

POWER MAGAZINE

The official Liero Community Magazine

ISSUE #4 - 2006

OSIEM UWAGIEM!

HOW TO PLAY
LIERO ON LINUX

GUSANOS
FOR MAC?

GUSANOS
NEWS UPDATE

**SUPERCool
MAGAZINE**

WITHOUT INTERVIEW WITH
THE LIERO WORLD CHAMPION

Hypermeet Special | Awesome Novel
Vermis Templari | New Robal!

Most recent ComSer Polls

Spikeballs are overpowered?

Yes.....151
No.....150
Huh?.....93

Total votes: 394

My OS

Windows.....98
Linux.....14
Mac.....7
Other.....3

Total votes: 122

My favourite community of all time

LieroX.....52
Liero.....32
Gusanos.....24
Liga Liero.....18

Total votes: 126

If there was a real country, just for people who loved Liero, would you move there?

I think not.....150
Hell yeah!.....146
Maybe later.....116

Total votes: 412

Liero for Nintendo is a good idea?

Yeah!.....139
Nope!.....41

Total votes: 180



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*

Hyperperm33t special edition
of POWER MAGAZINE with
lots of adorable photos of us
playing Liero and such.

Chief Editor: Wei-Zhi-Hui
Mail: wei@liero.be
Date of Issue: Aug. 25, 2006

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a word from the editor!

Long time now Power!

The fourth issue of POWER MAGAZINE is finally here after a long and painful delay which is unfortunately all my fault. I admit it – I WAS LAZY!

What really brought me out of this laziness was that I went to a very special thing. I went to **Hyperperm33t**. It's the single most entertaining event in my history as a Lieroist, even more pleasing than creating my Cow level in fact. I wrote several pages about it which I hope you will enjoy, regardless if you were in Brussels or not. Lots of photos will help illustrate the wonders of Hyperperm33t.

Also I have the long lost Vermis Templari article which brings me so much headache that I will just publish it and hope it didn't suck, because honestly I don't remember it, and hell if I dare read it!

There is also the usual stuff like Wiki bits

and some quote said by.. me..

Also starting this issue is the new novel series by the name "Worms of War" written by Social Poison. A tense tale of Lieros and blood. Don't miss it!

There is a comic, there is a front page and there is by all means a great collection of polls on the page next to this one. I hope you will enjoy this issue of POWER MAGAZINE a lot more than I enjoyed making it. :) |

Someone has to lose!

By Wei-Zhi-Hui

To every winner, there is also a loser, and the manner of how the loser lost is always controversial, but never as funny as when Shiva is the one doing the losing.

In the recently concluded Liero World Championship tournament in Brussels, the last place, after 3 consecutive losses, each more devastating than the previous, Shiva was proved to be the loser of the tournament, ending on last place after being defeated by, out of shape dutchman Podex in a late night bout.

To honor this magnificent loser, we decide to interview him, effective immediatley.

Shiva, or Rickard, which is your real name, you came to Brussels as a sort of dark-horse competitor, being out of the community for many years. When did you last play Liero?

– Well. If you dont count the tournament I've played 3-5 games the last five years.

I see, so how did it feel to get back into the heat after such a long time?

– Once I remembered my old key settings it felt pretty good actually.

You were the one drawing the random names to choose who played against who in the first round of the tournament. You drew polish super-player NoMind against yourself. Any comments to this geniuos move?

– Its better to loose against the best player in the world than the (second) worst.

For your second game you got Wei-Zhi-Hui, the player you have played against more than any other, and still you lost! Did it hurt your feelings to lose against a player you surely by all logic should be able to beat?

– Yes!

For your final game, the fateful one, you faced Podex who had been playing completely out of shape the whole evening being defeated by Tim and Pils. Still you lost. Rumors have that you were drunk during the game. Any truth to these rumors?

– Well. I tried to find the answer to why I lost against Wei-Zhi-Hui in the bottom of the fine bottle of russian vodka.

To Shivas defence should be said that the final game he only lost by one single life left for Podex, but still, the fact remains that Shiva ended up on the bottom of the ladder, and earned himself a hangover the next day, seemingly unable to answer the question of how he lost to Wei-Zhi-Hui.

Wei-Zhi-Hui later went on to be annihilated by Pils, while Shivas first opponents NoMind went all the way to the top, proving to the world that even if you lose agains the best, you still lose. █



Shiva

I'm a loser
baby, so
why dont
you kill me?

LATEST Gusanos news

By Wei-Zhi-Hui

Since last magazine, Gusanos has changed goals from Gusanos .9 FINAL to Gusanos 1.0. We asked head-programmer **Basara** what this means.

- It means we have discarded the improvements that could had been done to the current code since 1.0 will be a total rewrite, says Basara.
- Working in .9 knowing we are going to rewrite it feels useless so we arent going to do that.

Gusanos .9 seemed like a success though. Why discard it, after working a whole year to complete it?

- My main motivation for wanting to rewrite is what modders are making of gusanos right now. Gusanos .9 was first designed to work without a scripting language so a lot of things that could be done with scripting arent possible because they werent considered in the initial design.

Any idea on how long it will take to finish Gusanos 1.0?

- Its very hard to tell right now.

Either way, Gusanos is still in active production, and now going to even greater lengths to become a modders paradise. But sometimes it makes you wonder... what about the players? **I**

HYPERMEET '06

So called front line report, but slightly delayed because i'm lazy!

By: Wei-Zhi-Hui

It was not a cold rainy night, but rather a quite fine day when I landed in Brussels. The flight was slightly unpleasant due to the strange mixture of food I consumed on the plane. My travel companion and cousin Shiva was equally distressed due to lack of cigarette smoking for the past 5 hours. We took a train to Brussels Nord, the trainstation where we were to meet Pils, our fellow Lieroist in Belgium. It did not take us long to find him, and we headed off to the hostel where something very special was about to take place. The first Liero Hypermeet ever.

The first ideas of a large get together came in August 2005 when Australian Lieroist Nym (prev. Shadowfax) announced that he might go to europe sometime during that or the next year. As I was assisting Nym in making rough plans for getting around Europe I noticed that the proposed path of Nym would be passing Pils, in Brussels. As German Lieroist MrEvil lives relatively nearby i suggested that the three of us would have a l33tm33t there. That is when the idea dawned on me that perhaps some more people would be willing to attend. The outcome of these thoughts was to become the Liero Meet 2006 - more known as they Hypermeet.

At first it was planned to the Belgic winter, but it became clear that it would not be possible for Nym to come so soon, so it was postponed until the next autumn, around

October 2006. However as it became more and more probable that Nym would have problems to come whenever the Hypermeet would take place, the event was moved to August 2006, as to happen in the warmth of summer rather than blistering chills of autumn. After some investigations the date was set to August 11-13, 2006.

About 25 people were contacted and asked to attend. 11 people announced that they would surely attend. These were: EdgeCrusher, Greybrow, Mauganra99, MrEvil, NoMind, Pils, Podex, Quendus, Shiva, Tim Verweij and me, Wei-Zhi-Hui. I arranged for a hostel in Brussels where we could live, and looked for suitable places for a Liero tournament, which we ended up playing in one of the hostel rooms.

In fact I arrived one day before the Hypermeet which might have helped in giving me the sore feet i eventually got, but in return I got to have a look around in the surroundings which were pretty much the Brussels city centre. Me and my cousin enjoyed some food and drink that first evening, focused on the coming hypermeeting, and I must say that Brussels is an excellent town for this purpose.

The next morning we had to get up at 11 AM, which in my book is nasty, but it was the hostel rules and we could do nothing but start looking for breakfast. After random walking we found a place where the keepers only spoke french and I had a



“...while Tim had all the trouble in the world trying to readjust the contrast setting..”

croissant with chocolate on it. Excellent breakfast. Afterwards we ended up in a pub for a 1 PM beer, and by that we concluded the breakfast. We headed down to the train station to pick up MrEvil and the three dutchmen, Tim, Podex and Mauganra99. The dutch would arrive at 15:05 and MrEvil at 15:26, which was a very calm and relaxing plan. Because we were early we ate a hamburger which could scare grandmothers and sat ourselves, of course, in a pub. We managed to drink 2 beers each when I got a message from Podex which explained that they were delayed for at least 30 minutes. One beer later I declared that perhaps it would be time to look in the hallway outside the trainstation pub, to see if MrEvil was somewhere in sight. As i stepped out, the first thing I see is indeed MrEvil coming down the train station hall. We ordered

more beers. Stella Artois to be precise. As I get a bit tired of the pub, I decide to take another look into the hall. I dont even manage to take two steps before I see them. Apperantly their train had suffer unendurable red lights and rearrangements.

Hypermeet had started, and half of us were present. We met up with Pils again, and the evening took a similar turn to the first. Food, drink, but then finally we went back to hostel and played some Liero. As most of us had not played for years, at least not actively, it took us some time to rediscover our old precious keysettings, all while Tim had all the trouble in the world trying to readjust the contrast setting on his borrowed and ancient laptop. Apperantly the exact key you use to set it refused to work. ►

“..how long can it take to see a bloody atom?”



The Atomium, and MrEvil holding beer

Likewise did Mauganra99's laptop behave, as it froze up completely if you touched the keys on the left side of the keyboard, unless you put the laptop in a certain angle of course. We played what was ment as a warm up tournament, but time dragged on and we were forced to surrender to the night after the first round.

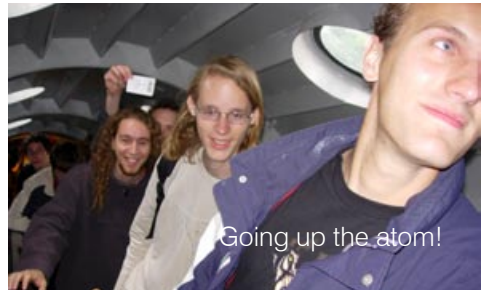
On Saturday, 12th, schedule said the three polish competitors would arrive in the morning and we would pick up Quendus from the train station, however, the polish did not arrive in the morning, and Quendus arrived at the wrong train station. To make things worse, communications were poor between all parts because I couldn't call Greybrow on the phone and he only replied once per day, and Quendus did not reply to

messages. However, once we had gone to Brussels Nord station to use as a meeting point, eating a horrible fast food breakfast, I got a message from Greybrow saying they would go straight for the hostel. At this point I took Shivas phone and called Quendus up. He was at Brussels South station half the town away, having actually passed the Nord station. At the same time we were getting to be in a hurry to go see the planned event, Mini Europe, a small park with miniature european sights. The polish had said that they had 140 kilometers left and Quendus seemed unable to make it back to Brussels Nord, all while Pils was trying to reach us while we were redirecting him via text messages.

Eventually we sent Pils to South station,

figured out the subway/tram system and went there ourselves. There we found Pils, and later also Quendus waiting outside the station. We now went for the Mini Europe as quickly as possible, unable to wait for the polish any longer, but unwilling to delay which would mean they would have to wait around a long time for us once they arrived.

Mini Europe was a small theme park in connection to the Brussels world fair area famous for its Expo '58 installations with huge buildings and the huge atom-building aptly named Atomium. The park cost 12 euros, Atomium cost 6. We chose the latter, but only after an even cheaper beer/ice tea session. While waiting in line to get Atomium tickets we got a message from Greybrow saying they had now arrived at the hostel. Now confusion broke out over whether to go into the atom or head back to the hostel. The decision was that we see the Atomium quickly and then speed back. We thought, how long can it take to see a bloody atom? As it turned out, it could take a very very long time. At first it seemed bright and shiny as we walked some stairs and saw the atom from the inside, getting a good view of the Mini Europe park below (It looked like crap). When we got down from the stairs we noticed what the long line we previously passed was for. It was a waiting line for the main event. The elevator to the top ball in the atom. After enduring about 30 minutes waiting of which most were spent packed together tightly with russian tourists, we got into the elevator which was the fastest elevator in the world - in 1958. It took us up to the amazing height of 102 meters from which you could see as far as the horizon. To get down again you had to wait in line for 15 minutes.



When we got back to the hostel we found Greybrow in the lobby and his sworn enemies (officially, but not really) EdgeCrusher and NoMind, the (in-)famous Vermis Templars upstairs. As usual, we again headed down to Brussels busy tourist streets looking for food and beer. Just like the day before, we ended up in an italian restaurant with one dancing waiter, another one who spoke every language he wanted to, for better or for worse, and lots of pizza.

After this we went sightseeing again, and we saw Manneken Pis again. Now time was getting short because Quendus had to leave again later that day, so we decided that we had to get back to the hostel to play some Liero! Back at the hostel the larger room where 6 of us lived became the battleground and because of his soon to be departure, we instantly decided that Quendus had to play EdgeCrusher (the only Liero player feared by Biernath_John). While they got started I made small pieces of paper with names of all the players which I then mixed up and Shiva pulled them all one by one, without looking of course. The evidence of this is that he pulled NoMind for himself.

The tournament plan was simple, at first. Everyone got an opponent randomly pulled, which he had to face in what was the first round. As we were 11 people MrEvil was



Tim vs. Podex, NoMind vs. Shiva.
MrEvil, Greybrow, Mauganra99 behind.

never drawn from the papers and was forced to advance to the next round without playing. However, this presented a bit of a problem for the next round as we would then become two pairs plus MrEvil. At this point I recalled something from a Gusanos tournament I took once took part of. A *backdoor loser tournament*. The losers from the first round, minus Quendus who had gone home, would play against each other which would create another semi finalist where there would otherwise only be three. So on we went. Those losing in first round, apart from Quendus, were Pils (to Mauganra99), Podex (to Tim), Wei-Zhi-Hui (to Greybrow) and Shiva (to NoMind). For the quarter finals, first round winners Mauganra99 went on to lose against EdgeCrusher while MrEvil joined the tournament only to be kicked out by NoMind immediatley. In the loser tournament Pils faced off with Podex and Wei-Zhi-Hui with Shiva. Shiva

and Podex stood as losers and Wei-Zhi-Hui took on Pils. Since I am Wei-Zhi-Hui, I must say that the result of this fight was a disaster, but Pils went on to the semi finals to play Greybrow while brilliant players EdgeCrusher and NoMind had to face eachother through new paper pullings.



Semi-final:
EdgeCrusher
vs. NoMind

To have two players who knew eachothers moves since years back was sure to be an interesting fight of which there could most likely be only one winner. The outcome of

the battle was uncertain, but in the end, with one life left each, NoMind sent EdgeCrusher to the bystanders. Pils was no match for Greybrow who won with 5 lives to spare, and now everyone gathered around to watch the *Liero World Championship final game!*

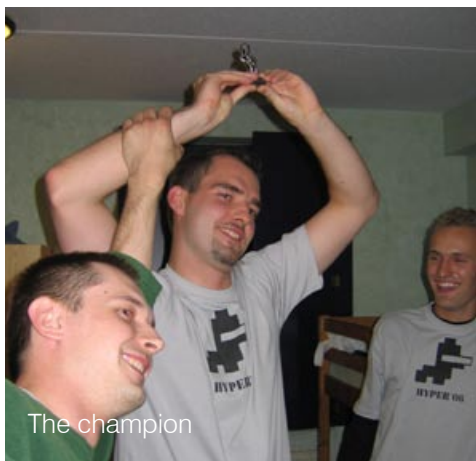
The game was played on Mauganra99s laptop which demanded some special tricks. Greybrow used the extra keyboard, but in order to play on the laptop keyboard, the whole machine had to be leaned in a 45 degree angle. NoMind waved off all suggestions for solutions and proclaimed that playing on a 45 degree angled keyboard was of no consequence. It became evident that this was indeed the case as the brutal match began between the two, already being highest rated on kills in the tournament with 19 each. Everyone stood in a ring behind the two, truly enjoying the game with cheerings for sweet kills and “oooh’s” for close encounters and bloody events. Toward the end, Greybrow ended up in a tough situation with 1 life to spare while NoMind had two. Though vigilant, Greybrow eventually

fell and NoMind, the highly trained Vermis Templar Knight stood as victor in the tournament. Rising from his seat, he recieved the World Champion-trophy, raised it above his head, and held a short speech: – “I would like to thank the academy, and my family... AND JESUS CHRIST!!”

So we had our winner, and the Liero world had its first brave Champion. Balance was restored to the empire or something.

The next day was homegoing day, which turned into the major walk-around-the-city day which brought us to some new things to see and photograph. This was all and well for most us, except for poor Shiva who had a disastrous hangover, possibly from Pils’ russian vodka - possibly from ending up on last place in the tournament.

By the end of the day, everybody was home (or on their way home), from what I believe was an excellent gathering of a lot of nice people, and dedicated Lieroists. An experience I am grateful for. See you all next year! **!**



The champion



The un-champion

SEE NEXT PAGE FOR HYPERMEET PHOTO GALLERY!



Hyper-Gallery!

1. Pizza feast, 2. Quendus, 3. Pils holding the Liero sign, 4. The trophy, 5. NoMind and Greybrow with killer instinct, 6. Tim captured an icecream, 7. Shiva and MrEvlil wait for something, 8. Wei-Zhi-Hui.









Behind: Shiva, MrEvil, NoMind,

Middle: Greybrow, Tim, Mauganra99,
Quendus, Podex, Wei-Zhi-Hui

Front: EdgeCrusher, Pils

Gusanos in Apple

By: Wei-Zhi-Hui

Worms are often known to live inside apples, but can Gusanos live inside an Apple computer? We bring this question to Gusanos programmer Gliptic for some more information on the matter.

Is it possible to port Gusanos to Mac?

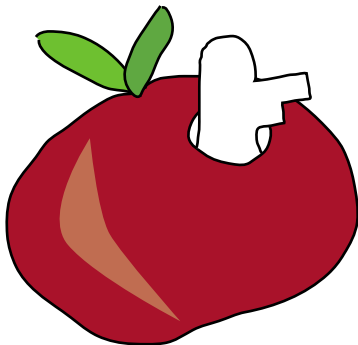
– Yes.

Why has it not been ported yet then?

– Mostly because of a lack of people owning a Mac coinciding with a will to port Gusanos to it.

Any plans for an official Gusanos for Mac release?

– Since neither Basara nor me owns a mac, that would be hard. There has been some interest in porting it from other people, but it would be harder for them to do it. It would not really be official unless basara and I can at least test it. █



Liero in Linux

By: Wei-Zhi-Hui

If you have a passion for Liero but have the misfortune of not using Windows 95 or 98 anymore, you might be a very depressed and deprived person by now. If you for example use Linux, you are probably aware by now that Liero is not a Linux application. Did you perhaps try to run it in Wine, without success?

POWER MAGAZINE asked Dr. Darka what do do. His answer was crushingly simple:
- You need to install Dosemu, and that's all.

After a short stop at Google, we learn that Dosemu can be found at www.dosemu.org. The websites description says “*DOSEMU stands for DOS Emulation, and allows you to run DOS and many DOS programs, including many DPMS applications such as DOOM and Windows 3.1, under Linux.*”

Download the latest version of Dosemu and install* it. When you run it, it will be just like an old DOS environment, and you use the “cd” commands as usual to find your way to your Liero, and you run the game. If everything is right, Liero will run smoothly with sound and everything.

Enjoy playing, dear Linux user! █

* Note that there are probably several ways of obtaining and installing this application, depending on which distro of Linux you use.

Liga Liero moves to a new server

By Greybrow

Liga Liero has a long and sad story about servers. Free, commercial, own. Lost, denied, burned. The last one, bought from e9.pl is kind of ok, and cheap, but transfer rates are too low for Liga Liero and ComSer's needs. Since Dreamhost seems to go mad, and offers hilarious rates of disk quota and transfer, and was proofed by Patrys, I announced need for contributions for buying new server.

Liga Liero community has since 2002 shown what die hard fans they really are, and gave enough money to buy new server (\$120) and renewed domain name (\$25). As always "thankyou" gifts were offered (t-shirts and hosting on new server). New server has the same name as always "Robal" (translates to "worm" in polish), but this time it also gained the domain www.robal.org. Since June, together with ChanibaL we're testing how the new server works, learning new possibilities, checking if the site soft-

ware would work without problems. Also we try new CMS's (content management systems) to be installed instead of PHP-Fusion. What I look for most is full integration with our forum (SMF), language changing and gallery support. Transferring to new server is planned on September 2006, but with not too much free Liga Liero administrators time, it might be postponed until October 2006. **I**

About Robal

Polish word "Robal" corresponds to finnish word "Liero" and is the name/nickname for the Liga Liero servers. ComSer has been hosted on Robal servers since 2003. For a while the first Robal lived in the office of Patrys, but the same robal also fried itself to death, losing a lot of valuable Liero data. The Robals are always administrated by polish Liero veteran Greybrow. **I**

Advertisement



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moddable Liero clone.

gusanos.sourceforge.net

Vermis Templari - the sacred clan

Words by: Wei-Zhi-Hui

They sprung from the dark furnace of south-east Poland, and swept across the Liero world like a feint light of destruction. Never before has a Liero clan come forth so strongly and so clearly as Vermis Templari. The templars of light, knights of their own conviction.

In 2001, Terror Sabbath was at its peak, D11 was on the rise, and Liga Liero was the strongest power in Liero. Liga Liero was allied with Terror Sabbath and the future seemed bright. At this time this new polish clan just appeared out of the blue, or black.

Vermis Templari (latin for Templar Worms, intentionally misspelled since Vermis Templarum did not sound just as cool as Templari does) is the name of the polish Liero clan which in contradiction with all previous Liero community ethics took up a directly hostile position to other clans. In reality, it was of course a show to build on the story of the templars coming to purge the Liero world from evil forces, personified by Terror Sabbath. Clan frontman EdgeCrusher admits that Terror Sabbath and Liga Liero was one of the reasons of the Vermis Templari founding:

- "We had a vision of uniting other clans and creating an opposition to the only evil clan we could possibly duel with - Liga Liero"

But why this hostility? EdgeCrusher explains: - "the idea came trough the name itself... first we had name, then the idea. We took the idea of Templars thinking that it would be a good background"

Liga Liero was based in the south of Poland, near Katowice, but had spread to the

whole country. Vermis Templaris base was more eastern polish city of Lublin. Both clans began as local clans with only people who knew eachother in person. Liga Liero had already began embracing nation-wide newcomers, and after some time, so did Vermis Templari.

The templar clan was also inspired by the elitism of the templar order. Only the best would be allowed into the order. Many clans have of course claimed to be the best, but perhaps in this case, it was true.

In one very early 133tm33t, the templars crushed a Liga Liero players Patrys and Jaras in the first clan battle of Poland, which took place in the city of Wrocław.

Three months later, in homeland near Lublin, the templars shattered another group of Liga Liero warriors, come to uphold the glory of the established clan.

After these terrible defeats, clanleader Bier_nath_John took the matter in his own hands and faced the templars single handedly. In a series of bloody battles, the Liga Liero leader stood as victor.

After this, the great hostility between the clans started fading away. In all honesty, those bloody battles were more fun and beer than cold blooded Liero battles.

Vermis Templari never gathered as many members as Liga Liero, but is still standing today. Over time, they became moderators of the Liga Liero forums, infamous for their ruthless moderating. Once again, image and performance played a role as they appeared as ghostly knights in their avatars. ►

“ST. VERMIS?”

EdgeCrusher in front of “Palac Kultury i Nauki” in Warszawa



➤ There were many more 133tm33ts between Templars and Liga-soldiers, and even Terror Sabbath, in the shape of Wei-Zhi-Hui, formerly known as Ulv or Ulvhockey, its clan leader.

Patrys, who faught the first clan battle on the side of Liga Liero, defected and joined Vermis Templari. EdgeCrusher, leader of the templars say: “-it was a great joy since we were able to convert one of most devoted LL members”.

Patrys was admitted into the leadership of the clan almost imediatley, possibly due to the great influence Patrys wielded within

the polish Liero community (unconfirmed). Vermis Templari has always been, and still is, led by the “Council of Seven”. They are the most respected, dedicated and feared knights of Liero. Only Biernath_John is known to defeat them.

As most clans, VT has now dissolved with the dawn of new lives, new things to do instead of Liero. The so called IRL sickness has infested all of Liero. Nevertheless, Vermis Templari is yet not dead, but lingers in the shadows, seeking to ensnare new minions for its quest - good or bad. **I**

“Official” history of the templars

Part 1 – Monks of War

The XII century was the time in which words like love, fraternity, faith lost their meaning. Brother killed brother in the furious battles. The church tried desperately to stop the unending bloodshed. An early expedient was the ‘Truce of God’, specified days on which nobleworms wore not to fight. The long-term policy was chivalry, an attempt to tame murderous instincts by providing a Christian ideal of the warrior; ultimately knight-hood, originally a reputation for skill in battle, became almost a religious calling, hallowed by quasi-sacramental rites - vigils, weapon blessings, even vows of chastity. The code of the Germanic comitatus gave way to one of prayerful self-sacrifice, which exalted the protection of the defenseless. Soon after that we were called the Templars. In the 1146 we adopted the splayed red cross as a symbol. The symbol of the knight and a knight must be merciful without wicked-

ness, affable without treachery, compassionate towards the suffering, and open handed. He must be ready to help the needy and to confound robbers and murderers, a just judge without favour or hate. He must prefer death to dishonour. He must protect the Holy Church for she cannot defend herself. By following this code our fame grew and soon Louis VII of France and Emperor Caonrad III asked us to participate in the crusade. We fought with heathens for two years (1147-49) bringing the Sword of God upon them. We prospered well and so in 1174 all the buildings within the area of the Dome of the Rock were in our possession. The Roman Church consecrated Church of the Templars in its gratitude for matters done for sake of the Holy Crusade. The years of 1189 - 1254 were the years of our triumph and the bloodshed. We recovered Jerusalem and took Constantinopole by force. It was the golden era for our brotherhood but as we were to see this was the silence before the storm. **I**

Random Wiki page

Scorched Earth is a popular shareware game in which two or more tanks (controlled by human players or AI) fight each other. The tanks are positioned on a 2D terrain which can be destroyed when getting hit from weapons, and thus make the tanks on it fall and get damage (unless they have parachutes). Controlling the tanks is mainly done by choosing what weapon to shoot, the angle and power, and shooting. Other options include activating shields, using fuel to move and more. All weapons and upgrades (like the shields, fuel etc.) except the most basic shell, “Baby Missile”, cost money which you earn by winning matches (There is a shop screen between each match).

The game was released in 1991, with the last version (1.50) in 1995.

Scorched Earth was a prequel to Worms, hence also an important prequel to Liero.

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

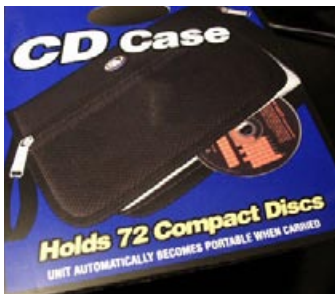
ALLT (quotes of intrest)

[02:28:56] <AK48> and how are you? :->

[02:29:03] <PodeX> the light in my bedroom wont stay on

The comic!

Based on this english photo.



Comic by: Wei-Zhi-Hui



Worms of War

Chapter 1 – A New Beginning

By: Social Poison

Argh... my head...

What in the hell is going on...?

“So... you’re finally awake.”

A pink worm sat atop a crate of ammunition, flicking a toothpick around in his mouth. It was clear that, in spite of his skin color, he was a battle hardened warrior. His eyes spoke the tales of many battles fought and friends lost... they also spoke of fatigue, and a desire to rest. He hopped off the crate and made his way over to a dark green worm laying on a makeshift cot constructed from an old army tent.

The green worm sat up and rubbed his head, “Where... where am I?”

“For the moment, you’re safe. How’re you feeling?”

“My ears are ringing... and I feel like I’m going to be sick.” The green muttered.

“You took one hell of a blow to the head... I patched you up best I could... but I’m no medic,” Setrodox said as he adjusted the bandage atop the green’s head.

“How... when...” The green looked a little overwhelmed as his brain tried to come up with an intelligible question, “What’s going on?”

Setrodox knelt down and looked the green in the eyes.

“Can’t remember, eh?”

The green shook his head in response.

Setrodox spit out his toothpick before continuing, “Well, looks like you’ve knocked your head a bit better than I thought...”

He was cut off by the sound of shouting from outside the room they were in. Setrodox cursed under his breath.

“I’ll have to explain later, we’ve got to get out of here. Think you can handle one of those?” Setrodox said as he pointed to a stack of weapons.

The green quickly moved over and grabbed a pair of Uzi 9mms from the pile, “I think so...”

“Good,” Setrodox said flatly as he brought his Guass Gun around to bear at the doorway, “Because we’re not as safe as I thought.”

Just then a worm wearing a black uniform charged in through the door. He was instantly turned into a fine red mist as the Guass Gun shot tore through his body. More yelling came from outside the door and Setrodox quickly slammed another casing into his gun.

“We need to get out of here!” He yelled back to the green worm.

The green quickly scanned the room and saw a door immediately behind him. In a flash he grabbed the handle and gave it a yank, only to find it locked.

Two more black clad soldiers ran into the room. The first leveled his assault rifle at Setrodox, but had the top of his head taken off by another precision Guass shot before he could pull the trigger. The second soldier didn't even flinch. He knelt down and flipped his bazooka up on his shoulder. Setrodox quickly leapt and rolled behind a crate. The bazooka wielding soldier chuckled to himself and adjusted his aim for the crate, knowing it was full of ammunition. But, before he could pull the trigger, he began to convulse and bleed as rapid fire rounds tore through his unarmored flesh.

The green stood with one Uzi held at arm's length, and smoke slowly pouring out of the barrel.

Setrodox finished reloading, "We still need to get out of here!"

The green aimed his other Uzi at the lock, averted his eyes, and pulled the trigger. The bullets tore through the poorly made lock, and the door sprung open.

"That'll work," Setrodox said with a chuckle, "let's go!"

After a mad dash through the woods surrounding the compound, Setrodox and the amnesiac green worm found themselves safe at last from the mysterious black clad soldiers who seemed so intent on killing them.

"Think you can explain to me what's going on now?" The green asked Setrodox.

Setrodox retrieved another toothpick from his coat pocket and adjusted the strap of his Guass Gun.

"Can't remember a thing, eh?" Setrodox asked as he placed the toothpick in his mouth.

The green shook his head no in response

"...not even your name?" Setrodox asked with a raised eyebrow.

Again the green shook his head.

Setrodox sighed, "Well... near as I can tell, you were a POW just like me. Assuming that, I'd say it's safe to say we're on the same side. During an air strike, the prison block of the Night Clan was compromised, and many of the inmates, including ourselves, got free. We didn't have time to ask questions, we just ran. The whole lot of us flooded through the complex and overran the preliminary defenses of the Night Clan. Eventually though, the Night Clan's High Guard showed up fully armed, and began putting the prisoner's down. You grabbed me by the collar and pulled me through a door just as a rocket slammed into wall. You were banged up pretty good from the explosion... but you saved my life in that moment... so I thank you."

The green fiddled with the vest he had stolen from a guard and was pleased to find a pack of High Lights in an inner pocket. He struck himself a smoke and offered one

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to Setrodox, who declined, "I'm pretty sure we're even on that one by now... continue."

"We've been at war with the Night Clan since they showed up out of nowhere."

"Who's 'we'?" the green asked.

"The Alliance... a coalition of formerly warring clans set on driving the Night Clan back to wherever it was they came from. Warriors from D11... various smaller clans... and what's left of Terror Sabbath... all banded together to fight back."

"Terror Sabbath..." The green said under his breath as he stared at the ground in front of him, "that name sounds familiar."

Setrodox looked over at the green as he struggled through the fog in his mind, "Perhaps you were one of their soldiers?"

The green looked up, "Perhaps... I just... don't know."

The sound of helicopter blades cutting through the air could suddenly be heard off in the distance. Setrodox smiled and looked in the direction of the whirring blades.

"Well," The pink worm said as he spat out his toothpick, "I'm a relative newcomer to this war... there are others who have been fighting since long before the Night Clan showed up. If you were a soldier from one of the original clans, perhaps someone'll recognize you and help jog your memory."

The two peered through the tree line and saw a helicopter touch down in a small clearing.

"I called them on an emergency short wave radio," Setrodox said with a smile, "Let's get the hell out of here."

The two worms made a mad dash for the copter. Once inside Setrodox began to talk to the co-pilot.

"We'll be back within Alliance territory in about 10 minutes," The copilot yelled over the sound of the beating helicopter blades, "Did any others make it out?"

"I'm not sure!" Setrodox yelled back, "We went a different route than most of the other escapees. I'm private Setrodox, by the way."

"Very good, sir, and your companion?"

The green either didn't hear the copilot or was ignoring him. Setrodox answered for him.

"He took a massive knock to the head during our escape... he can't remember," Setrodox shrugged, "He's on our side though."

"Good enough for me!" The Copilot yelled back, "We're almost home. Wei-Zhi-Hui will want to speak with you when we get back... any information you've got about the Night Clan's facilities or movements would be helpful."

Setrodox nodded and returned to his seat. A while later they touched down in a walled complex, and were quickly ushered into a nearby building.

A guard instructed the two former POWs to be quiet, and enter the council room. Setrodox straitened his jacket a bit, and was visibly nervous. The green worm checked to make sure he was in as much order as he was going to be, and the two entered the room.

A council of important looking worms were gathered around a circular table, chattering back and forth.

“...and I don’t CARE what it takes!” A blood red worm yelled from across the table as he slammed his fist down, “We’ve got to strike back!”

Everyone around the table stopped and turned to see the two new entrants to the room. Setrodox moved forward.

“Private Setrodox reporting, sirs,” He said with a salute.

The green squirmed up beside Setrodox.

“I’m glad to see you’re alive, Setrodox,” The blood red worm said.

“It takes a little more than what the night clan has to kill me, Wei”

“Poison...?” An orange worm stammered, “Social Poison is that you!?”

The green worm stepped forward, “I...”

Wei shot up in his seat, “Inderdaad! SP lives!”

The world ‘Inderdaad’ echoed through the green’s mind... and he became over-

whelmed with a flood of memories. He fell forward, but caught himself before he hit the ground. Setrodox moved quickly and helped the green back up.

“You’re Social Poison?” Setrodox stammered, “They’ve got your name up on the memorial wall... reserved for those who gave their life in the war.”

“Well then,” SP murmured, “I guess they should take it down... I’m not... quite dead.”

And with that, Social Poison fell the rest of the way to the floor, and collapsed into unconsciousness.

The orange worm stepped forward, “Setrodox, do you have anything additional to report?”

“I.. I do sir...” Setrodox stammered.

“Pils...” A green worm near him said, “I believe it’d be better to let those two rest a bit before giving their report... let Setrodox recover a bit... and well... let SP regain consciousness.”

Pils sat back down, “I suppose you’re right, Podex... we’re just pressed for time.”

“Setrodox, you are dismissed until morning... then I expect your report,” Wei said firmly, “And take Social to the infirmary... if he’s been a prisoner or war for as long as I think he has... I’d imagine he needs some tending to.”

... to be continued..



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