page number. This is only because of increased demand and access to more material. In this issue we have several contributors. Durandal, old overseer of the community returns to us with a rear view into the Liero like clone, Nex7+. Setrodox once more provides a tutorial for beginners, continuing the success from the previous POWER MAGAZINE.

Guth and WSh have contributed with an article regarding their own Gusanos modding adventure. They attempt to rebuild Gusanos into Quake III Arena. Read more on the next page!

As for myself, I didn't do any interviews this time. Instead of focused on something which i think is very important right now. The biggest Liero event ever.

The Liero World Championships in Brussels which will hopefully take place during the latter half of 2006. We expect guests from all of Europe, plus Australia. I will arrange this event myself and i really hope as many as possible will take the time and make the effort in order to get there. This is a once in a lifetime event, so dont miss it.

There is once more a novel. This time a real classic: Wurmz Diaries - Episode 1 by Rumbler. Its the novel that started the whole novel writing culture in Liero.

I also wrote a little thing about a perfect Liero computer, and added some extra fun to the fun page.

We also sport 2 extra ads this issue.



WSh (left) and Guth (right)

Some words about Gusanos 3 Arena

By Guth

Since I started modding Liero and clones (Wurmz! and Gusanos now) I always wanted to do a Quake 3 Arena mod. Now, when Gusanos .9 is released, with the help of WSh I tried one more time to make my dream real and started to make a Quake 3 mod for Gusanos.

The mod is intended to be a high playability mod which will be the ultimate copy of Quake 3 platform in 2D possible, and by now it is closer than ever to be like so. Either the quakeish mod is going to be one of the main platforms for Gusanos engine. Now all is going very well and it is quite possible to the mod will reach the intentions of its authors.

What is done... and what is not?

By now the G3 engine is fully developed! The most important thing - The Q3 physics are very well mapped. It is very similar to the original and includes such things as rocket jumps, plasma climbings and the best

movement in the world with strafejumping and other Q3 tricks.

The next feature is the ammo system (based on "UT mod" ammo system by TTFTCUTS) modified by WSh so it that looks and works like Quake 3. There are few differences between Q3 and G3 now. For example, you *must* pick up a weapon to refill your ammo.



Humiliation!!

Objects on maps work like the objects in Q3 and there are medals for special kills too (for example when you've pummeled the enemy you get a pummeling medal).

The timer is in place to take care of timed objects, the maps favour fast movements as well as classic Q3 tricks. The main things are finished. Now,

the only need is to make some good maps.

The mod is based on the Gusanos "dark mode" with textures and sounds extracted from Q3.

The engine by itself is rather useless. Maps are *very* important. They are like a soul for the body - without it you can't live and the same is with the mod which needs the maps to complete the experience. There must be very balanced maps and it takes a lot of time to make such (eg. where playability is equal to ztn'n maps or "q3dm6/pro-t4" for Q3). This is the hardest and the nicest part of the process because there is a lot of fun involved. Awesome play, tests etc.

The deadline

Why are there no betas? The G3 mod is more like its own game, rather than a Gusanos mod. The first release is intended to be some kind of base for another mods for G3 (like Challenge ProMode arena, Defrag and Rocket Arena) and maps (to enhance project). As mentioned before, the project is now in mapmaking stage and the official release is unspecified until G3 is quite near 100% completed.

Who?

This project is carried out by two companions instead of just one: (alike Gusanos). WSh is the main coder of Gusanos engine, graphics maker and LUA scripter. Guth is the mapmaker. Jerrec as an extra unobjective betatester.

Modders: WSh, Guth
 Real name: Łukasz 'WSh' Pietrzak
 Real name: .. Mateusz 'Guth' Jastrzębski
 Location: Trzcianka, Poland



Guth attacks a bot with the railgun on a beta testing map.



The rocket launcher! A yellow jump-pad is visible to the left. Also a teleporter on right.



All the Quake III Arena weapons are here.

Gusanos report - who does what?

To get an overview over who does what in Gusanos right now, Uthar made a little inquiry among the people present in the Liero chat channel on IRC (Quakenet). At the moment there is no real overview regarding who does what and it is often a coincidence that you find out that someone makes something you are interested in. Many people make mods, some make improvements on the game itself. Some do both.

List by: Uthar



Basara:
Added ping list in game score table.

deguix:
Hosting a dedicated server.
Working on syncing Liero missile.
Will make a Liero HUD for Gusanos.

Dflies:
Made ctf_meh map.
Working on select mod button.
Will start a dedicated server.

Gliptic:
Improved server listing.
Made minor bugfixes.
Fixed for chargeup weapons.
Working on fixing persistence table.
Working on Mod/Map versioning.
Working on updater.
Trying to fix fmodex.

Jonny:
Remaking COG mod for .9.

Mauganra99:
Updated Lightsaber Arena mod to 1.3.
Working on next version of Lightsaber Arena with a lot of HUD changes.
Might start a Aliens versus Predator mod.

Might start porting Alpha Ghost mod from LieroX.

Ragzouken:
Made Garrisons map.
Working on sequel to Section19A map (both normal and UT assault).

setrodox:
Working on LFDS - Liero File Distribution System.
Hosting and updating file depot.

Uthar:
Updating Map list.
Made a couple weapons for default mod.
Contacting old contributors of LieroX trying to make them move to Gusanos.
Trying to come up with cool map object ideas.
Making this list, data collected from the chat (if you want in, join it).

TTFTCUTS:
Finished some new weapons for the UT mod.
Working on static player controlled turrets, which will eventually become vehicles.
Weapon pickups and maps are planned for the future.

The link between old glory and new technology



The awesomest Liero party ever!

Words by: Wei-Zhi-Hui

The time has come. For many years, people have dreamed ever so slightly about playing some good old Liero against each other, across the community. Now it is time to realise this dream.

The whole idea started when Nym, long time community member, expressed wishes of visiting Europe, and while doing so, seeing some Liero fans. During planning, the opportunity to meet both Wei-Zhi-Hui and Pils in Brussels came up, and was quite soon extended to include MrEvil, who lives in nearby Heidelberg. While contemplating if more people could come at the same time, the idea dawned that in fact, everyone could come.

Brussels is a city which is perhaps not geographically central to Europe, but it is transportationally central. It has a large airport to which many travel due to many reasons. The beauty of the city. The beauty of the country, or to visit the heart of the

European Union. Either way, the offers in aviation are greater for Brussels than other more geographically central cities. In addition, it is well connected with Paris, which in turn is a direct link to Britain via the Eurotunnel. The city is just as easily accessed from the north and east, via Dutch and German state of the art railroads. An even more important factor is that Pils, D11 clan founder, lives in Brussels and will have a better chance of arranging accommodation and technology for our Liero frenzy. All this combined makes Brussels one of the most ideal locations for this great event.

Who would come?

First of all one must point out that no one has to come. The most sure to come is Wei-Zhi-Hui (me). As arranger and founder of the event it would be folly to not appear. Pils is also an important factor in this because of his nativity. MrEvil's proximity and willingness makes him an almost sure case for appearance. The Dutch Liero fans are so close to Brussels that it would be a sin for them not to come.

As the guest of honor, we hope to get Nym, all the way from Brisbane, Australia. Jonny from Wales has expressed wishes to come and it would be no surprise if we find him lurking in front of some monitor during the gathering.

Setrodox from Austria has indeed shown interest in coming, and even though he is a latecomer of the community, he will surely play an important part if he comes.

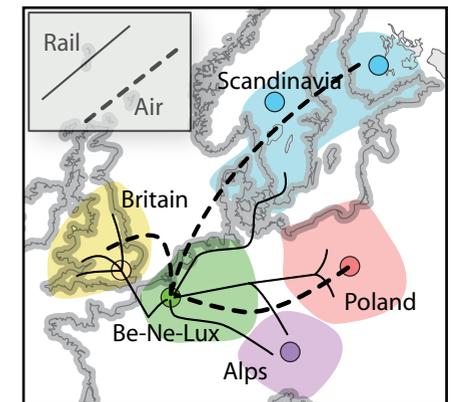
From Poland we can expect Greybrow with an unknown amount of followers. We also hope to get Gliptic and Uthar from Sweden. Their presence would surely lift the show.

(continues on next page)



Distances from Brussels

| | |
|------------------------|----------|
| Amsterdam, Netherlands | 180 km |
| Heidelberg, Germany | 300 km |
| Wales, Britain | 530 km |
| Wroclaw, Poland | 880 km |
| Graz, Austria | 900 km |
| Oslo, Norway | 1090 km |
| Helsinki, Finland | 1650 km |
| Brisbane, Australia | 16310 km |



In addition, new and perhaps less famous Lieroists might show up, as well as Lieroists of the past, such as Dom Orchard and/or other ancient celebrities.

The problems

So whats stopping us. As always, the eternal tormentor of the human race - **MONEY**.

Most Lieroists are students or at the beginning of an employment career. Some will not be able to come because they are busy with such things, some simply won't afford the trip. The end of this article has a small guide regarding traveling to Brussels. Perhaps it will benefit you slightly.

The event itself

It has been called Hyper33t (as a higher form of 133tm33t which is commonly applied to meetings between Lieroists) and Liero Meet 2006, But what will then happen at this event?

Priority number one: Play the largest and most prestigious Liero tournament of all time - **The Liero World Championships!** To not hold such a tournament would be completely retarded. Hopefully we will be able to get hold of a few computers (hopefully

with good old Windows 98 or older) and play the tournament through and through while enjoying various foods and drinks.

We will try to rent some space in a hostel somewhere near Brussels where the tournament will take place. This way we will all be gathered and not spread out, and noone will have to worry about finding housing for the night. The meet will last over a weekend, possibly starting on

“hopefully with good old Windows 98 or older”

Friday, with the main events on Saturday and departures on Sunday.

How about the rules?

Since some of the participants will not be of any considerable age, severe drinking is perhaps not the best of ideas, but to ban it would be much too hard. Drugs however cannot be allowed for more than one reason. Since the organising people will put their own effort as well as money into this, we also expect some good and fair behaviour from the visitors. To come just to be an ass would not be very nice, to either organisers or visitors.

In general, there are no more rules than this. Its more of an open thing. Everyone will be responsible for their own safety and logistics with getting from and to the meeting. Not because we dont care, but because we cant really do that for you.

When?

This is a second problem. When will this event take place? If we are to get Nym with us, we must make it all happen during his passing through Belgium. His plan was to go during his holidays, which would mean the **months around christmas**. But as he may perhaps have enough money to go already, he could perhaps push his trip into **August**. The downside of the christmas months, lets say October to January, is that it is not very warm outside. Also there are no real school holidays. Workload in schools often increase before christmas. Buying christmas gifts could possibly disrupt someones financial situation.

So how about August. Schools start in September (usually), its warm outside. Its the latter part of the holiday season (less people in motion) and people have a better

chance of escaping work through holiday loopholes.

Of course, this is a general assumption, but August is still a better option than October.

Two people have more importance of the decition of time than any others. **Pils and Nym**. Without Pils, we might as well meet in any other city. Without Nym, we might as well meet anytime. As for me (Wei-Zhi-Hui) I can just come whenever its time.

How do i get there?

In many cases, flying will be cheaper, especially in the cases where a direct route is available, but in cases where plane switches must take place, perhaps a train will be in best intrest of those who do not have a lot of money to spare.

So, where can you find the best prices?

A good place to start could be Kelkoo.

They display offers from an endless list of airline companies. You'll be able to sort by cheapest and find a good route. In many cases it can be good to check the airlines in question directly as they might in fact have even cheaper offers if you just look at their **discount** systems which perhaps Kelkoo overlooks.

Also remember to search prices for the correct dates. Air-fares vary greatly from month to month, and even day to day. Going home on Monday instead of Sunday could save you a good deal of money.

Also googling the two destinations with some keywords like “price”, “fly” or “offers” could serve some purpose.

Also check your **local airport sites** for cheap airlines that might fly to a city near Brussels, such as Antwerp, or maybe Amsterdam or Paris. Going by train from a nearby city might be cheaper than flying all the way. This is more complicated though.

Especially on the way back. Make sure you find prices for **BOTH WAYS** since one-way flights usually cost outrageously more than two-way.

If no flights can be found, then what? Well, lets check some railroads. German “Die Bahn” is one of the most developed in the world and if you can't take a train across Germany, it would be because earth has broken in half right through Germany. It might not be the cheapest though.

www.bahn.de lets you search across Germany and into nearby countries. It won't offer you a price though because the trip is most certainly partially operated by some non-German railway operator. To find the price you can search the trip bit by bit at the various railway sites and puzzle together an approximate price. Also in this case it might matter which date, day and even time you choose to travel. Make sure you **look through all options** so that you dont get an extra 14 hours in some budget wagon. If trip is long, try to find a night train, if you can afford it.

Comfort matters! Feel free to ask Wei-Zhi-Hui for help if you are unsure about finding the right way to go. Help will be given.

So, railroads won't work for you? Well, then you must go by bus. Have a go at **Eurolines**. They have traffic across all of Europe and could offer a good alternative to other options.

If that fails too, do you have a car? No? Got some good shoes and a pair of good legs? Welcome to Brussels, by any means!

Links:

www.kelkoo.com

www.bahn.de

www.flysn.com

www.eurolines.com



The rise and fall of Nex7+

Words by: Durandal

Nex7+ was in development from 2000 to 2003 and reached Beta 5 status before (and while having its own active community) it dwindled in updates and became defunct. At the beginning of its development cycle (after first successful beta) it was hosted on the old Liero Forums.

Through out the beta stages up to Beta 4 it became more and more popular to the point where **SocialPoison** started a section in his Liero site (SPliero) and **Durandal** started a more detailed fansite with a forum, **nex7center**. Over the course of the next 4 months the active community shifted to nex7center. Only months later Klaus released another Beta, number 4 which had partially working network play.

Durandal and SocialPoison began drafting plans for the first nex7+ clan. After much brainstorming it became known as **NEX7 Absolution** (or NA). An open call for members was posted on the nex7center forums and many joined including NEX7+

creator Klaus (abandoning plans for his clan as it would take too much time away from development). **Liero clan D11** responded in turn by making a NEX7+ sub-branch of D11. Separate different modifications became available here as well with Klaus working on a built-in map editor. Various levels and tilesets to create new levels became publicly available, while Durandal figured out the weapon file format and with Klaus permission created a weapon editor. While the separate clans were forming, creator Klaus worked on the network play option and provided it in Beta 1 providing the community with a networkable game. Many people began practicing and the various clans began getting ready to spar.

Unfortunately real life troubles began to plague development of NEX7+ and Klaus. Beta 5 was the last official beta released. With this blow, the community began to drift toward other more promising and active sequels. The community dwindled out in late 2003 and most of the sites regarding the game became inactive.

Nex7+ facts

Clans

TDPC
NEX Absolution
D11

Description

NEX7+ is a Liero-style game made in Visual Basic developed by **Klaus J. Pfeiffer**. It provides a different type of play than Liero, and introduces the concept of money, a shop, and a jetpack.

You start off the game with a little money and a Auto Cannon. You get money for shooting/killing enemies, and when you have enough money, you can buy a better weapon. When you die, you drop all your weapons for other players to pick up.

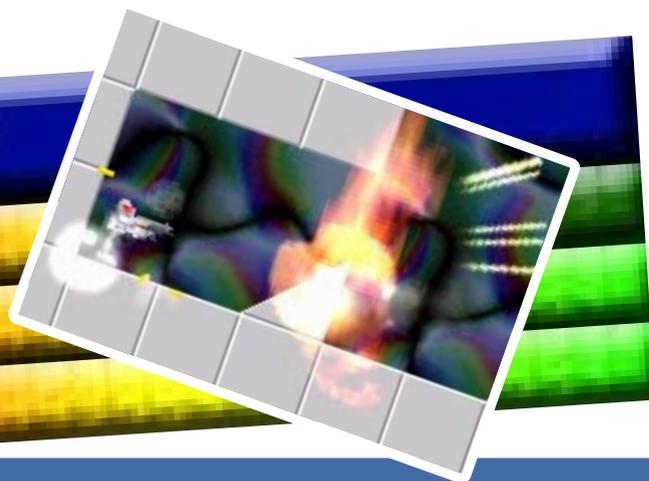
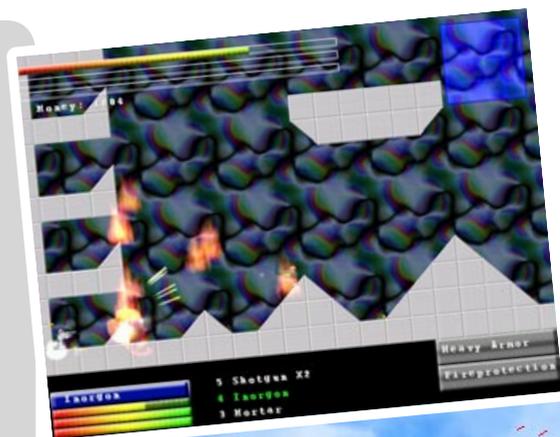
You can have up to 15 bots in a game albeit not very intelligent. Network play was added in later betas and was one of the first Liero clones to be played online.

Websites during the Nex7+ era

<http://nex7.cjb.net> (offline)
<http://spliero.tripod.com> (online)
<http://nex7center.gamport.net> (offline)

Trivia

Was always spelt with the +



Gusanos Weapon making Tutorial part 2

By Setrodox

Welcome to my second Gusanos modding tutorial. You need to read and execute the first tutorial, because the tutorials form a series. 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 copy of the "tut1" folder. Do that now and name it "tut2". It should be placed in Gusanos's main folder, otherwise it won't work. As a reference, here is the code we wrote the last time (in the file gusanos/tut2/weapons/gun.wpn):

```
name = "Cool Gun"

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

Wouldn't a laser sight be a neat addition to Cool Gun? It's easy to add, so let's do it:

```
name = "Cool Gun"

laser_sight_intensity = 0.5

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

Start your mod now (start gusanos, open the console, type "game tut2" and run a local game). You now have a laser sight:



If you change the "laser_sight_intensity" variable you will have a more or less intense laser sight. Pretty easy, but it doesn't look as good as we want. So let's add another laser sight variable:

```
name = "Cool Gun"

laser_sight_intensity = 0.5
laser_sight_range = 128

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

This variable sets the length of the laser_sight. It should look like this now:



Maybe a bit translucy will make it look better? Let's try it:

```
name = "Cool Gun"

laser_sight_intensity = 0.5
laser_sight_range = 128
laser_sight_blender = alpha
laser_sight_alpha = 100

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

The first variable sets the type of the blending ("alpha" is for translucy and "add" adds the color of the laser sight to the background color, try it if you don't

understand me). The second variable sets the amount of blending, 0 would make the laser sight invisible and 255 wouldn't make it translucent (that are the min and max values of laser_sight_alpha). Your weapon's laser sight should look like this now:



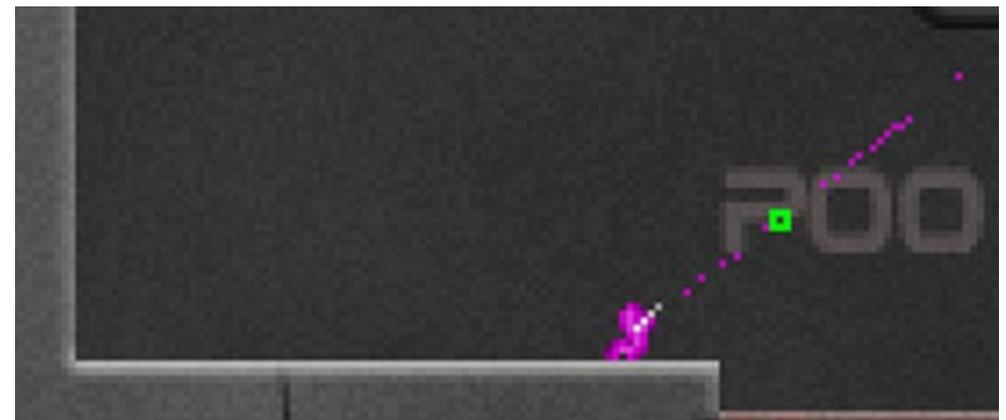
Try it in levels with different background colors if you want.

It's a bit tedious to write "laser_sight" all the time, so there's a shortcut for it:

```
name = "Cool Gun"

laser_sight {
    intensity = 0.5
    range = 128
    blender = alpha
    alpha = 100
}

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



Pretty neat. It works with other variables which have a "_" in it too. Red is a bit boring in my opinion, so let's try a funky pink laser sight instead:

```
name = "Cool Gun"

laser_sight {
    intensity = 0.5
    range = 128
    blender = alpha
    alpha = 100
    colour = [ 255, 0, 255 ]
}

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

The variable colour (you can write color instead if you want, both forms work) got "[255, 0, 255]" as its value. In fact that are three values. All range from 0-255. The first one sets how much red will be used, the second one how much green will be used and the third one how much blue can be used. That's called RGB system. You can mix colors with it.

I have set full red and full blue, so that it results in pink, as seen below:

Try to mix other colours if you want. Now an other topic: “shoot_particles”(from the last tutorial) can also be used for other stuff than shooting, like creating a shell particle:

```
name = "Cool Gun"

laser_sight {
  intensity = 0.5
  range = 128
  blender = alpha
  alpha = 100
  colour = [ 255, 0, 255 ]
}

on primary_shoot()
  delay_fire(100)
  shoot_particles(machinegun_bullet.obj,
  1, 1, 0, 0, 0, 0)
  shoot_particles(shell.obj, 1, 1, 0, 0,
  0, 0, -105)
```

We added a second “shoot_particle”(you can add as many as you want to an event), which has “shell.obj” as the first parameter. So it creates a shell particle instead of a bullet. The eight parameter is the angular offset which the particle get’s shot to. If you need more information about the parameters of “shoot_particle” look at <2>. Try Cool Gun now, it should look like that:

Right now Cool Gun is completely silent when you shoot, we’ll change that easily:

```
name = "Cool Gun"

laser_sight {
  intensity = 0.5
  range = 128
  blender = alpha
  alpha = 100
  colour = [ 255, 0, 255 ]
}

on primary_shoot()
  delay_fire(100)
  shoot_particles(machinegun_bullet.obj,
  1, 1, 0, 0, 0, 0)
  shoot_particles(shell.obj, 1, 1, 0, 0,
  0, 0, -105)
  play_sound(shot.ogg)
```

The parameter of “play_sound” chooses the file(you can find the audio files of the default mod in the gusanos/default/sounds directory) which should be played. There are some other parameters which you can use in “play_sound”, you can look them up at <2>. No screenshots this time because of obvious reasons.

That is already the end of the second tutorial. Stay tuned, be happy and frag some bots with your 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
- <3>http://gusanos.sourceforge.net/docs/doku.php?id=main:modding_docs:game_actions#play_sound



Coming soon to Gusanos 0.9d

Wurmz Diaries Episode 1

Novel by: Rumbler

Chapter I

Firearro weaved through the shrubs and jumped over the small hills in his path. Occasionally pausing to listen to the sound of shotgun fire in the distance. He held his sawed-off out in front of him should another worm come out from below the shrub. He heard muffled screams of worms ahead, caught in the crossfire of two battling worms.

Fire heard the burst of a minigun behind him and ducked as white balls of death flew over his head. blood spurted out of the remnants of the worm left on the ground as Pils appeared from above with his minigun held at his hip. "Hey Fire," he said breathlessly to Firearro who was cowering behind the shrub. "Pils, thank god," replied Fire as he stood up. "Quick, someone's coming." Pils scurried behind a tree, whilst Fire pulled out his Napalm grenade and crouched near the tree's base. A worm came down and everything above the waist was gone as Pils blasted him with his Gauss Gun. "We cannot stay here," he said as he struggled with a Gauss Clip.

They shouldered their weapons and launched their ninja-ropes at an above tree, and climbed.

Fire threw his napalm up as Pils jumped up and scanned the area with his Gauss.

Fire struggled up his rope and pulled out his sawed-off. They came across the bloody remnants of a worm who had got the worst of a sniper blast. He wasn't in D11, that cost him his life. "Fire, Pils, imagine seeing you guys here!" Rumbler said as he climbed out of his burrow with his Sniper rifle slung over his shoulder. "TS guys were here. Slagged one, the rest ran," Rumbler explained. "We should get going."

Rumbler had pulled out his Bowcaster and shot 4 rounds into a narrow stretch of jungle. "Clear," was all he said, as he unholstered his shotgun.

"Holy --," Pils said, but was cut off as a nuke exploded in a blinding flash of white light. "Get outa here," Fire yelled. That was the last time they saw Rumbler as he disappeared in the explosion of the nuke.

Fire rushed to the end of the tunnel, "GET DOWN," he yelled to Pils. He emptied his mag down the corridor then pulled out his scattergun, emptied that, then pulled out his spikeball launcher. Down the corridor were lifeless TS bodies, some hardly recognizable. "Thanks," Pils said to Fire as they exited the tunnel.

Podex and Memphis came from behind them with their shotguns raised. Pils and Fire told their story whilst cautiously looking around for any more VT soldiers. With sad

faces they set off again, trying to find the rest of D11.

Chapter II

Rumbler limped through the jungle with his throwing knife in his left hand whilst his right clutched his upper "leg section". The explosion had sent him flying into the solid stone cliff, thigh first. He heard voices around the corner. They were definitely not english. He slipped into a crack in the wall and sat with his knife in his right hand now. He loaded his shotgun and held it in his left hand, concealing it behind his thigh. "DON'T SHOOT," he yelled at the two worms, who drew their weapons instantly. They saw an injured D11 soldier with a knife that had been lodged in his leg, and was now in his sheath. The last thing they saw was a look of triumph upon Rumbler's face as he revealed his shotgun before their heads were blown into bloody pieces.

Smallandthin let off a few rounds down a narrow corridor. He turned slowly and strafed along the wall with his rifle covering the other end of the tunnel. he stopped as he saw the bloody remains of TS soldiers on the floor. He threw his napalm in the corridor leading off the one he was in and threw himself into the open with his minigun next to his chest. He saw a crack in the wall. He headed into it with caution and, to his surprise, he saw light at the end. Smallandthin continued down the tunnel. What he didn't know that he wasn't the only person there.

Memphis and Podex were in a small cave in a narrow tunnel, not too far from where Rumbler had disappeared. Pils and Firearro covered the other end. They had been in the stench of the cave for about half an hour, resting, when there was the sound of a napalm blast and were suddenly alert. A soldier walked in, and was caught by surprise when Podex jumped out of his hiding spot and pointed his shotgun at his head. "Whoa! ease off Podex," he said after noticing the figure in the dark. "Shut-up, get in here," Podex said, indicating Pils and Firearro's hiding spot. "Smallandthin!" gasped Fire. "Shut-up Fire," Pils said. Pils was listening intently to the scraping on the cave floor just outside their tunnel. "WTF!" Fire yelled as a knife, expertly thrown, made vines from above fall upon the un-suspecting soldiers. Soon followed was a shout of "WHO THE HELL IS THERE, I HAVE A SHOTGUN AT YOUR HEAD." "RUMBLER!" Podex yelled, instantly recognising the voice. "Guys!" Rumbler replied in a relieved voice. They helped him into the cave and guarded once more.

"We'de better get moving," Rumbler said after half an hour. His lower "leg section" was strapped and he was ready to go again, having stolen some of the TS and LL troop's ammo back in the cave. "OK," replied Memphis as he went out into the passage with his shotgun at his shoulder. The rest followed him with Pils guarding the back. "Oh sh-," Firearro was cut off by Podex's

his of; “shut up!”. It was Ulvhockey and Durandal, the Leaders of Terror Sabbath. Terror Sabbath had been allies of D11 until recently. They sneaked over to the other side of the corridor but Durandal heard and let fly with his Guass Gun, getting a glancing blow on Memphis’s shoulder. Ulvhockey threw a napalm in the corridor, making the D11 soldiers sweat. In the confusion there was another accident the worms weren’t aware of. Pils had gone.

Chapter III

Podex got a glancing hit with his shotgun through Ulvhockey’s midsection, causing him to fall to the ground, dropping his gun and clutching at his wounded stomach. Memphis pushed himself into a cave, but the others, seeing Durandal’s eyes fill with fury, RAN.

Down the cave and round the corner, to the left, then the right until they hit a dead end near the end of a rainbow, only just sheltered by the cave ledge above them.

Durandal hadn’t come, but judging by the spluttering from Memphis’s commlink, he had found Memphis.

“Go back?” suggested Fire. “Maybe,” replied Podex. “Where the hell is Pils?” Rumbler enquired. This was a fair question, as Pils was nowhere to be found. They searched in all the cracks in the walls and Smallandthin kept a good guard near the front of the cave, his guass gun loaded with his shotgun on the damp cave floor beside

him. “We’ll have to go back and look,” Podex decided. “taking a different route,” Smallandthin replied as he saw two TS infantry walking along. “watch out for the TS guys around the corner,” Smallandthin whispered to Rumbler pointing to the corner. “What TS guys around the corner?” Rumbler asked as he reloaded his shotgun.

They made their way in what they hoped was another route to where they had met Ulvhockey. “This is bloody hopeless,” Rumbler cursed as he watched the soldiers’ backs with his shotgun. “Shut up,” Smallandthin whispered putting his finger to his nose, then round the corner. Podex leaped around the corner and let fly with his scattergun cutting down 3 TS soldiers.

Eventually, the D11 travellers found a nice cave to rest in. They took turns guarding and on Rumbler’s watch, everything went to hell.

Chapter IV

He was just sitting quietly at the entrance to the cave with his sniper on his shoulder when the cave opened! “WAKE THE HELL UP GUYS!” he yelled as he hid behind a convenient rock. Fire was the first up, chucking a napalm down the tunnel, killing a few TS guys. Podex and Smallandthin worked wonders with their ninja-ropes, launching TS nukes out of the cave.

Rumbler saw who it was. It was the rest of Terror Australis. Squidge and Shadowfax

were leading. Shadowfax was down with a shot to his chest (placed very well [even if I say so myself] by Rumbler). Squidge was invincible though. Ripping holes in the cave like a hot knife through butter. Rumbler knew what had to be done. He sprinted forward, keeping low, and launched a knife at Squidge’s Super Shotgun, causing it to backfire and blow him to the ground.

“Let’s go,” Podex said as he started down the corridor with his sawed-off in front of him like a shield. They filed through the tunnel for what seemed like years, although in reality it was about 10 minutes. It smelled damp, and they could hear the sound of running water over their heads. They were near the end of the tunnel where it split in two. “Left is closer to where we were before,” Smallandthin said. “Go cautiously, or we’ll get killed,” Podex said as he led the way.

When they reached the end of a corridor another T junction had them deciding. Smallandthin could not tell which way would be better, until Durandal came around the right corner with his guass gun raised. They rushed to the left diving into the next corridor and sprinting away. Smallandthin chucked a nuke over his shoulder as he ran, which stopped the threat of Durandal.

“Yes,” Fire breathed as he panted against the wall. “There’s the clearing we saw before,” replied Smallandthin casually.

They made their way out cautiously and saw no sign off Pils. The clearing was in daylight, one of the few places in this place that was. It was a high hexagon going straight up for about 15 meters - no way out. Minigun bullets flew from behind, disarming the D11 worms.

It was Durandal. “Now I have you suckers,” he breathed in triumph. “Pity about Memphis, but it was necessary.” “Necessary as it is to eat humans!” Firearro roared. “You could-blooded murderer!”. But Durandal was the one with the gun. He shot Fire in the lower section of his “legs” and he went flailing to the ground. “We have other soldiers to beat you Dal. You’ll never win,” Podex said, but was cut off by Durandal’s “Won’t we win Koen? I think not. Without you, your pathetic little clan is nothing. You guys have put up a good fight, but your efforts were in vain.” Durandal had all the time in the world. AND he had the gun. “Bye bye D11 skum,” he said as he pulled out a nuke from his chest pocket. About half a second before he triggered the trigger, he was shot right between the eyes. “Hi-lo!” yelled a voice from above. It was Pils. The soldiers yelled their thanks and then threw up their ninja-ropes (carrying Fire) to join Pils, who was reloading his sniper rifle. “I saw BJ and Greybrow back there,” he said urgently. “We must go after them.” So the company trooped off with grim faces and weapons shouldered. To find the enemy. And exterminate them.

THE END

The perfect Liero computer!

By: Wei-Zhi-Hui and Patrys

I was wondering, what would a perfect Liero computer look like? I asked Patrys, and he was not quite sure for a start, so we started thinking a bit, and this is what we found out.

Would you benefit greatly from a brand new 800 gigahertz computer with billions of terabytes of RAM? Hardly. We figure that you wouldn't really need more than 300Mhz to escape a lagging game. As for RAM, 16 MB should be quite plenty. To have more would be to bloat without serving a purpose. After all, Liero's minimum demands remind you of a modern mobile phone. You could also use a ~1 gb harddrive.

So moving on to the visual. This is important! If you view Liero on a poor monitor, it will not be quite as nice as on a good one. We figure that 15-17 inch monitors would be best. Make sure they are not too old as old monitors can be quite buzzy and give you a headache. LCD monitors are not fully advised. They might almost be *too* good, and remove the old-school feeling.

Now, even more important. Sound! To play Liero with sound you need Windows 9x. We suggest you use Windows 98 SE only because it works just as good as other 9x systems, but is more stable than the others. The important issue is that it supports the sound in Liero. You also need a SB16 compatible sound card (most new ones are). For speakers we won't need more than 2 speakers, but Patrys strongly recommends a subwoofer, which takes us to a 2.1 setup for sound.

So how do we play? We don't even have a keyboard? Have no fear. We shall now add another important thing. The *old* keyboard. Old keyboards tend to support more simultaneous keypresses. This is very important for Liero (READ MORE IN POWER MAGAZINE #2). Also try to get one that doesn't have the "Win-keys" since they are absolutely useless to the game and are mostly in the way.

As for mouse, any old mouse will do just to click your way to Liero.exe.

You will also need some kind of link to the outside world. This could be a floppy station, a CD-ROM drive or maybe even Internet, even though this is not advised to use since you are running Windows 98.

Your computer is all set to receive and play Liero. Now get 2 chairs, a good friend and start playing.



Your dream-computer !!

Random Wiki page

klow.org was a redirection service provided by **AcidMax** and used by several Liero websites. It was especially useful once **cjb.net** and **tsx.org**, popular redirect services, started to display annoying pop-ads. Unfortunately **klow.org** went offline without much warning leaving several Liero sites without a pretty URL and breaking plenty of links.

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

Winter Olympics of 2006

| Liero Nations won medals as such: | | (Gold/Silver/Bronze) |
|-----------------------------------|---------|-------------------------|
| Germany..... | 11/12/6 | Norway.....2/8/9 |
| USA..... | 9/9/7 | Australia.....1/0/1 |
| Austria..... | 9/7/7 | Finland.....0/6/3 |
| Sweden..... | 7/2/5 | Poland.....0/1/1 |
| Netherlands..... | 3/2/4 | Great Britain.....0/1/0 |

ALLT (quotes of interest)

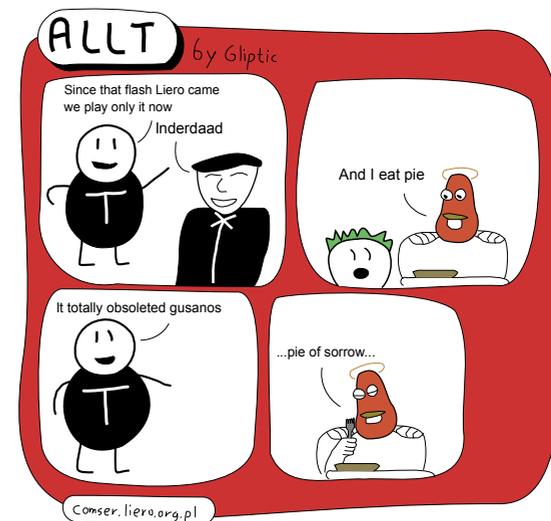
<basara> I am not sure if I understood what I mean

The comic!

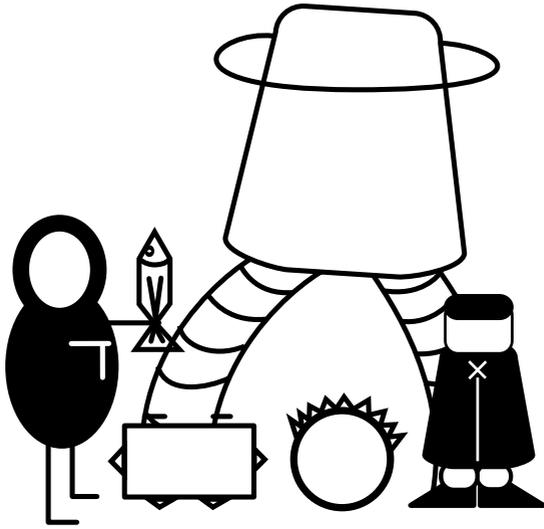
Comic by: Gliptic

Words by: Wei-Zhi-Hui

Djperegrine created a Flash version of Liero. It was during the peak of the Flash Liero hype this scene could be seen on #liero. A joke by Tefat to confuse a poor newcomer. Jonny joins in, but Basara has his own twist to it. He had recently watched the chinese movie "God of Cookery", and I suggest you watch it too, dear reader.



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