

WWM

W a L a n d W e e k l y M a g a z i n e

QUIK MENU

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LAST ISSUE

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WWM

WALAND WEEKLY MAGAZINE

WWM STAFF, CREDITS, AND BREIF OUTLOOK

A column of appreciation for those who worked on the 'zine.

THIS WILL BE THE LAST ISSUE

➡ Well, this is my stop, the WWM Bus has brought me to my destination and its time to get off.

I've had fun riding on this project. It was a good feeling to be part of something and I wouldn't of traded it for anything. But its time to be honest with ourselves...

WWM has been a drag for me. Ever since the start of this project, I have fallen behind in being able to release each issue on time. I have been unable to write anything apart from my own crap intros and brief news stories. And now I am even more busy than what I use to be when the magazine was first started. I can't do this anymore.

I have more to say, but I'll say it on the last page of this week's last issue ([click here to view that page](#)). Also I feel that I must apologize to Cueshark. You were more dedicated to the 'zine than I was. I only wish that I could keep WWM going forever just so that you can do what you love doing; writing.

WWM didn't last long, but we sure as hell left our mark in worms history. So before we go, we end this not with a whimper, but with a boom!

-Perfect 🇺🇸

BOOM!

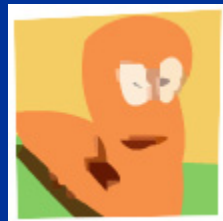
➡ Not quite a boom, but close enough.



PERF 🇺🇸

WWM PROJECT LEADER

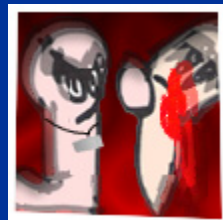
➡ Overshadowed by time, Perf has tried to push a weeks worth of news into a flashy, colorful, magazine looking newsletter. Perf hopes somebody will feel inspired with WWM and possibly continue the project where it left off.



CUESHARK 🇩🇪

WWM JOURNALIST

➡ Known for his awkward smilies, Cue has earned his place in WWM's heart by showing interest in the project and contributing great, humorous, articles. Cue one day wishes to be a Journalist, WWM was a great start for him. ➤

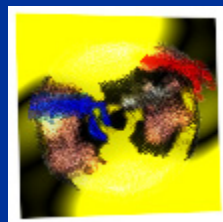


RDOGG 🇺🇸

WWM FINAL-EDITOR

➡ Covering Perf's ass all the time, Dogg makes sure each issue of WWM is consistent in flow and is free of grammatical writing errors. Dogg one day wishes to be a doggy actor who works for Purina Dog Chow.

Note: Dogg was unable to fix this weeks issue.



ANUBIS 🇩🇪

WALAND ADMIN

➡ Owner and operator of WaLand, Anubis provides the site name and hosting so that we can operate WWM in a professional and orderly fashion. Anubis wants you to know that If you need to host anything wormy WaLand can help.



DarkOne 🇩🇪 — He helped submit a lot of content,. Thank you!



Lex 🇩🇪 — He constructively criticized WWM from the start. Thx.



Wyvern 🇩🇪 — Hosted a pirated Issue 2 on his server. Jk, Thx.



Contributors *n/a* — Thx to all those who submitted news/opinions.



Readers *n/a* — Yes! Thank you all for reading. You people rock!



AOP DIES

APPARENTLY, THEY HAD ENOUGH WITH ONE OF THE PHARAOHS

ARMY OF PHARAOHS



In AOP, members had to drag half-ton boulders all day, in the hot blistering sun, so that they could build Mayhem, the clan leader, a pyramid in his honor.



➔ **It's a weird story. AOP had no reason to close down; they were an active clan who had already established its reputation on the WormNet. Oddly though, the members of that clan decided to all quit and make a new clan.**

According to Quik, he, Wooka, Hollow, and Mimik left the clan because Mayhem, the clan leader, wasn't as active as the rest of the clan.

These ex-AOP players didn't quit the clan just to wind up clanless though, no, these wormers

quit AOP so that they could make a new clan with some players from GQ (Galvanized Qwxnzorz). Skipa and Upraw ended up leaving their clans as well so that they could make this new clan with those ex-AOP players. The new clan that these players made is called Narcotics Syndicate.

Some wormers believe that Quik and his accomplices wanted to get rid of Mayhem from the clan. Knowing Mayhem is a prideful wormer and not a slutty clan-whore, the AOP members took advantage and made a new clan; they knew Mayhem wouldn't want

to join their new clan because Mayhem was the type of person who would rather retain his dignity than to submit to something that made him look bad.

Others believe that there was no conspiracy and that that the outcome of everything was by pure coincidence.

But it doesn't really matter which way you look at it, intentionally or not, the AOP members are no doubt bad friends to have plotted such an evil scheme against their beloved friend and clan leader.

-Perfect

YOUR ANONYMOUS COMMENTS

WE DIDN'T EDIT ANY OF THIS



All comments were submitted anonymously using WWM's Question of the Week page. Opinions posted do not reflect that of WWM.

➔ I think you guys are doing a cool thing! But I do you think it'll last?

➔ WTF is up with Anubis wanting us to register? He's a dumbfuck.

➔ So how long does everyone think ruL will last? I'm thinking two months since Anubis is one of the leaders.

➔ Omg, I submitted something last week and you didn't show it in issue 2!

➔ GQ looks like its going to die, that's news.

➔ I was going to register to download Issue 2 but then I noticed there was a free pirated version on Wyverns server. Woa-haha!

➔ WWM is gay.

➔ ORANGEKID QWXNZ!

➔ I read and enjoyed Cueshark's article, but is Cue obsessed with the :> smiley?

➔ What's up with all the emo people in worms? Is it just me or are most wormers emo?

➔ How about you guys start doing some interviews?

W:A Land

Now Hiring!

Apply at WaLand
www.cbc-www.com/waland
 Or click [here](#).

Seeking Group Mod Watchers for a new style RR-Land Tourney.

- ➔ Group Mod Watchers are called upon every other week when RR-Land Tourneys are hosted.
- ➔ Hurry! Only 4 more positions left.
- ➔ More details at [WaLand](#).

LEX'S WA STYLE CONTEST

What's this about?

Do anything you want to do within exactly two game minutes, including retreat time. You could rope like mad through a practiced routine, kill a bunch of worms supremely, or do any other awesome and/or creative things. You may use any map you want, including rope races, warmers, Team17 maps, a bunch of dots, or whatever!

Best replay win: \$50!

2nd win: \$20.

3rd win: \$10.



Deadline is May 1st, 2007 at 00:00 GMT
See more details [here](#).

A D V E R T I S E M E N T



REDACTION

SMALL CLAN SLIPS INVISIBLY INTO EXISTENCE

➔ Though nobody knows what Red Faction means, but it sure as heck doesn't mean "Super Cool Clan," as Bob, an anonymous wormer, puts it.

Guardian and rDogg made a clan that was aimed at being friendly and respectful to the worms world, but to this day, it has yet to recruit a single member. So does this type of "friendship clan" work? Bob says no. According to Bob, friendship-clans have a 80% chance of failing within the first week of launching. Bob claims that the reason for this is because the trend of wormer values has changed. "There was a time when wormers had values and respected one another despite

their skillz, but those days are gone," says Bob. There are still a few friendship clans left, but they aren't anything you can join; Sfx and Ppz are to name a few. Most wormers just want to pwn and let pwn, hence why today's worms generation has more clan-hoppers than any previous generation.

"This clan is dead," Bob laughing says, "Especially since Guardian doesn't care much about worms. Why else would he only show up every other full moon? Besides that, most fun-only players have already been picked up by most other clans. Maybe if AFI and rF merged they might stand a chance of survival... but I doubt it."

-Perfect



ELITE LEAGUE

HHC STEPS DOWN FROM MANAGEMENT

➔ After months of drag eating away at him, HHC announces that he will no longer be running WEL; April playoffs will be the last thing he

moderates before he steps down as admin.

The Worms Elite League is an elite-only singles league that was ran and operated by HHC. Though not very popular among most wormers, it did establish a fan base that contributed a consistent flow of played games each month.

The outcome of WEL is not yet for sure, but it has been announced that Mil2 will be taking over the management of WEL. Opposed to the league's old style, direct-html edit method, Mil2 promises the possibility of making WEL fully automated, similar to FB and TPL.

This month will count vitally as we watch the management of WEL switch from HHC to Mil2.

Some say that Mil2 lacks the ambition to run WEL as well as HHC use to run it. While others say that Mil2 is the perfect wormer for the job. Though hard to tell what the outcome may be, wormers are happy to hear that somebody is willing to keep WEL alive.

...hey, maybe Mil2 might want to take over WVM?

-Perfect

HYSTERIA TOURNEY!

Hosted by Wyvern and DarkOne

What is a hysteria game?

Its fun scheme which is played on an open map with open areas inside the map as well. Best played with multiple people with max worms.

The thing about this scheme is that you only have one turn to make a shot. There's 15 seconds hotseat time, so you can form a plan for your turn and there's 5 seconds retreat time. One other thing is that there's 10 seconds left till sudden death (which means that 10 missed turns will result in sudden death!)

Download the scheme [here](#). And practice it so that you can play at tomorrow's tourney!



**Saturday, April 7th
at 7:00PM GMT**

A D V E R T I S E M E N T



QUICKIE NEWS THE DETAILS OF THE LATEST HAPPENINGS

➔ **News:** New clan emerges. Made up of members from old AOP and GQ, they call themselves Narcotics Syndicate. Members of this clan are: Hollow, Atticus, MiMiK, Wooka, Upraw, Skippa, Quik, and Cookie. Cookie returned back to the WormNet about a week ago. Still sporting the old OC (Organized Chaos), he learned about the death of that clan and decided to join nS since it had some of his old mates from OC in it.

➔ **News:** Suicide Ropers clan releases their 2.0 site. Link is here: <http://suicidalropers.teach-nology.com/>

➔ **News:** Dor was seen in #AG. And he decided to leave LiH and join BFW.

➔ **Gossip:** Nivman was kicked from ruL. It is said that the reason he was kicked was because of inactivity.

➔ **News:** New clan in the neighborhood. They are called Nerd Thug Pedophiles. Members are Luffy, Dtown, EvilWeevil, and SupraGenius. NTP is a clan that consist of American time zone players that support both FB and TPL clan leagues.

➔ **News:** wormLegion clan finally registers at TPL. wL is the last active clan to make the switch from FB to TPL. However, they, like a few other clans, still support FB.

➔ **News:** CaptainBagz is on Easter break and will be in worms and on MSN until the 9th of April. For those who don't know, Captbagz shipped off to the army a few weeks ago and has since not been seen until now.

➔ **News:** CKC find themselves a new home. CKC has given up their old forums at FB for their very own forums on Mini's server. CKC's site and new forums can now be found at: www.armageddonleague.com/ckc/

➔ **News:** Future joins SSX.

➔ **News:** Maniac and Stylor join wL.

➔ **Rumor:** GQ to blow up bigger than Hiroshima when Orangekid becomes active again.

CYBERSHADOW

THE NEW WORMS PATCH: IT'S GONNA BE BIG!

INTERVIEW BY: CUESHARK

➔ I think we're extremely lucky in the worms community to have people still giving us patches and updates.

Worms Armageddon came out in 1989 and now in 2007 worms is a totally different game. As well as sorting out numerous bugs, Deadcode gave us replays which allow us to watch over our great worms moments, colour maps and walking backwards, the ability to export video and create multimedia presentations, offline rope knocking, and much more.

Then Cybershadow came along creating wormkit giving the ability to load in new modules which give all different kind of functions including windy maps and re-spawning worms.

Now they are working together to create the new worms patch :<

Breaking the boundaries of worms quite literally, we will soon have a patch that will let us play on humungous maps. Worms maps are currently fixed at a size of 1920 x 696 pixels. This new patch will let you make maps of more than 10 times the normal size.

I caught up with Cybershadow to ask him a few questions about the new patch.

WWM: Hey CS :D

CS: Hi :)

WWM: Have you got a minute?

CS: Maybe.

WWM: I come in a semi-professional capacity...would you mind answering a couple of questions for WWM...about the upcoming patch?

CS: Oh, an interview? um, ok

WWM: :) ...thanks..... Firstly could you tell us what the new features the patch will offer?

CS: Well, nearly everyone knows by now that we've added support for variable-sized maps. This took a while to implement and fix all the bugs and issues, but it was well worth the effort IMO.

CS: There are also some in-game improvements (like being able to see your own weapons during other players' turns), stability improvements, and many smaller features (like being able to paste in-game).

WWM: Sounds really good...I noticed in wormkit that you had a map which re-spawned worms.....will any features like this be implemented in the new patch?

CS: Not in the next one... wkMagicI was an experimental module which attempted to demonstrate that it's possible

to manipulate in-game objects from an external application, even synchronously over a network connection - as such, it was a hack. Proper implementation of such features would call for some kind of scriptability, or to the least expansion of the current scheme file format.

CS: Scripting will come with 4.0, and it's possible that a new scheme file format, which will also encompass Fiddler scheme support, will come before 4.0.

WWM: Tell us what it's like working with Deadcode?

WWM: Also, how do you share the work? Who does what etc?

CS: Deadcode is a very fun and intelligent person :) I love working with him, even though he has little time to work on W:A lately.

CS: As for splitting the workload, Deadcode is probably the person that currently knows the W:A code best - so he's the man when it comes at fixing bugs or making modifications to the game engine. I put more effort into new things, like the interface re-design for 4.0.

WWM: How long have you been playing worms....and how long after you started playing worms did you decide you wanted to focus on programming for worms?

CS: I've been playing WWP since about 2002 (mostly Intermediate, against the CPU), then got W:A and discovered online play in August 2005. I started writing stuff for it by the end of the same year. My first "add-on" was something that would allow me to use Windows hotkeys during the game - then came WormKit, MyWormNet, etc.

WWM: What is wormkit?

CS: WormKit was my main W:A-related project before I got the source. It's basically a framework to extend W:A - in itself, it's just a plugin loader, and all the functionality comes with plugins called WormKit modules.

WWM: So windy map is a module?

CS: Yeah (that module is actually called wkMagicI).

CS: There are currently 6 WormKit modules available, out of which 5 are "official", and wkMagicI is more of an experiment.

WWM: What are these modules...and where can we get them?

Con't on next page. ➔

Does your life
revolve around
intermediates?



NormalxNoxNoobs
Intermediate League

<http://normalnonoobs.sytes.net>

CS: The "official" modules are on WormKit's homepage:

<http://worms.thecybershadow.net/wormkit/>

You can get wkMagicI from:

<http://worms.thecybershadow.net/files/>

CS: Probably the most prominent of these is wkFileOverride, since it allows you to virtually replace files from your CD or image, without actually editing it - this allows to customize some graphics, sounds and mission scripts.

WWM: Are there tutorials of how to edit these things?

CS: I'm not aware of anyone writing a tutorial on how to edit/replace a specific file type.

CS: But it's not too complicated in itself - a practical example of using wkFileOverride is the Water Colour Editor, here:

<http://worms.thecybershadow.net/misc/>

WWM: So going back to the patch itself, when can we expect to it released? :P

CS: When Deadcode has enough time for it. I wouldn't release the patch without him, and he has been online very little in the last month or so...

WWM: Also I've heard rumours of a leak of the patch....what's your take on this?

CS: Well, these things just happen. I've mentioned before the reasons why we don't do public alpha testing. I'll just say that the readers that did get a copy of the leaked alpha shouldn't base their expectations of the upcoming patch on it - the leaked version was a very early alpha.

WWM: The number 1 most notable feature of the new patch is surely the big maps....what is the 2nd most notable?

CS: I found it to be being able to see your weapons during others' turns. I've grown so accustomed to it, it feels really awkward when playing with someone without the alpha (since it's disabled when emulating older versions for fairness) :)

WWM: It will really let you plan your move, and it will be useful in clanners too.

WWM: Back to the big maps....is there going to be a limit to how big you can make these maps?

CS: Yes, the exact limitations have already been disclosed so map makers can prepare in advance for the update. The exact de-

tails are here:

http://wiki.thecybershadow.net/Colour_map

But in short - it's about 32000 pixels in each direction, and the surface is limited only by your computer's memory.

WWM: Ok so the host's memory...not the other players?

CS: All of the players, since they all have to keep a copy of the map in memory. The game will warn and ask for confirmation when it is about to download and load to memory a map that's bigger than a certain limit.

WWM: ;O

WWM: Well man, I taken up loads of your time...thanks for telling us about the patch. Is there anything else you'd like to say to community now you have the chance?

CS: Well, I'd like to say that I am sorry I can't dedicate more time for W:A myself, since it's by far the best hobby "project" I had so far. Hopefully, me and DC will have more free time in the future, and together we'd be able to create something great! :)

WWM: Amen to that. Peace Cybershadow.

AFTERTHOUGHT PERF SPEAKS OUT

➔ I'm as hyped about the new update as much as the next wormer. I'm for anything that is in the progression of worms as better game. But I can't help and wonder, when will WA be complete? Will we snobby wormers ever be pleased with any of the current updates? Or we live dependent on the next fix for worms while a dedicated worker is pushed to his limits trying to push out the next patch?

I can only sympathize for the wormers behind the making of all these new update fixes. They go out of their way to help make WA a better game, yet their work is never complete. WWM has been a drag for me, who knows how bad of a burden the WA Updates may be on Deadcode or Cybershadow. I guess what I'm trying to say is that we should appreciate what they do, and we, too, should give back to the community by going out of our ways to make this a more wormier place. Lex hosted a Cash-prize tourney, Kiros built FB, Anubis and I made WWM. Now Stop emo-ing the place up and put your part into it too!

-Perfect

V4 PATCH SCREEN SHOT

A PICTURE WORTH A THOUSAND WORDS



➔ The snapshot above is 1024x768 in dimension. However it was resized to 50%. To see the full blown version of the image zoom in to 200%. The quality should be preserved and the details should be noticeable. Or to download the image, click [here](#).

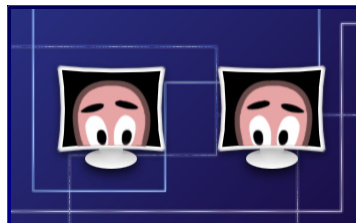
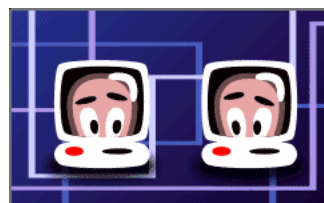
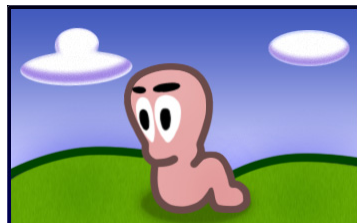
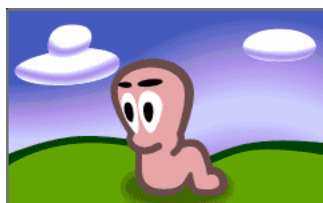
➔ Whoever sent this snapshot in sure did a good job at hiding their identity. Just look at it! Who in the hell uses the ugly olive colored theme? And that desktop wallpaper... ewwww!

Here is some brief detailing we received along with the screenshot: "This is basically an early pre-alpha release of WA patch v4. I can't say much at the moment except it will work in a window and will get a full colour lift-up."

Also looking for ourselves, we can see that Deadcode and the rest of the updating crew have been hard at work to bring a few new features to worms.

- ➔ This version of worms seems to be using WA_Update 4.1.2.x.
- ➔ Worms is now capable of being ran in windowed mode. Which is a big plus, especially since Worms 2 fanboys have asking for this feature for a long time now.
- ➔ Worms seems to be using new redone menu images which are bigger than the traditional versions (probably to compensate for better visibility in windowed mode worms). And also the images seem to be more bountiful in color compared to the old style menu images.

-Perfect



➔ Here we compare the old style menu buttons with the new style buttons. The old images are the ones on top and the new images are the ones on the bottom. As you can see, there are slight differences with the newly redone images when you compare them with the old. In the first image on the left, the gradient sky has changed and it no longer looks pixelated. With the second image from the left, notice how the computer monitors have been completely redone. On the third from the left, the monitor has been changed as well as some colors and details in the background. And with the last image on the right, notice how the question marks have lost weight? They are on the same diet as what Anna Nicole Smith went on before she died. Note: These eight images here have been resized to 50%. To view the full quality please zoom in to 200%.

RYAN WWM INTERVIEW

GET TO KNOW YOUR FELLOW WORMERS!

INTERVIEW BY: CUESHARK

WWM: Welcome Ryan to the first official WWM interview! How's it going mate?

Ryan: Not bad, little tired thanks.

WWM: Indeed, well let's begin. How long have you played worms?

Ryan: I think I started in 2001, though I could be wrong, hard to remember, so much has changed in worms.

WWM: What like?

Ryan: The players come and go, the community changes over time, so does the attitude and skill level of players.

WWM: Yeah, it's always good when someone surprising comes back for a visit. Like Dextah not long ago ; O

Ryan: Indeed, I thought he might have been back for good, maybe the game isn't as addictive for him anymore.

WWM: Yeah, well I think he's playing Xbox360 with Az right at this moment sohe's around. What made you get into worms anyway?

Ryan: I was quite young at the time, I had played Worms United, and out of the blue my father gave me Worms Armageddon, it didn't run on my computer. When I had a newer PC, I still remembered the game, played it a few times and got bored. Played it once again, and found out what wormnet meant. Despite a few breaks, I haven't looked back!

WWM: So you started 2001, so that's 6 years...and how long or where were the breaks in this time?

Ryan: My main break is actually now, University means that I'm not living at home, and the internet provided blocks worms. Prior to that, exams were my main breaks, or simply when I knew I was playing worms too often. These breaks were couple times a year, but not for too long, would suck to lose skill.

WWM: Well at least you can keep a little active as you've been of late. What would you say are your best schemes?

Ryan: I'd say RopeRace and Roper. Roperace was the first scheme I learned to play, it was so addictive. Knowing that there is always room for improvement, and it isn't as taxing or stressful as tactical games such as elite. I took ages to get good at roperace, but practiced hardcore, and I'd like to think I'm a decent RR'er! Roper is a good scheme to unwind with, pleasurable to play and it can be a little unpredictable at times too.

WWM: Yeah, it always surprises me how 50% of rr games I host,

the people playing don't have a clue what rring is or what to do, yet for me it is the best way in which worms has evolved....ahem.....So is there anything that makes you different from other wormers....any particular skills you possess?

Ryan: I'm not totally sure to be honest. I would say possibly RR technique, time saving without looking fast and anticipating the map/dealing with potential fall spots. Oh, of course there's league RR. I'm pretty good at handling tension/stress so I'm relatively un-phased when I need to beat a good time with the 3rd worm, as many wormers have found out already.

WWM: Yeah, it's clear you focus on rr and I believe you've won a few tournaments. Tell us about them...actually didn't you beat me in a rrrkit final? : <

Ryan: Main successes are on RRkit tournaments, not sure how many wins, I'm sure DarkOne can confirm. The RRkit tournaments were great because the scheme variations were vast, anything from TTRR, to 2v2, to LG RR! It caters for all RR'ers. Oh, and yes I did pip you in a RRkit final, quite recently if I remember correctly.

Ryan: Oh, also won a RR tourney under alias last Saturday

WWM: Oh....care to give WWM a rare exclusive totally uncovered shock reveal?

Ryan: Reveal, as in alias?

WWM: Yah ; O

Ryan: I'm sure just about everyone figured out that I was doobie on Saturday, though some wormers took outrageous guesses as to who I "was"

WWM: Who was the most outrageous guess?

Ryan: I would say Neuro, I'm sure he hasn't played in ages. Closely followed by Deano, Stepz, Mre and Ramirez. Totally different RR styles, mine obviously isn't too unique.

WWM: So when you get a chance to play worms how do you spend most your time....clanning, funners, tpl singles...offline?

Ryan: I would like to play clanners, of course. I think clanners and the sense of teamwork gives a major buzz. There isn't much chance of that to be honest. Otherwise funners with nice players are always pleasurable and you don't need to worry about playing well, as it's rather chilled out. Singles can be fun, but sometimes players become antisocial and don't speak so I don't bother with them much.

Con't on next page. ➔

INTERVIEW CONT

Ryan: And I do regularly practice RR offline, otherwise I wouldn't be as good anymore!

WWM: But you're not in a clan right now?

Ryan: I'd like to think I'm in x2x despite speculation about it dying! If I'm wrong, who knows what happens next....I miss clanning, and I'm sure I would try and get into an active clan if the opportunity to clan is unavailable.

WWM: Can you name your best moment in worms? Tourny victory or the like...or even a single game which inspired you.

Ryan: Some will hate this answer, but winning RR's against top players is always great, and I've managed to win many a tournament as an underdog! My favourite games were clanners for MwC, getting 25-0 for FB RR. And winning 2 style roping tournaments was always great, never expected to win anything in a warmer environment! Inspiration probably came from many funners against LordHound. He is a massively underrated Roperacer. If he wasn't so inactive I'm sure he would be the best this very moment! When playing him, you seem to hit new peaks.

WWM: Yeah, I remember when I was quite new to worms, going into the mwc. You had some awesome battles on rr maps and if I'm not mistaken LH won on several maps.

Ryan: MwC had evolved so much in so short a time space, players such as Flamie/AzoI/Snoop added an all-round element, as we were already known as a RR clan. Many a wormer entered and exited MwC. Sadly I was responsible for the death of the clan but clans tend to move on.

WWM: Oh yeah....that was a crazy time. So who would you say you respect most out of all wormers?

Ryan: This is such a hard question, rather than having one best mate, there are loads of wormers I respect. I would possibly say Flamie/Madden/LordHound, not just for their skill (don't get me wrong, at their peaks they are phenomenal Rr'ers) but the games we had and conversations were unrivalled!

WWM: Madden hehe. That guy cracks me up. So where do you see yourself in 6 months time in worms....what will you be practicing and for what reasons?

Ryan: Luckily, after June I'm back for good. I can still see myself playing worms, and possibly still RR. Aiming to reach new heights, whether possible or not. Having a desktop PC again would be a good start though.

WWM: That's awesome to hear. So many old school wormers who have done great things in worms have left. There's still a lot more in rr to explore. Better times to get. : D So do you think you will play worms forever?

Ryan: I wouldn't say forever, I mean when we're older? At some point everyone has to draw a line in the sand. But here's hoping the future for worms is bright! With planned patches on the way, I'm sure activity will be generated.

WWM: Yeah. Good call. C & D have got something for us very soon. So let me ask you this....if there's one thing you'd like to change in the whole of the worms community, what would it be?

Ryan: Bring back all oldschoolers. I want to see exactly how much the game has evolved. I don't have enough proof of what skill levels were like in the past, and it would be great to relive those moments by bringing oldschool back. This leads me onto activity, with old players coming back we then have a bigger community!

Been a big topic recently hasn't it! People accusing others of hyping up the old schoolers...and those remembering them to be something more special. Lastly mate is there anything that would make you quit worms?

Ryan: At one point, cheating almost cracked me. The whole issue never really seemed resolved, but it's best to ignore that topic and focus on the fun involved in playing worms, and the personal challenge. So it only would be cheaters, if I knew who they were (if any) it would be a pleasure to give them a whooping!

WWM: Yeah, that's a whole different ball game that WWM isn't scared to explore. But this isn't the time or place. Thanks Ryan for giving us your time like this...if there's anything you'd like to say to the whole entire worms community? Now's your chance?

Ryan: Haha, I'll be back!

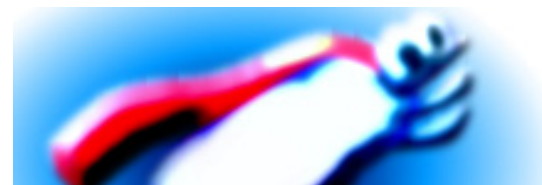
WWM: Thanks Ryan, see you next time for WWM Interview time!

WWM INTERVIEWS INFO ABOUT ANOTHER INTERVIEW

➔ Just to let everyone know, we actually had two interviews done and ready for publication.

We had this one that you just read, and one with Wyvern. Sorry that we were unable to fit both interviews into this weeks issue. The reason for this was because it would have been a bit unprofessional to fill all the pages with interviews. So unfortunately we had to sacrifice one over the other. Thanks though, Wyvern.

-Perfect



FREEDOM! PERF'S DAY OF LIBERATION

➔ Since the start of WWM, I have agonized over the release of the next issue; I have regretted ever opening my mouth to doing this and I regret ever trying to do something like this too.

The fact is I am tired of doing this magazine. It literally is haunting me. I can't go an hour in my day without worrying about meeting the deadlines for the next WWM. I can't stand it anymore... It's a stress that I rather not endure anymore.

Why end it completely? Well, you see... my days are numbered. This July, I go to the army. So I have three months to try to finish a few wormy things before I go. WWM has taken up most of my free time, which isn't much, I think the only way to make time now is to give up the magazine. That's why this issue will be the last. I'm sorry that this had to end so soon, but at least we showed the worms world that a wormy magazine is possible.

Although WWM was a drag for me, I still would of done it all over again. Thx to WWM, I have become close with Anubis, I have met and become great friends with Cueshark and Dark-One, I have fixed my relations with Kiros (I think) and I have met a lot of cool people on the way.

Oh well, its that time again. I've been up all night trying to finish this last issue. I told everyone that this issue would pwn; that it would kill all the past issues of WWM. And so I fulfilled. I was hoping to get in a last page... I was thinking maybe of doing a comics page, just to break the ice and finish the whole sha-bang-a-bang with a laugh. But looking at the clock I don't think that'll be possible. Sorry, its almost 10am and I'm so sleepy.

If anyone is interested in continuing WWM then you are more than welcome to. I'll send u all the files I have, and you can do your thing. All you need is Microsoft Publisher, an advance painting program, and Adobe Acrobat Professional. I'll put a download to those files sometime later.

I swear I'm going to party hard tonight. No more having to work on WWM! FREEEDOM!!!!

-Perfect

THE END

BEST HANGOUT SPOTS BEST ONLINE WORM COMMUNITIES

➔ As you can tell from page 01 of this weeks 'zine, we are dedicating this final issue to all the great worm hangout sites online.

Sure, we know wormers love hanging out at [The People's League](#) forums, but where else can one go to find that curve those wormy cravings? Now a days, the community is too diversely split to be able to find all your wormy news at one source.

We've snooped the net for some of the best worm hangout places and we've decided to bring them to you.

[First Blood forums](#). Now that all the naughty people are gone, the forums are now somewhat a more happier place. One can engage with another individual without having to worry about another wormer jumping on your ass. And the conversations are amongst the most intelligent in all of worms places.

[T17 Forums](#). A noob-friendly place where you can have whacky fun in just about any way. Though these forums are seen as some of the most childish, its ok to sometimes pay them a visit and check out whats happening among the newbie people.

[Worms Clan Council](#). The home to many clans of both WA and WWP, it is a great hangout spot to talk about gen-

eral chatter. It is run and managed by the mature wormers of DM clan, so you can be assured that you have freedom to express yourself there.

[CBC forums](#). Yea we know, it's not WA... CBC is the league that WWP players play. Even though its not WA, you'll see that it has a lot to offer when it comes to worminess. CBC also host few clan forums. Check them out if your interested in what them WWP wormers are buzzing about.

[Blame The Pixel](#). If your ok with clutter, then this is the place for you! BTP has somehow strayed itself from most mainstream wormers and has developed a community of its own. Visit them one day if you are curious about how the other side lives.

And there are some other major hang places out there. But the thing about them is that they are non-English communities. Check Page 01 for a list of places to visit.

As for the rest of the hangouts, here goes a quick list of places to go to read about worms related things:

WaLand, [SSX](#), [SIX](#), [BFW](#), [CKC](#), [AFL](#), [NNN](#), [GSC](#), and hmm... I feel like I'm forgetting one... Oh well, sorry. I didn't mean to forget you!

-Perfect

READERS OPINION THE THOUGHTS OF THE WORMERS

➔ The [#worms](#) and [#fb](#) IRC channels on the [GameSurge](#) network. They render MSN/AIM obsolete as far as Wormy contacts go. Just need to make everyone come. Which is where you come in!

FB forums. They're clean now. And

my kind of people post on them. Shame not all of them, but hey.

T17 forums. Not too exciting, but some of the sub forums are good fun. Avatar fads!

-Anonymous