

# POWER MAGAZINE

The official Liero Community Magazine

ISSUE #7 - 2007

Heidelberg 2007  
the 133tm33t

also featuring:  
the warmup before the great

**HYPERM33T 2007**

## Most recent ComSer Polls

### Do you live in the northern hemisphere?

Yes..... 70  
No..... 21

Total votes: 91

### Are you coming to Hyperm33t 2007?

Huh?..... 82  
No..... 68  
Yes..... 45  
Maybe ..... 34

Total votes: 229

### Do you think Gusanos 1.0 will be finished before the end of 2007?

Yes..... 137  
Huh?..... 88  
No..... 80

Total votes: 305

### Playing Liero (or clones) is best..

online..... 125  
IRL..... 104

Total votes: 229

### Do you sleep enough?

No, too little..... 281  
Yes, I do ..... 162  
Well, too much..... 42

Total votes: 485



## 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

The Official Liero Community Magazine

Chief Editor: Wei-Zhi-Hui

Contact: wei@liero.be

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a word from the editor!

## Merry summer!

**Yet another summer. It is now more than 7 years since the first signs of a Liero community on the Wormhole forums. The community may be dead, but the dream lives on.**

Whenever there is a Hyperm33t, the Liero nostalgia comes bursting up through our frosted hearts to remind us of why we are so fond of our precious game. The action, the scenes of violence, and the innocence of the tiny worms.

I have dedicated this magazine to my own visit in Germany, because it is by far the biggest news I can offer you, and of course a presentation of the upcoming Hyperm33t in Warsaw.

I hope to see many eager Liero players there, for another battle for World Championship and eternal glory.

*Have a good summer*

*Wei-Zhi-Hui*

*Chief editor*

## Liero with sound

By: Wei-Zhi-Hui

This is kind of old news by now, but with the new DOSBOX, Liero can be played on Windows XP machines with sound.

For those who did not know this from before, the new **DOSBOX 0.7** is, to a greater extent, able to emulate Liero the way it was ment to be experienced. In fact, crossplatform emulation is now so efficient, Liero can also be enjoyed with sound on **Apple** computers.



Liero on Mac © Jonny

Perhaps it is not long before we can actually play the real version of **iLiero** on iPods. I dont actually have all the facts available right now, but I have also heard that it is possible to run Liero on certain mobile phones, however it is extremely difficult to actually enjoy the game, due to controls. I suppose two-player is right out for that one.

Emulation of Liero, marching on and on. We smile upon this development. Thank you internet. ■



iLiero © Pils

## OpenLieroX

By: Wei-Zhi-Hui

Like many many other games, LieroX is now going into the future as one of those **Open-games**. In the furnace of Sourceforge many great games have sprung up from graves many thought to be eternal. Now, LieroX was perhaps not dead and buried, but when adding the Open bit, many games suddenly become more attractive for people.



### Description

*OpenLierox is an extremely addictive realtime worms shoot-em-up backed by an active gamers community. Dozens of levels and mods are available to provide endless gaming pleasure.*

### About

*The original game was coded by Jason Boettcher and later released under the zlib-licence.*

*This version is based on it, ported to Linux and a lot enhanced by Dark Charlie and Albert Zeyer.*

OpenLieroX is avialbe both for Windows and Linux ■

<http://openlierox.sf.net>

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# Wei-Zhi-Hui goes to Germany - all alone!

By Wei-Zhi-Hui

**It was a day in Norway, just like any other, except for one thing. Wei was leaving it. To leave Norway is quite easy, but fearless Wei with his endless courage would still make an attempt to cross the border. His destination was Germany. Land of the unfree.**

Wei was going to **Heidelberg**, to meet MrEvil. This was to be their third meeting. Wei had already made an attempt to cross the border earlier that year, in March, but a mist foiled his plans and sent him back in shame to his cave. In 2005, MrEvil had visited Wei in Oslo, Norway, and now, almost exactly 2 years later, Wei was going to return the favour.

Wei landed at Frankfurt airport on May 3, from where he made his way towards Heidelberg by train. An easy and comfortable trip without any particular moments of distress, apart from the switch in Mannheim which demanded an increased pace of walk.

When arriving in Heidelberg, the station platform was packed with people, but Wei using his special evil-tracking eyes spotted MrEvil even as the train was slowing down. The journey as such, was at an end. It was soon decided that food was demanded, especially by the german, and a long wait in line at McDonalds solved the problem of hunger rather fast. Wei had a cherry milkshake, and was delighted.

The chief objective was now to reach the home of MrEvil. This proved to be quite easy as most of the way was free

of automobiles and any other forms of interference. Also, the home was quite nearby and the walk took a mere 10 minutes to complete.

Unfortunatley however, MrEvil lived in an older type of building, without elevator, at the 4th floor. A devastating climb however enabled Wei to finally step inside the front door of MrEvil's residence.



A quick survey of the habitat soon revealed the location of **the computer**. Not long after, the Liero world was made aware of Wei's arrival to Heidelberg. There was not much rejoicing at all.

It did not take long for the merry friends to choose beer-purchase as their next primary objective. An expedition to a nearby store quickly eliminated the demand for beer, and with plenty of **Bavarian beer**, they walked back to the home of MrEvil.

Not a great deal of excitement took place on that first night, apart from abundant watching of Family Guy episodes and some consumption of beer and vanilla-covered biscuits.



The second day, May 4, brought a bright weather, sprinkled with sunlight - bright enough to wake up dead people. Wei and MrEvil started the days long walk which would bring them up and down mountain-sides.

Heidelberg is situated in a valley, cut apart by a river (Neckar). On one side of the valley is a steep hill with lovely walking paths on it. The two climbed this hill, and consumed slightly warm beers on a bench before starting the journey back, or rather, to the next sight. Walking down a narrow path, which in parts was as good as a tunnel, known as The Snake road (because of its curving, not its fauna), they ended up quite near the bridge known as "The old bridge" which was partly destroyed in World War II by retreating German forces, but is now restored to former glory.



Crossing through the narrow old city, they ended up on the other side of the valley, where the other hill is located. On this hill is a once mighty castle, the **Heidelberg Schloss** with a history reaching from medieval days and has served with great significance in german history until its utter destruction, partly by swedes, and ultimately by the french in 1689. Most notable is its mighty positioning 80 metres up on the steep hillside, also boasting a huge garden, also arranged on the hillside, and its impressive towers and thick walls, made even more visible by their destruction, revealing the massiveness of its defences.

Inside the castle can also be found something as rare as a 220.000 litre wine barrel. It was only rarely used to store wine, but thanks to a floor construction on the top of it, it has been used as a dance floor.



220,000 litres and a dancefloor

After this grand tour of Heidelberg, and some beer, a swift return home was demanded by both feet and minds. More Family Guy episodes were still to be seen.

**Yes, there was also some playing of Liero.**

As there was still time left of the day, a short car trip also enabled them to see the more modern castle of Heidelberg, the country side Versailles-copy at Schwetzingen, complete with an artificial cave, a romantic mosque and half-insane statues.

A failed attempt to enjoy Heidelberg by night resulted in even more watching of Family Guy.

The third day, May 5, was quite slow and simple. When they walked to the trainstation, they noticed a great deal of police presence, notably in **riot gear**. As it turned out, a group of loud football fans were changing trains in Heidelberg. None were injured.

A successful l33tm33t, once again. ■



*The Gunpowder tower, exploded from the inside, with its gigantic chard.*



Wei!



*Statues and the mosque in Schwetzingen Schloss, outside Heidelberg.*



Wei!

🌐 **Heidelberg** is a city in Baden-Württemberg, Germany with roughly 140,000 people within the city's 109 km<sup>2</sup> area. It is an administrative district of its own. Although not being part of it, the Rhein Neckar Kreis, the rural district, which surrounds the town, has its seat in Heidelberg. The name Heidelberg is an adaptation of Heidelbeerenberg (the German for Blueberry Mountain).

By: Wei-Zhi-Hui

**The Liero community and ComSer, and of course Wei-Zhi-Hui, Greybrow and EdgeCrusher wish you welcome to the greatest (only) Liero event of 2007. The Hyper33t in Warsaw, Poland.**

As decided already in 2006, a second Hyper33t has been arranged, and is now amazingly incredibly close.

Concerning attendance, there are some good news and some bad news. The bad news are that **Pils** and **Tim** will not be joining, and **MrEvi1** is still in doubt due to unknown exam dates at university. Pils has similar obstacles. The good news are that **Gliptic** considers joining this years Hyperactivity and that **Jonny** will take part in his first ever Liero meeting. Also attending are **Greybrow**, **NoMind**, **Shiva**, **Podex**, **Doman**, **Biernath John** and **Wei-Zhi-Hui**. EdgeCrusher will be the special host this time as he already lives in Warsaw.

## Accommodation

The people listed, apart from Doman are booked into hotel double rooms at **Hotel Vera** in central Warsaw. (picture) The cost of the hotel is as far as I can remember 169 PLN (roughly 45 Euro) per person, for 2 nights. Who shares room



with who is decided at check-in. It is still possible to book more rooms if anyone else would like to sign up to come. Some of the rooms will have internet, but we will not know which until check-in. However, it is certain that my (Wei's and Shiva's) room will have internet, and that it will be big and spacy. Apartment size rooms can be useful.

At check-in, everyone can individually choose to pay extra to get breakfast.

## The schedule

Quite similar to the Brussels schedule, people will arrive during the **Friday** (Aug. 10). If anyone will be needing assistance to find their way somewhere or sometime in Warsaw, EdgeCrusher will try to assist in guidance. Either way, Wei-Zhi-Hui and Jonny, and whoever else arriving by plane will be in the city roughly **around noon**, and will immediatley make their way to the hotel. Hopefully everyone have arrived before the evening and we will all visit the city and eat something frightfully well-tasting... maybe. Either way it will be good.

We will probably engage in spontaneous Liero playing on laptops until everyone is exhausted and goes to bed.

**Saturday** (Aug. 11) is the big day of the Liero World Championships tournament. Exact time and place for it is still unknown but if there are a lot of polish players joining us for it, we will be renting an internet-café in the city where we will have access to many many wonderful computers, making the tournament a lot quicker. Anyhow, we *will* play the tournament, one way or another.

If the first rounds of the tournament are done quickly, we will possibly take a break to go out for food in some nearby establishment. We will then continue playing until a master is standing in our presence. We will cheer for him, and he will recieve an award.



Last years winner, NoMind

After the tournament is over, it will probably be late and some will go back to the hotel, some will stay out on the town. Some will simply go home, if they live close enough.

The third day, **Sunday** (Aug. 12) we will probably have some kind of breakfast and possibly lunch together, and then everyone goes home, one by one. I will leave around noon or so, and will probably take everyone else that goes by airplane with me. Hopefully we have all by then enjoyed a good Liero Hyper33t and nobody regrets the time spent in Warsaw.

## More information

**HOTEL ORBIS VERA WARSZAWA**  
St. BITWY WARSZAWSKIEJ 1920 R. 16  
02-366 Warszawa, Poland  
phone: +48 (0) 22 822 74 21  
fax: +48 (0) 22 823 62 56  
e-mail: vera@orbis.pl  
<http://www.orbis.pl/>



Warsaw (Polish: Warszawa) is the capital of Poland and its largest city. It is located on the Vistula River roughly 370 kilometers (229.9 mi) from both the Baltic Sea coast and the Carpathian Mountains. Its population as of 2006 was estimated at 1,700,536, with a metropolitan area of approximately 2,900,000 to 3,000,000 people. The city area is 516.9 square kilometers (199.6 sq mi), with an agglomeration of 6,100.43 square kilometers (2,355.4 sq mi) (Warsaw Metro Area - Obszar Metropolitalny Warszawy). Warsaw is the 7th biggest city in the European Union.



Time zone..... CET (UTC+1)  
Web ..... <http://comser.robal.org/wiki>  
Chat: ..... [irc.quakenet.org #liero](http://irc.quakenet.org/#liero)

## ALLT / the fake Tefat!

(11:11:57) \* Topic is 'AWSOME!!!'  
(11:11:57) \* Set by tefat on Thu Feb 22 22:03:34  
(12:47:23) \* Quits: Wei-Zhi-Hui (~wei@ulvhockey.users.quakenet.org) (\*.net \*.split)  
(13:07:37) \* Joins: Wei-Zhi-Hui (~wei@ulvhockey.users.quakenet.org)  
(13:07:37) \* wineasy1.se.quakenet.org sets mode: +o Wei-Zhi-Hui  
(14:47:39) \* Joins: [BOTEZERA] (FAN\_@201.78.138.2)  
(14:48:16) \* [BOTEZERA] is now known as Wei-Zhi-You  
(14:50:41) \* Parts: Wei-Zhi-You (FAN\_@201.78.138.2) ([CyberScript])  
(14:50:52) \* Joins: tefat (FAN\_@201.78.138.2)  
(14:51:55) <tefat> Wei-Zhi-Hui op me plz  
(14:51:56) <tefat> Wei-Zhi-Hui op me plz  
(14:53:26) <tefat> Wei-Zhi-Hui op me plz  
(14:53:27) <tefat> Wei-Zhi-Hui op me plz  
(14:55:23) <tefat> Wei-Zhi-Hui op me plz  
(14:55:23) <tefat> Wei-Zhi-Hui op me plz  
(15:04:19) <tefat> Wei-Zhi-Hui op me plz  
(15:04:20) <tefat> Wei-Zhi-Hui op me plz  
(15:05:48) <Wei-Zhi-Bot> k  
(15:05:55) <Wei-Zhi-Bot> när jag kommer hem :->  
(15:06:23) <tefat> aff  
(15:06:31) <tefat> my op plz  
(15:06:32) <Wei-Zhi-Bot> cp L har ju dissat  
(15:06:46) <tefat> 12,00=01/  
(15:06:49) <tefat> plz  
(15:07:08) <tefat> my op  
(15:08:44) <tefat> Wei-Zhi-Hui op me plz  
(15:09:24) <Wei-Zhi-Bot> :P  
(15:09:38) <tefat> aff  
(15:09:45) <tefat> my po or fuck  
(15:09:49) <tefat> op\*  
(15:10:03) <Wei-Zhi-Bot> why op?  
(15:10:17) <tefat> my op  
(15:10:23) <Wei-Zhi-Bot> LOL  
(15:11:13) <tefat> I cannot wait the L please me of mine op  
(15:11:14) <tefat> plz  
(15:11:35) <tefat> I go to leave and I do not know the one that hours I come back  
(15:11:51) <tefat> Please me of mine op!  
(15:12:51) <Wei-Zhi-Bot> youll have to wait  
(15:12:56) <tefat> you go to give op to me or not? If it will not be to give I go to leave and never more I will go to come back!  
(15:13:06) <Wei-Zhi-Bot> um  
(15:13:07) <Wei-Zhi-Bot> Huh  
(15:13:11) <Wei-Zhi-Bot> k  
(15:13:29) \* Joins: Gliptic (~Gliptic@.....)  
(15:13:29) <tefat> ok  
(15:13:37) <tefat> fuck you!  
(15:13:39) <Wei-Zhi-Bot> omg  
(15:13:39) \* Parts: tefat (FAN\_@201.78.138.2) ([CyberScript])

## Random Wiki page

**Hangman** is one of the most popular #liero activities. It is a simple turn-based game of guessing letters hosted by a user or a bot.

**Hangman** was originally started by Wei-Zhi-Hui. His version “UH” (Ulv Hangman) became very popular on #liero. Wei-Zhi-Hui maintained “UH” stats, however after some time the stats were pwned, so Wei-Zhi-Hui stopped organizing more UH games. Towards the end of the UH days Gliptic implemented Hangman in his bot Botzz0r. However, his Hangman did not have stats and did not actually build up a hangman. Wei-Zhi-Hui was going to continue his Hangman by starting “UH2”, however the game was only played in Blockland and on #liero a few times. Much later Darka re-started Hangman by adding a Hangman mode to his bot Inderdaad. The game became known as “IHM”. “IHM” tried to mimic the “UH” rules as much as possible.

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

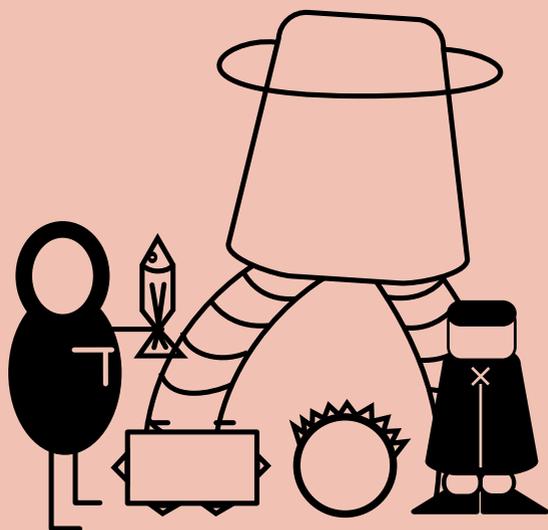
## The comic!

By: Wei-Zhi-Hui  
Teddys secret

Teddy is a cuddly furry little bear born in Poland. He is darkas friend. This is part of the photo-series comics by Wei-Zhi-Hui.

Check this out, and more coolness at [ct.liero.be/](http://ct.liero.be/)





**ct**

comic terminal  
ct.liero.be