

POWER MAGAZINE

The official Liero Community Magazine

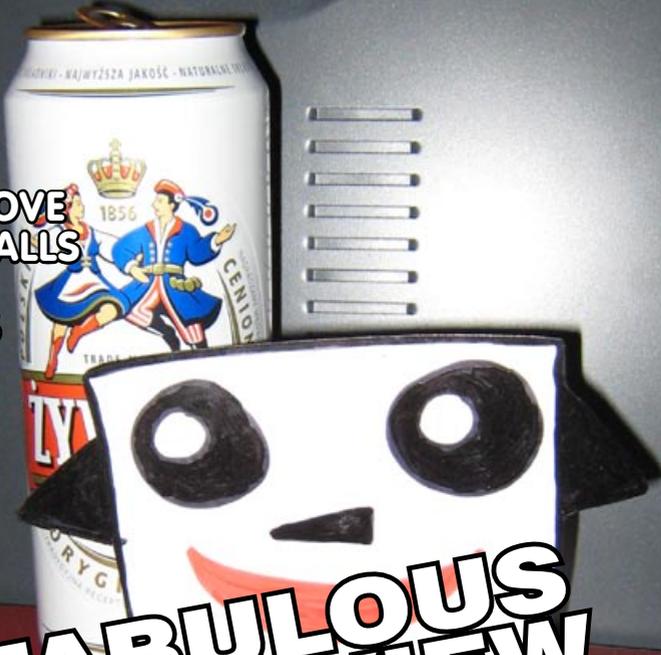
ISSUE #5 - 2006

THE ISSUE WITH THE IRRELEVANT FRONT PAGE

LEARN TO LOVE
THE SPIKEBALLS

LIERONET IS
GONE NOW

LIEROX,
ENHANCED

A can of Liero beer and a white cube with a smiling face. The can is white with a gold top and bottom, featuring a crown and a figure in a blue and red uniform. The text on the can includes "1856" and "LIERO". The cube is white with large black eyes and a red smile. The background is a dark, textured surface.

**FABULOUS
INTERVIEW**
with **Social Poison**

Nothing Special | Servers move
Walking over games? | Liero.fm

Most recent ComSer Polls

Do you sleep enough?

No, too little281
Yes, I do162
Well, too much42
Total votes: 485

Next planet they discover should be named after Liero

Yes!332
Huh?81
No72
Total votes: 485

Next hyperm33t should be in...

Warsaw100
Amsterdam63
Oslo54
Kansas City40
Berlin40
Total votes: 297

Spikeballs are overpowered?

Yes151
No150
Huh?93
Total votes: 394

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

I think not150
Hell yeah!146
Maybe later116
Total votes: 412



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*

A not very special issue of Power Magazine, but hey, it had to be done. Cut me some slack here guys!

Chief Editor: Wei-Zhi-Hui

Mail: wei@liero.be

Date of Issue: Nov. 23, 2006

Table of contents

ComSer pages.....	2
Spikeballs!!!	4
Interview with Social P.....	6
LieroNet is dead :(.....	10
Servers move!	12
LieroX Enhanced	14
Liero.fm, our radio	16
The WO tourney	17

a word from the editor!

Fifth anniversary! ;)

Here we go again, another issue of this wonderful publication. This time we don't have anything special for you, and I hope you will enjoy it very very much.

I decided to interview **Social Poison**, which went rather well, except he never sent me the pictures so I had to make do with what I had on the Liero Wiki. **Durandal** sent me heaps of drinking-orgy pictures of which I selected the least drinky one.

I wrote a thing about our best friend and worst enemy, the **Spikeballs**, and tried to figure out the **LieroX** community a bit. It was interesting. Of course, several articles were written many months ago, which makes them embarrassingly outdated, but I guess they are too pretty to be deleted.

This issue is very different from previous POWER MAGAZINES because it does NOT

have a Liero novel. Social Poisons story received very good critic in the last issue, but he was prevented to deliver a novel for this issue, and I felt it would be wrong to interrupt his tale with something else, thus, nothing!

Something worth noticing is that **LieroNet** has shut down, read more on the page which is about LieroNet shutting down.

This magazine tries out a new thing, Lierish CROSSWORD! You can find it in the funny part of the magazine, which is in the very back.

Last but not at all least, this issue of POWER MAGAZINE is dedicated to **Mauganra99** who has been unfortunate enough to be plagued by Leukemia. We all wish him a fast and powerful recovery!

talking about ... Spikeballs of death

By Wei-Zhi-Hui

The Spikeballs is one of the most powerful weapons in Liero, but not only that. It is also one of the more versatile ones. It can be used for close combat, as well as long distance. It can be used in direct attacks as well as defensive cover when escaping a terrifying foe. Precision- as well as carpet bombing are possible and for the one choosing this terrifying weapon, victory is most likely one step closer.

The most terrifying thing to see for a Liero player is probably meeting his opponent face to face in mid air, while the opponent releases a swarm of Spikeballs which inevitably will create carnage. There is no escape, and most likely no life to speak of after the impact. Other weapons have similar devastating power, like the Gauss Gun. However, with the Gauss Gun that little moment in time where the brain registers the pending doom is lost.

This of course works the other way around too, when too late you realise your own Spikeballs are going to tear through your own flesh, rather than somebody else's.

But just because its all-round capabilities to both passive and active damage, as well as having a relatively low reload time compared to its deadly force, some tend to view Spikeballs as an overpowered weapon. Jerrec, Polish Liero- and Gusanos modder

says exactly this when asked if he uses Spikeballs. “– They are too over powered”

But the objective is to win, and it is a standard weapon included in the game by Joosa, so are there any reasons to not use Spikeballs except moral reasons?

Jerrec explains: “– I am a chaotic player, and my own Spikeballs are a threat for myself too.”

But what about organized and directed usage of the Spikeballs. Liero World Champion **NoMind** is an avid Spikeball user.

“– It depends on the situation. Normally I target them and try to use as precisely as possible, but then again there are situations like the one in the game against EdgeCrusher, where the situation was critical.

In such cases it's good to throw them flying high and fast, so they work kind of like Larpa. I mean you can count on random hits, but I do it only if the opponent has little life left or it's close to the end of the game. Otherwise it's not too good because the reload time is too long.”

So concluding, it takes a bit of planning to use Spikeballs, as they cannot simply be distributed randomly in the battlefield. Throw them directly at the enemy, and run and hide, or spread a carpet to create random hits and distraction. Make him drown in blood and spikes. ■

The most terrifying thing to see

Mini Interview:

Who the hell is Ragzouken?

By Wei-Zhi-Hui

On the #liero channel, there is a person called Ragzouken. But who the hell is he? We pick up the keyboard and ask him:

Where are you from?

– England

How old are you?

– 16 and 5-ish months

How did you find Liero and #liero?

– I was a member at GU for a while, then LieroX came along as a hosted project. Strider PMed me after ages of LieroX death, to try Gusanos (which I didn't give a chance before because I was too LieroX-proud), and I came to #liero to be with the Gusanos people.

Did you ever play Liero 1.33?

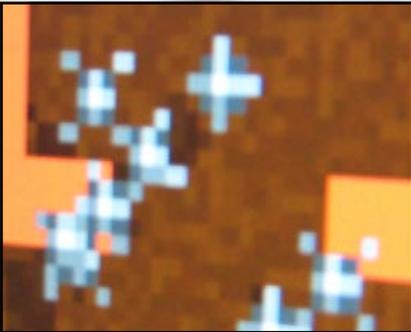
– No, I never really got round to it.

You seem to make a lot of stuff together with TTFTCUTS. Is this an old trend or did it begin when you both came to #liero?

– Well back in the LieroX days I used to ask him n00b questions about modding (which I still do now :D), me, him, Gliptic and Strider played LX often I think, and built up a friendship, I guess we only started making stuff together in Gusanos, and so #liero. Although, most of our stuff is individual with assistance from each other I'd say

If you could choose any person, throughout history, in the entire world, to join #liero, who would it be?

– Well can I say Strider? He should come back to the community ■



SOCIAL POISON

THE TERRIFYING INTERVIEW!!!

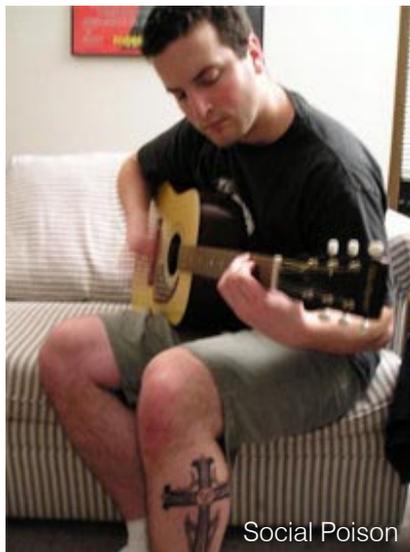
By Wei-Zhi-Hui

In and around 2001, the LieroNet forum was at its prime peak in terms of useful content and active users. It was at a time where Liero had no competition from clones and there was little else to talk about apart from Liero and potential Liero clones. This was when the dynamic duo began their reign of the LieroNet forum. Durandal, and Social Poison.

For nearly two years, they were dominant personalities in the Liero community. However, this did not last forever. Just as the Liero clones began to gain hold of the Liero fans, both of them went away from the community, seemingly to never return. Durandal went to the dreaded IRL, while Social Poison went to the Liero-similar game “Soldat” and its community. In 2005, Social Poison returned to the community with new energy and hopes, and after briefly testing **LieroX** he settled for **Gusanos** as his favourite Liero clone.

Was it an easy choice?

– After fully looking into both, yes it was a very easy choice. I’m a programmer... so the underlying system of a game is of great interest to me. I found the whole underlying construction of Gusanos to be extremely impressive, while LieroX was a bit less so. The major pull toward LieroX was the community was considerable more active and development was further along. But perhaps the biggest pull toward Gusanos was many



of my old Liero friends had migrated there. In fact, as I recall... when I found LieroX (I found that before Gusanos), I messaged Wei-Zhi-Hui excitedly, and he then told me I should take a better look at Gusanos, since that’s where “everyone had gone.”

Does it give you the same feelings as Liero did many years ago?

– There is certainly a degree of nostalgia when I play Gusanos... but since Gusanos has so much better game play (in my opinion) and is far more polished... it almost feels like you’re playing a really good sequel. Like going from Super Mario Brothers to playing Super Mario Brothers 3. Same idea, same game formula... much better execution.

Does this mean you see Gusanos as a replacement for Liero?

– I don't think anything could replace Liero... that'd be like replacing Frogger. **I see Gusanos as picking up where Liero left off.** Though... to be fair... I haven't played regular Liero in a long time, whereas I've played Gusanos very recently.

Since you left around 2003, the community changed a lot, such as moving away from forums into chat rooms. Most of the old Liero fans are gone. Only those most dedicated to the community are left, plus some new ones. Do you feel it just got better, or maybe worse?

– Seeing the LieroNet forums die saddened me. What saddened me more was the switch over to The Gaming Universe... I'm simply not very impressed with a lot of the people that reside there. I've always thought that the reason Liero stuck around so long, especially being an offline game, had to do with the modding community. Both LieroX and Gusanos allow for so much more in terms of modding that I can't help but be excited for what the future holds. I think that right now the community is in a bit of a slump.

– Many of the older community members have moved on to other things... but as Gusanos continues its development and the modding capabilities increase and become more flushed out, we'll see more people coming to the community... both old faces and new.

As you say, many of the old ones left the community, as well as you did. You left us around the time Terror Sabbath died, about the same time as Durandal. Did these and similar events provoke your ultimate move to Soldat?

– Soldat was the cause, not the effect. As Soldat moved further and further in its development and the community grew I found myself drawn there to the bustle of online fighting. When Soldat arrived, I think L2 was still being developed and Gliptic had just started reverse engineering Liero. I didn't see the opportunity to play my beloved Liero online... so I settled down in the Soldat community. I still enjoy that game a lot and poke my head back in from time to time.

Do you believe these kinds of reasons were the reason most others left? The lack of online-play and better games elsewhere.

– That and I'm sure WING OF LIERO scared off his fair share.

Ah yes, according to rumors, it was not just you moving to Soldat. It is also said that WING OF LIERO came along with you? True or false?

– Ugh... true. Wormdundee and I had been in Soldat for some time before WING showed up... and his effect there was very similar to his effect on the Liero community: everyone thought he was the most irritating person ever.

When you first came to the LieroNet forums many believed that you and Durandal were real-life friends. Later information informed us that you live on separate sides of the world. Did you and Durandal meet each other online before LieroNet?

Nope... Durandal and I met in the LieroNet forums... in fact he was my first "online" friend that I chatted with regularly. We shared a lot of ideas and many false starts on various projects.

(the interview continues on the next page)

Durandal



Did you ever complete any projects together?

– No, haha, though we were both very active figures when **Nex7+** was being developed. The Barracks is the closest we've gotten, which is intended to be a download and community hub for Liero clones. I still work on the site from time to time, though it's far from complete.

Part 2: DURANDAL

To confirm these projects status, we quickly turn to our other interviewee, Durandal, to verify the above stated.

– Yes, it's true, says a very sleepy Durandal when **POWER MAGAZINE** finally gets a hold of him.

– Whilst many projects were conceived, they mainly focused around the then growing **Nex7+** game (Clan, level packs, weapon editor, etc). Whilst our imagination did foray into the Liero side, many of these ideas were put onto the backburner for a better time to start.

Since you did in fact complete several projects for Liero by yourself, would you

*say **Social Poison** is to blame for the lack of finished work? (hehe)*

– In answer to that only life can be held accountable.

*Ah yes, **LIFE**, the arch enemy of Liero. You have also caught a brutal infection of life which have caused you to leave the Liero community. Could you tell us a bit about this?*

– After completing further education at a local TAFE college, I found myself unavoidable **working in a factory** undergoing rapid expansion, and thus I was doing long hours. More recently I've been headhunted by another company and have been busy relocating interstate.

***Social Poison** found reason to leave in the lack of community activity, and moved on to **Soldat**. Did anything like that play a part in your departure from the community?*

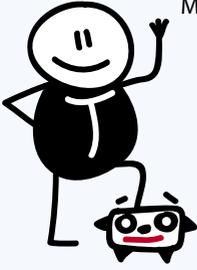
– My driving force was the total lack of community projects. Around the time of my final fling of interest I handed **ComSer** technical development over to **Gliptic** and there was little reason to stay involved, instead focusing my efforts into work pursuits.

– Another factor was the movement away to various other games, fracturing a once successful community into several splinter cells working independent on other clones. I saw little avenue for a 'community' approach anymore.

What was the best part of the Liero community?

– The best part; I feel, of the community was the people and the projects. There were some great people and good, interesting, and challenging projects. ■

Hi everybody!
My name is Tefat!



This is Darka, and he
has made something
very special just for you!



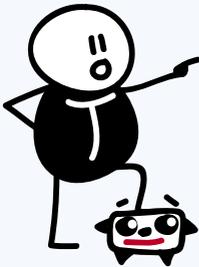
That's right! After
spending a lot of
time working on
it, you can now
enjoy my creation!



COMICS TERMINAL!



You can browse the comics
by upload date, or..



..by creator

- **Register and post comments!**
- **Upload your own comics!**
- **Find your favourite comics!**
- **Become your own power!**



Just for you!

<http://ct.liero.be>

LieroNet - The end of a gigant

By Wei-Zhi-Hui

Illustration by Qualitiam

For over 6 years LieroNet was one of the two large Liero sites for downloads and anything related to it. For many of us, it was a home, once upon a time. Now its days have been counted, and we commit this gigant to the everlasting Liero heavens.

To skip the drama, LieroNet was founded by **Sander de Jong** in April 2000 as one of many Liero sites offering downloads of levels and similar Liero trinkets. By the end of that year, it had become the completely dominant Liero site only rivaled by declining **Wormhole** and rising **Hellhole**. Its fame grew from Sanders promotion on the Wormhole Guestbook and due to its large quality of downloads and frequent updates, became popular among the players. It quickly sported its own message board (ezboard) which was promoted by Sander, but never really took off as most still relied on the Wormhole Guestbook for interaction. However, through his friend Zef Hemel, Sander installed the YaBB board, and named it the LieroNet Forum.

The **LieroNet Forum** is where this whole community began, and the Liero community never had so many members as in the days of the LieroNet Forum. The first threat came when the host, f2s (free to surf) ceased to be free, and eventually vanished. Not long after though, the Forum resurfaced on the qsitesonline host, where it stayed for a good long while. However, the Forums board activity shifted rather dramatically from the Liero board to the “Other” board,

where everything *but* Liero could and should be discussed. This distressed a great deal of the community as nobody seemed to care about Liero anymore. The effects of this degenerate living showed itself when the Forum was forced to move to a new server again. For every move, someone was lost. With a short stop in a horrible spam and advertisement filled server, LieroNet eventually found its way into the domains of the Gaming Universe. Hosted as an independant sub-board, LieroNet Forum was now on safer ground than ever. But by the time it got there, interest in Liero had faded so much, that only a few followed the forum to its new host. Those who did were unhappy about the new host which was rather foreign to them, with wild roaming global moderators interfering with **Inderdaad** threads and unaware people wandering from LieroX boards to Liero board asking for “online Liero” games.

With the era of the LieroNet Forum ended, Sander drifted away even more than he had previously, and on August 7, 2006, Sander posted an official announcement on the LieroNet front page:

“Liero is dead. Gusanos doesn’t interest me anymore. This has several reasons. First of all, the community is too small. For me there’s no fun in creating a level that only 20 people will ever play. Second of all, Gusanos development is slow. It’s latest release was over 7 months ago and some features I requested/suggested were ignored (this is no personal attack on the creators, they have done a wonderful job, but a little

*feedback would have been nice).
I have enjoyed working on LieroNet for
the past 6 years and I hope other people
enjoyed the files on LieroNet.*

*Thanks everyone who ever visited me, and
thanks for all the positive things I've heard
through the years. I hope to see some of you
on my online mafia game BadFellas.
By the way, LieroNet will stay online for
as long as there are visitors and possibly
longer. I can safely say that LieroNet is part
of Liero's history, and it would be a shame
to let it disappear."*

With these words, an era was ended. An era
which saw LieroNet lead the Liero com-
munity to its greatest extents of its short
history.

Today, the only respectable Liero down-
loads site that remains is Liero Hellhole,
run on a passive basis by Tim Verweij.
The only respectable forum for Liero is
the ComSer one, and it is barely active at
all. All in all, the glory days of Liero are
long gone, and it seems only the nostalgic
memories remain. ■



ASHES TO ASHES DUST TO DUST

Liero Haiku

by Quendus

I last wrote poems... maybe
five years ago. Maybe.
So cut me some slack.

III.

Falling. Change weapon.
Bounce. Shoot the gauss gun. Recoil.
Make good the escape.

XI.

Big nuke takes its time.
You should not be too afraid
To just swing through it.

II.

Bouncy larpas pwn.
AI enjoys suicide.
Therefore, you should ban it.



ComSer has moved to a new server

By Wei-Zhi-Hui

ComSer has, since it left the NEX Absolution server, been hosted on the Liga Liero server. As mentioned in the previous POWER MAGAZINE, Liga Liero is currently in the process of moving to a new server again. Because of some rather serious problems on the older sever, the ComSer Forum was sometimes completely unavailable, due to transfer rates and file sizes and various bollocks. Also the Liero Wiki thumbnails did not work at all.

Due to all this, Darka took on the task of moving the two to a new server so seriously that he did so in less than a day, with 100% wonderful results.

To the question wether there were any problems in the process Darka says:

- Not really. Especially not after software got upgraded.

Now the Wiki displays thumbnails and all kinds of images flawlessly and our worries



are few. Also, in the process, Wiki and Forum were upgraded to newest versions, which allowed us to install a new protections against stupid spambots. Anyone who registers may now edit articles, in contrary to previous approved users only. However, in order to register you must answer a question which to humans is simple, but bots might find hard.

The new server has the same address as the old one, but in addition, you can find it at robal.org (comser.robal.org). See you on the new server! ■

An almost as new server

By Wei-Zhi-Hui

For those who did not know, there has now for some time been an official Liero site, for the first time ever. www.liero.be, owned by Wei-Zhi-Hui, made by Jonny, has been dubbed official by Joosa Reikkinen and it is the first site ever to be so. Joosa never made a site for Liero which was only released through the Mikrobitti message boards.

Liero.be only offers short explanations and a single download link which allows the download of Liero 1.33 (the same as Hell-Hole offers). In addition, Liero.be has many subdomains which server the community in whichever way needed. For example, POWER MAGAZINE itself hosts its official site on this server. Liero might not need and official site, but hey, its l33t! ■

The rising clone



**A free, network-enabled,
moddable Liero clone.**

gusanos.sourceforge.net

What is LieroX Enhanced?

By Wei-Zhi-Hui

Liero Xtreme is the name of the famous and sometimes infamous Liero clone created by Australian **Jason Boettcher** in 2002. In 2006, that part of Liero history ended when JasonB declared that he would no longer continue his work on the project.

But where Jason left off, New Zealander **Rhys “Rye” Koedijk** picked up and created Liero Xtreme Enhanced (LXE).

POWER MAGAZINE picks up where nobody left off and ask Rye: *What is LieroX Enhanced?*

– It’s a build off of Jasons LieroX v0.55b client which hopes to improve on some of the obvious flaws of the game such as the network lag, crashing and general bugs.

So the primary goal of LXE is to debug LieroX, or does it offer even more?

– No the primary goal is to make a stable and lag free version of LieroX v0.55 but yeah naturally I plan to improve other things to give it an extra edge.

Do you work alone on this project?

– I’m the only one contributing on the programming side of things but there are several people managing and assisting in other parts of the games development, such as the forums and other third party resources (maps, mods, skins, etc).

Would you say LXE is very different from LieroX?

– The latest public version isn’t no, in a nutshell its a patched/hacked up version of the original source but the current version (which is still in development) is a complete rewrite of the code and therefore will only

resemble the original LieroX in the sence of its useability/game play.

Naturally, since Power Magazine is mainly for the Liero/Gusanos community, I am inclined to ask you to compare LXE with Gusanos.

– Yes, well I’d be lieing if I tried to sell off LXE as something better than Gusanos which I’m sure most people that have used both games would agree. Though thats not nessesarily a bad thing. I would very much like to get LXE into a state where it’s capable of some of the things that Gusanos currently supports, such as its level and mod scripting systems.

Do you believe that the LieroX community is strong enough to survive without JasonB developing the game?

– Thats a tough one, in all honestly its already beginning to split apart, I’m not sure if its entirly because of Jasons leave but I’m sure its one of the reasons ... I guess if things keep up the way they are, the answer would be **no** but hopefully a new stable LieroX client will solve some of the problems ... hopefully.

There are are more than one spinoff from Jasons code, apart from LXE, LieroDS for Nintendo DS is based on LieroX code. Do you believe the great mass of fans will move to these two games, or perhaps to Gusanos, or will they simply vanish into “other games”?

– There is other ‘spinoff’ lead by Dark-Charlie named **LieroX Professional** which took off more or less the same as LXE did, a build off from Jasons LieroX v0.55b

code. Going back to the last question about the community, I think its safe to say there are two LieroX communities, one at **The Gaming Universe** which hosts LXE and another at **LX Alliance** which hosts LieroX Professional. Because of this I think most of the existing and new players will join one or the other.

Is there rivalry between these two, or friendly competition? Perhaps even cooperation?

– I would say friendly/cooperate ... i've talked to DarkCharlie myself about the idea of implementing features in both LXE and LieroX Professional that would mean cross compatibility between the two clients and he seems quite keen. Though i don't think that same attitude is shown in the communities that follow both the clients.

What is your fundamental inspiration for making LXE? What makes you keep on going?

– I guess the challenge and opportunity, i have to say when i first heard of Liero and LieroX i never ever thought i'd one day be building off/continuing one of them so i guess thats quite cool. Also its taught me alot about game design, c++ and programming in general so its always keeping me entertained with new things to do and learn about. Another reason would have to be the community, at the time of Jasons leave nobody was around to pick up where he left off and it was beginning to look like the game would slowly die off, that was the main reason i picked this project up to start with and still a reason why im doing it and will be doing it for a while to come.

Would you still keep intrest in the Liero-like games?

– Yes for sure, even if for some reason i did stop development on LXE i would still stick around and see what happens, im always interested in new news/developments around Liero.

Do you keep up to date in the news from the Liero/Gusanos community as well?

– I check into the **Liero ComSer forums** every now and then, i will admit im not an active member but i do read what goes on

And obviously you are an avid read of POWER MAGAZINE, right?

– I've read the 4 current issues. ■

Get LieroX Enhanced at: lxe.liero.be



About Rye

Real name: Rhys Paul Koedijk
Lives in: Wellington, New Zealand
Knows Liero since: Early 2004
Projects before LXE: LieroX Mod
Scripter (LMS)
Favourite movie: Lord of the Rings
trilogy.

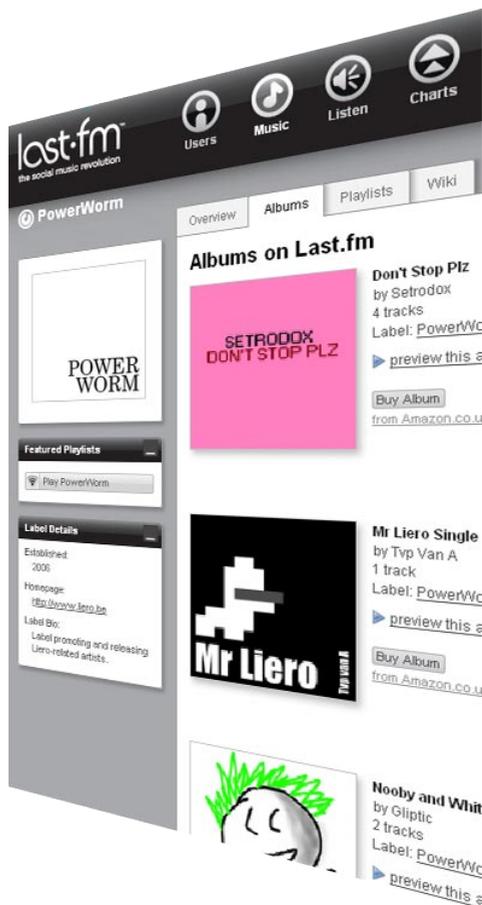
Liero.fm!!!

By Wei-Zhi-Hui

For a long time, Liero was about blowing things up. Dirt and flesh, scattered all around in a bloody mayhem decorated with corpses and rocks. Then something happened. Liero people started making music. Absurd yes, but also quite funny.

One of the earliest works were made by Tim Verweij and Shiva who released their own interpretations of "Inderdaad" songs, using the same voice clip in their songs. Years later, a number of works made by Lieroists were collected and released as "Tunes of Liero, vol. 1". It featured works by Darka, Ulv, Durandal and many others. It was pretty much a collection of all Liero-related tracks released up until then. To spice the compilation up, some tracks by "real" artists were added, such as Liero-humppa by finnish funny-band Eläkeläiset and Lara Liero by some guy nobody ever heard of.

With the introduction of **Last.fm**'s new features which included creating Labels and uploading music, a new chance for Liero music opened up. First to go public was Darka's "I Am Power EP" featuring Liero-classics such as I Am Power and Aggregat. By being uploaded to Last.fm its possible for Last.fm users to listen to the music through streaming, try out previews and in most cases also download mp3's of the tracks. If a user selects the Liero tag in his Last.fm radio set up, the radio will sooner or later play a little Lieroist tune. Since then, Darka has released another single called Obscurity and his full size



album Cabbage Rabbits. Basara has under his amazing stage name DJ Basara released the tracks featured on the original Liero tunes compilation. Gliptic and Setrodox have also released some of their creations. In addition, Biernath_John's bands Spiral and Crudus have their albums on the Liero label.

Last but not least, the famous **Mr. Liero** song, featuring vocals & beats by Podex is available on Last.fm. The label is called PowerWorm and was created under a shared account, but by Wei-Zhi-Hui. ■

It can be viewed here:

<http://www.last.fm/label/PowerWorm>

The Walk-Over Tournament

By Guth & Wei-Zhi-Hui

It was a sunny day, on the 5 of May, when the so called **International Gusanos Tournament** started. At the first glance, you could say it was a breakthrough, a new beginning, a better life for those, who had chosen Liero among all other games. A major online Gusanos tournament, for everyone to join as they wished. The tournament was to be played in the wh mod, made by Jerrec, who also signed up for the tournament hoping to lose as to prove that a mod creator isn't necessarily the best player of his own mod.

Twentysix players joined the tournament, and after the first week several of the first matches had been played. But as it quickly turned out, it wasn't as beautiful as it was meant to be. The players, from all over the world, seemed to ignore the tournaments second step, and even when prompted to play, they did not show up. The event became a myth, the myth became a legend, the thing that should not be forgotten, were lost. From this came an avalanche of "funny" facts, which has changed the image of the tournament FOREVER!

- Walk-Over has been declared in 27 out of 36 matches already (and the amount is still growing!). This is 1.03847 w/o for each player in the whole tournament for now.
- There have already been two matches where both players didn't turn up at the game - the power of double w/o.

- For 13 matches scheduled between the 24.08 - 10.09 only the one between Guth and Van Hoover was played. Two players (Chanibal and Combaine) got through the round without playing at all.

- Combaine is the most feared player as he has got through two rounds of Losers bracket part without playing at all!

- Some people say, the whole tournament should be executed in one weekend. They think there would be less w/o's.

- Basara - one of gusanos creators - didn't turn up at his match against Jonny because he feared him so much.

- Jerrec, the creator of the wh mod and the black horse of the tournament says that this tournament is a "farse" and he don't care about it anymore (so he still have a chance to prove to everybody that he too can lose an online game (by w/o). A proof that he is only a human.

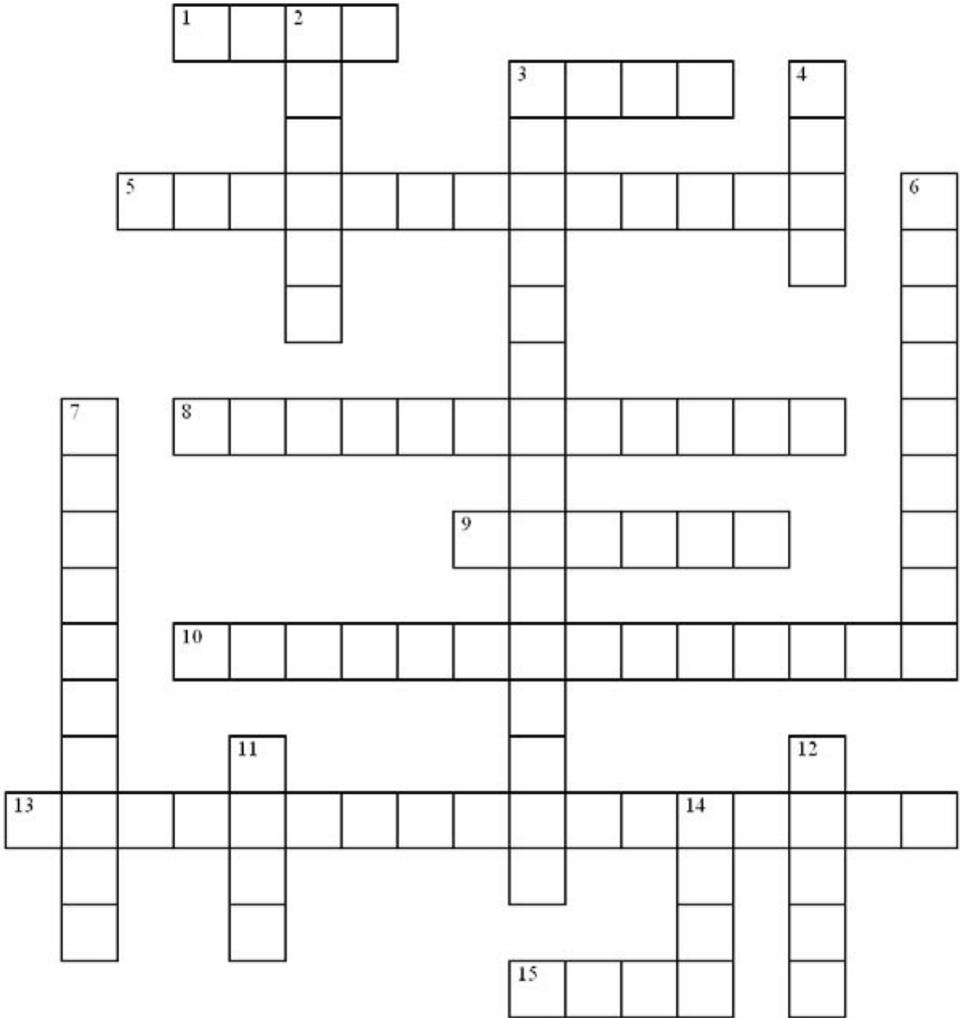
The winner of this tournament is yet to be walked over. ■



Notice: Because of the slow production in the making of this magazine, the tournament was eventually finished and the winner was: WSh (or Wesz).

Power Magazine Crossword

By Podex



ACROSS

- 1 Is Made of Copy and Pasta, and He is Proud of It
- 3 Well
- 5 ct
- 8 Regular Liero Tournaments are Held here
- 9 Skirmished Tool 2007
- 10 et?
- 13 Useless Blog
- 15 jffs

DOWN

- 2 No 3D glasses are needed for this New Mod
- 3 wa?
- 4 His Timezone is Cheese GMT
- 6 Oob
- 7 The Sick Anti-sheep
- 11 Simple Satellite Extension
- 12 The Game mispeled
- 14 Opened on 17 November

Random Wiki page

A **powerlevel** is a Liero level that has been given a new palette in the purpose of showing different colors than a standard Liero level. The powerlevel's special palette must be activated using the program LieroKit in order to show the different colors. When LieroKit activates the powerlevel palette it overwrites the palette that exists in Liero.exe. The Powerlevel technique was developed by Gliptic.

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

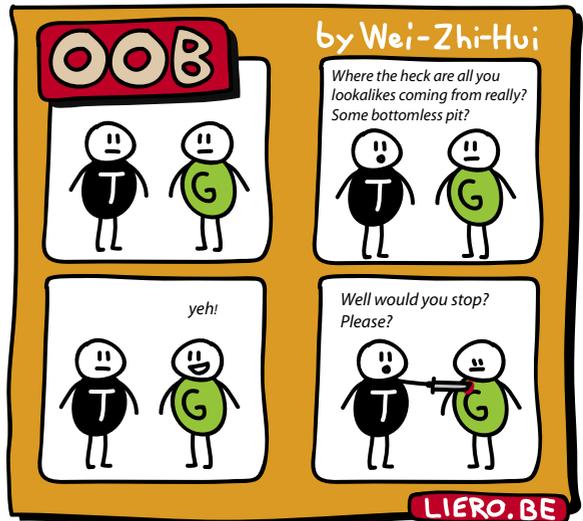
ALLT (quotes of interest)

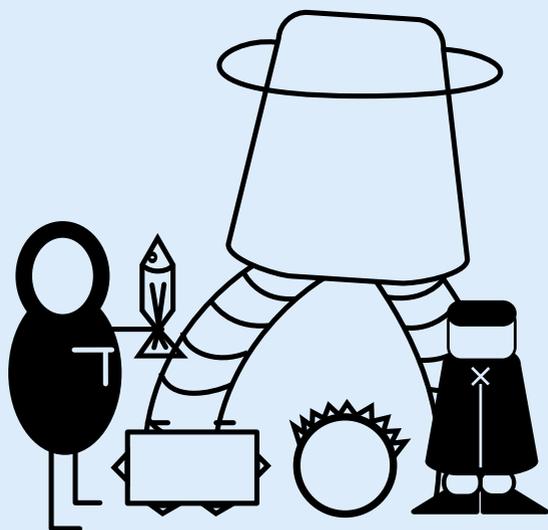
<basara|port> what made you think I was?
<darka> unity
<darka> or sth
<darka> you talked about it yesterday
<darka> how you didn't like it
<basara|port> no I didnt
<basara|port> I was talking about unity

The comic!

By: Wei-Zhi-Hui
Tefat kills a clone.

This comic was not really ment to be here, but for once, magically, on the one day it mattered, Gliptic was AFK all night and could not provide the comic he made. Too bad because it was really really good. See it, and more comics at ct.liero.be!





ct

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