

WWWM

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EXCLUSIVE CONTENT

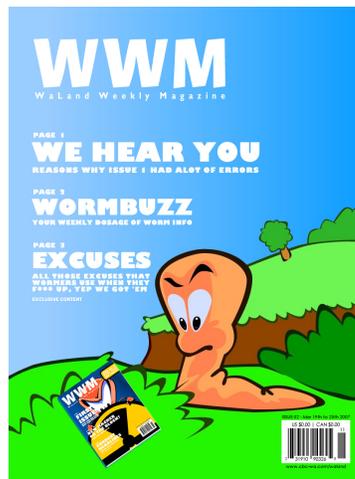


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WE HEAR YOU WHY ISSUE 01 HAD TONS OF ERRORS

➔ We have been receiving a lot of criticism lately about the spelling and grammar errors that were present in last week's issue. Though the number of negative responses received was very low, still we feel that we must confront the problem and explain why we couldn't "spell like a 5 year old" (which is how someone so eloquently put it). What happened last week was not due to a lack of proper writing skills, but instead, was because we didn't bother to proof-read our work. Since it was only me writing the whole thing, I got bored at reading and rereading all of the stuff I wrote (believe me; I actually did correct some errors). With time creeping up on me and my weariness wearing me down, I basically had to sacrifice quality for quantity. I stayed up all night last Sunday, as I am doing tonight, and I typed out the last few pages of the magazine. I am aware of how critical and sometimes fussy the people on WormNet can be, so I knew I had to do my best with grammar and writing skills, along with working with the time I had in an attempt to output as many pages as I could. Anyways, it was around 7 o'clock when I realized that time was up. Since my ride for school came at 7:40 am, I literally had no more time to go back and proof-read my work; I had no more time to finish the end of the magazine properly. We at WWM are sorry if any of you were unable to enjoy last week's issue; maybe we can make up for it this week. Besides the few people who didn't enjoy the first issue, we received a lot of

compliments and thumbs up from most of the people who read it. In fact, a few people have decided to jump in this WWM project to help out. I would like to give heaps of thanks to Guardian and Rdogg, who now proof-read and correct all the errors that may be left over by me, and heaps of thanks to Cueshark. He has been a great help and has also suggested a lot of ideas that will certainly show up in future issues of WWM.

Another major development in this project is the use of a new program to write all of this out. It turns out that some folks up at Microsoft already devised an idea that allows for comfortably writing newsletters in a professional manner. I've always wondered what this program did (I never opened it), but now I know. WWM is now written and laid out using Microsoft Publisher. This should be a great excitement for everyone since that means that the whole magazine, except for the images, will be in vector format. Using Adobe Acrobat Reader, you'll be able to zoom in as far as you want without noticing any loss in quality or texture. Not only that, but also, the file size for future 'zines will be a lot smaller than the debut issue. Try it out now! Zoom in to 200%; it still looks good!

Things are still picking up slowly. So, as usual, don't expect us to be perfect on hitting the head on the nail. It might take us a few more issues to finally get the fit on how we're suppose to be writing this thing.

We hope that you all enjoy this weeks issue, and we hope that some of you become motivated to help out in this project and maybe start submitting some articles, news, or opinions (details on the right). To tell you the truth, we were expecting a lot of feedback and input from the community, but instead we got just a little. There was even a guy who said he would write an article, but when the deadline came, he was no where to be found (YOU KNOW WHO YOU ARE!). Lol, but it's all good. We WWM staff enjoy working on this project, and we aren't discouraged by the lack of involvement at all. We would gladly write the entire 'zine ourselves. We only ask that you get involved so that you have an opportunity to open your mouth and give *your* opinion on what may be happening in Worms. Since the Worms community is so controversially split, we need a place where people can rant their thoughts and where most of the wormers will hear it.

One more thing... I want to apologize for this weeks issue, I didn't pace myself properly and I wasn't able to get in 2 pages worth of articles. However, since I am on spring break (no school this week), I should be able to stuff the next issue with these missing articles.

Have fun reading, and if you find any errors, feel free to criticize since I suck so bad at writing that even amazing editors like Guardian and Rdogg apparently can't make me look good.

-Perfect

Magazine Credits

Perfect—Project Leader
Rdogg—Draft Editor
Guardian—Copy Editor
Anubis—WaLand Admin

Special Thanks

Cueshark—Article
Quik—Suggestion

Source Links

WaLand

www.cbc-wwp.com/waland

First Blood League

www.first-blood.co.uk

The People's League

www.tpl-wa.xt.pl

SSX Clan

www.ssx-clan.net

ruL Clan

www.cbc-wwp.com/waland

NNN Clan

<http://normalnonoobs.sytes.net>

Liga Worms

<http://www.ligaworms.org/>

Hispana Worms

<http://www.hispanaworms.com/>

Worms Elite League

<http://wel.worms-league.com/>

To Submit News/

To Advertise/

To ask to be

Interviewed:

Visit:

www.cbc-wwp.com/waland

And check out our WWM Section for details.

The latest scoop of the week.

WORM BULL

TOURNEY RESULTS

BREIF DETAILS ON THE RESULTS

Mablaks' Freestyle Tourney

An X-Worms Style Tourney that judged the wormers by their roping techniques and combos. The higher the number rating, the better techniques they were able to accomplish.

1st Flex: 4.6875

2nd Voltage: 3.25

3rd Wyvern: 3.5625

WaLands' RR Tourney

A Time Trial Rope Race Tourney hosted by WaLand. Maps that were played were: Majek 14, Tony 10, Project 59, and Fearless 13.

1st: doobie (Ryan)

2nd Berzerker

3rd Dibz

4th MiR

TPL's 2v2 Elite

A 2v2 Elite Tourney where people choose their partners and head off versus the competition.

Winner = Not announced yet.

SSX Keyboard Shopper Tourney

A shopper style tourney, however this time, there is a prize; a Logitech Media Elite Keyboard.

First round games not yet completed.

QUICKIES

SOME BREIF NEWS

Gossip: Deano releases DT Clan's profile portfolios on their website.

<http://www.deathtouch.co.uk>

News: Hollow joins AoP. He was previously trying to get into BFW.

News: Oky joins AoP.

News: Volcom joins ruL. He was left clanless after he and Knightz decided to close their old clan, T5X (aha! I spelt it right). Volcom turned down pL, Tea, and cB before deciding to join ruL.

News: Mook quits GQ to join ruL.

News: Fr4nk quits GQ to join SSX.

News: Nivman joins ruL.

News: Dender joins ruL. Dender was previously in LiH (Living It High), a clan that doesn't play in the leagues, it's uncertain whether or not he left that clan.

Rumors: Purem8 was seen Thursday night joining a RR in #AG. Its not sure, though, if it's the oldskool Purem or some new person.

Gossip: Starlet was seen on Monday in #AG. She's seldom been seen on the WormNet for a few months now.

FAREWELL

A WORMER SAYS GOODBYE AS HE HEADS OFF TO SERVE HIS COUNTRY

If you ever stuck around late at night in #AG, there would be a few people who you would always see. You would see Stoney, some Australians, and Capt-Bagz. Captbagz is a cool and fun person. He and his clan, gSc, would always pant around #AG hosting fun schemes such as BnAs, Battle Races, and Mole Shoppers... but not anymore. This past Sunday, Bagz was deployed by the army to serve his country. Though it is not certain where Bagz will be sent immediately, he is going

to ultimately end up somewhere in the Middle East for at least half a year.

Captbagz left with his chin up in the air and says he plans to keep in touch with his wormy mates via the gSc forums. He welcomes anyone to get in touch with him via his email:

CaptainBagz@aol.com

Though we may be limited on information, those seeking more info on this topic should check out the gSc forums:

<http://gatforums.myfreeforum.org/>

LEAGUES QUICKIES

BRIEF DETAILS ON NEW LEAGUES

It turns out that last weeks article, "How to make your own league," actually worked. This week we found some new Worms leagues. One has been here for awhile whereas the other is relatively new. We aren't able to share in-depth details about this league, but hopefully you will check out the links and find out for yourself what each league has to offer.

We start off talking about NNN Clan's League. NNN, Normal No Noobs, is a clan that specializes in playing the In-

termediate scheme and other normal schemes. Their main goal is to "prove" to all of WormNet that Intermediate is not a noob scheme. NNN has had its Intermediate League for over a month now but only recently have they spammed WormNet long enough for anyone to notice. To sign up for NNN's Intermediate League, you should visit their site at:

<http://normalnonoobs.sytes.net>

And then navigate yourself to their forums to sign up.

There is also another league that has just emerged. LigaWorms (Spanish for Worms League) is a League that is run and dominated by Spanish speaking wormers. Due to our limited Spanish-speaking capabilities, we aren't able to comment much about the site.

www.ligaworms.org

Taking a look at their league standings, we can say that that league is doing pretty great for itself so far, they have some well known wormers signed up there.

**THIS WEEKS
TOURNEY!**

TPL, 1v1 Shopper
Sunday, March 25th
#RopersHeaven, 6:00 pm GMT

A LIGHT HEARTED LOOK AT EXCUSES! WE'VE HEARD THEM ALL

-by CueShark

Holding your hands up and saying "I fucked up" is definitely not easy. In real life, it's often much easier and less painful to blame it on something or someone else. The same is true in worms.

Let's face it.... There's always one reason why a crash was not about having a momentary lapse of concentration or just lack of judgement.... It could be anything.... Your sister is shouting at you, you knocked over a drink, your sock caught on your trousers as you moved your leg and it caused you to crash.... A gust of wind blew a crisp bag across your desk causing it to bump into your hand. The list goes on.

Pets and animals are a huge factor in many worms misfortunes. They are unpredictable. A dog, cat or mouse jumping over the keyboard or in the worms face could be the difference between life and death on the worms field.



3-Key Lock - When I was a newbie to worms I tried out a few keyboards that I got from various places - One of them didn't allow me to press 3 keys at once - so I chucked it in the "no no no" pile. Some wormers do not have a choice as to which keyboard they use and are permanently stuck with the inability to hold a diagonal while hitting space. I feel sorry when I hear someone tell me they have 3-key lock - I instantly feel like it's not a fair game because it's for me almost impossible to rope a clear round with a 3-key lock keyboard. Some people accept it and don't mention it. Some people mention occasionally when they forget they have 3-key lock. I don't think many people moan about it or use it as an excuse, but I would fully understand even if they did.

The sun! The bastard sun! It's as worshipped as God and the source of all life on this planet yet what a pain in the



arse it can be when your worms game is literally ruined by it reflecting off your moni-

tor.

Long breaks - If I had a quid (or dollar) for every-time I heard "I've just come back from a break" then I'd

have quite a lot of cash..... One day I was playing a few games and I swear 5 people in a row in separate games had ALL come back from long breaks... It's funny how they all told me this just AFTER they had just crashed! - I'm not suggesting it's easy to rope after a break but it sure is a commonly used excuse for bad play. ;O

Family/friends - You may be surprised to find out that 80% of shoppa crashes are not caused by player error but are actually caused by good old mum! She's either slamming the door, moving stuff about nearby to distract you or waiting till you start your turn then just shouting randomly until you crash. Dads don't get involved as much, but I'm sure they occasionally have a look in.

LAG!!! The most famous excuse in worms, and it's also the only excuse that defines itself as a reason. Lagging is something we've all experienced. Lagging can seriously ruin your go. All other excuses are nothing.... Fuck your wind swept crisp bag, that's gay.... My computer actually froze for a split second at the exact moment I released my worm from the rope. Lag > All

A while ago I started writing excuses that I read in worms games on a piece of cardboard. A few have been smudged but most are readable. These are all genuine excuses used by wormers:

*** I got something in my eye .**

Ok, that's fair enough. A bit of dust or something.

Cue Acceptability Rating (CAR) = 9

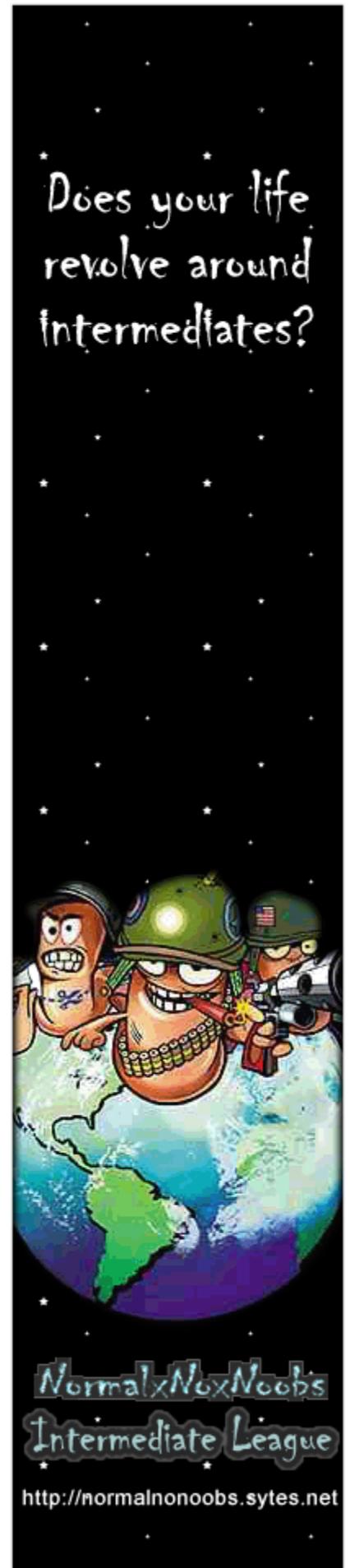
*** My sound of my music to high.**

I don't accept that, you had ample time before your go to turn the music to a reasonable level. CAR = 3

***This computer was not meant for gaming.**

Ok, fair enough, I'll let you have that.

CAR = 7



Continued on next page.

EXCUSES DON'T

*** Sorry phone rang.**

It happens. CAR = 10 (for each repeat useage -1 CAR point)

*** Key problems.**

Key problems?! What crash isn't due to some type of key problem. On yer bike lad. CAR = 1

*** Oops, my keyboard are bad.**

Hmmm, it really baffles me about the whole keyboard thing. Aren't keyboards like REALLY cheap? I'll let you have it but I strongly suggest getting a new keyboard to save us from having to feel guilty about your shite keyboard. CAR = 6

*** I play on a notebook.**

Acceptable - It's tough on a notebook. :< - CAR = 10

*** My mum's listening to ring tones.**

CAR = 0

*** Space got stuck again.**

Either sort out your space bar and be happy or keep a sticky space bar and be quiet. CAR = 2

*** My space doesn't react as fast as before....I think.**

Hmmmm, I have experienced something similar on occasions, so I'm down with this excuse. Also, at the end you say 'I think' which shows that you aren't fully sure of a problem but that something feels odd. CAR = 10

*** I can't rope on this laptop unless I'm warm.**

Yah, harsh. :< CAR = 10

*** I just need a shower, then I can rope well...**

The other day I woke up and played a bit of worms before properly getting up, having a shower, etc. I experienced little or no reduction in my performance due to not being properly washed. CAR = 1

*** Sun reflect don't let me play good.**

Close the curtains, or if you haven't got curtains attach a large thick sheet above the window frame to block out the sunlight. This excuse

will occur once every 24 hours until such action is taken. CAR = 5

*** Numb hands.**

Can be a bitch, poor chap. CAR = 10

*** Party here.**

Well worms is a party game so rock on dude. Probably distracting your game a little bit. ;< CAR = 10

*** "I can't find my cd player remote."**

"I've found it!"

AW! :< Did losing your cd remote stress you out during your turn causing you to fail? Awww...Well I'm certainly glad you found it now. NOT! CAR = 2

*** I'm doing shit, I am at a desk you see, with an adjustable chair.**

Surely having an adjustable chair offers more options for a comfortable posture? Unless it's spinning round when you're playing but surely then you could grab a normal chair from a neighboring room or even the dining room downstairs. I had to get a wooden chair from downstairs because my adjustable chair caused all kinds of problems - I couldn't sit still on it for more than 5 seconds without falling off or losing my balance so rather than complain to my fellow wormers I got another chair. 10/10 for LOL but CAR = 0

*** A butterfly is trying to fly in my eye.**

This is yet another way Mother Nature can fuck up your go. A butterfly actually trying to fly into your eye. Not just randomly flying about but actually motivated by the specific goal of getting into your eye, presumably to fuck up your go, which he did manage to do. I think you over dramatized it but I have to accept that this can happen. CAR = 7

*** I'm playing in a bad area, My father is painting my bedroom so I'm in the middle playing in all this trash without space to move.**

I have to admire your dedication to worms. Your dad has totally ran-

sacked your room; tools everywhere, smell of paint making you woozy...and you've somehow managed to set up your pc and get onto WormNet. It's a bit cramped, but you're managing to play. A bit sad, but we'll honor that! CAR = 8

As you have seen, excuses can be explanations, but some excuses are just plain excuses. Use them wisely for they can sometimes sound silly. :>

Worms is a mad game. A slight delay on a key press, even by a fractionally small amount of time, could be enough to make you fall and crash. Its so easy to do it, and its forgivable. Those adjustable chairs, and those mums with mobile phones, simply are not worthy of being used as a creditable excuse.

Perhaps the best reaction would be to use a simple emoticon like:

;< or ;O

-Cue

PERF'S OPINION BECAUSE WE NEEDED A FILLER HERE

Haha, the article was funny as hell. The funniest excuse is the one about the guy who had his dad in his room painting while he played worms. Anyone who is elaborate enough to think of a crazy story like that has to be believed, hands down.

Personally, for myself, I can't play without properly being dressed from head to toe. I need socks and shoes on my feet, some clean pants, and a nice comfortable shirt. If don't have that, then I won't be able to play confidently.

So to all the lamerz who have used lame excuses, listen up! You all should try to be like that one kid who had his dad painting his room while he wormed. He is a leet excuse-user. The rest of you are noob. :P