

TORINIEWS

Toribash Magazine

JUNTALIS : THE INTERVIEW

THE EVOLUTION OF SINGLE PLAYER

EVIL TRAINEE CLUB

AGENTS...



#5

TORINEWS

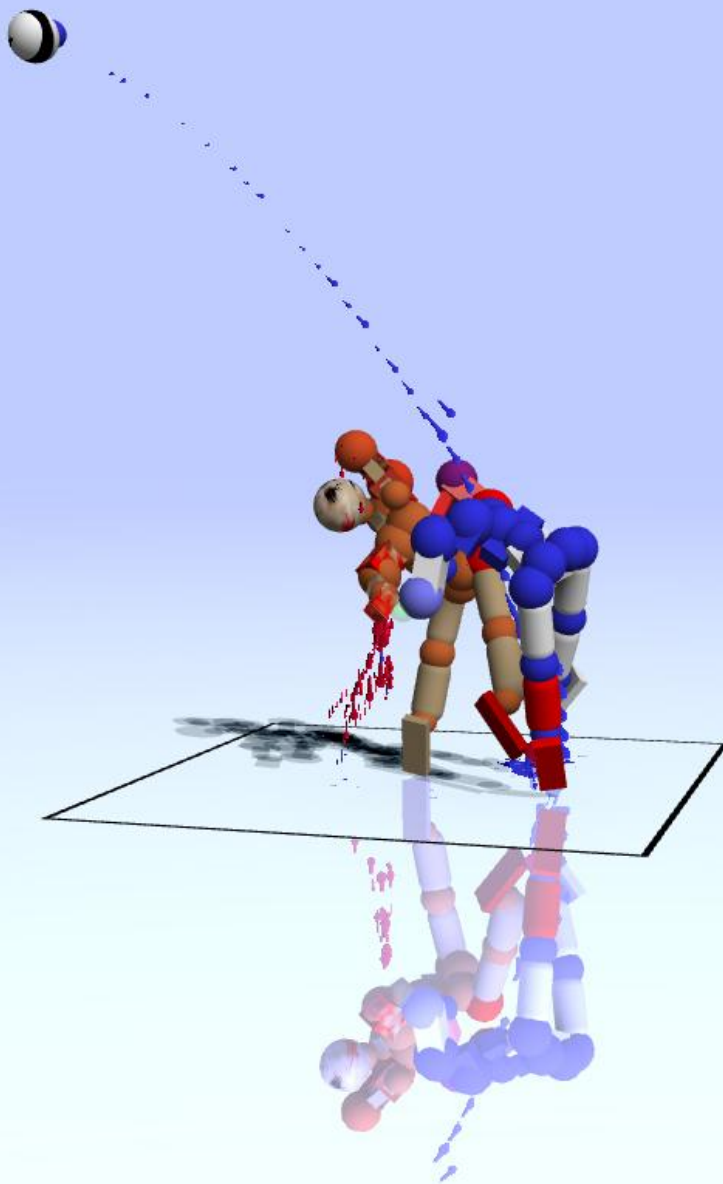
Toribash Magazine

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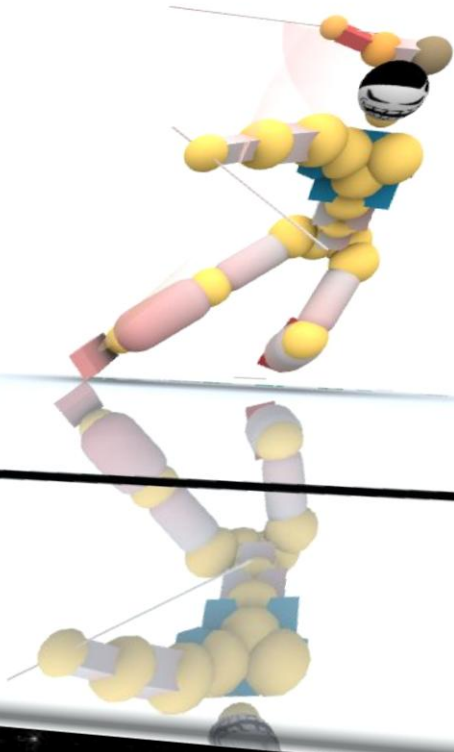


Ohay

THE GALLERY

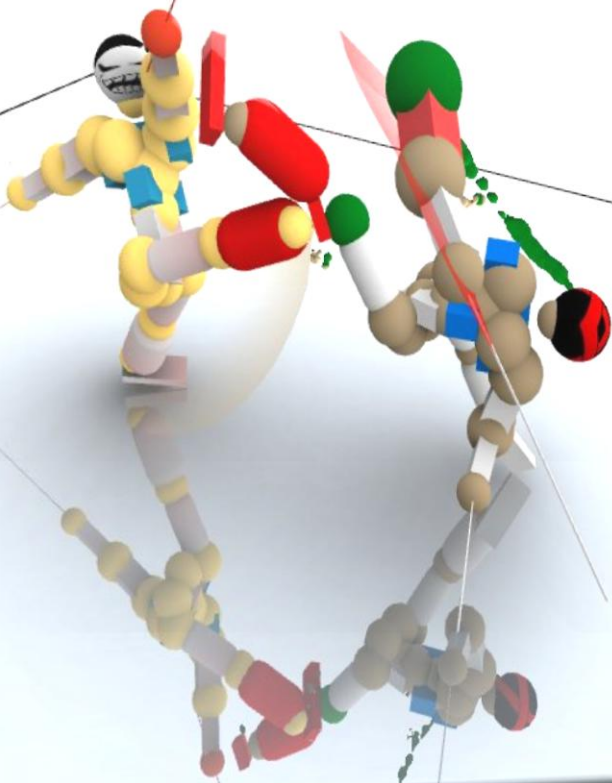


THE GALLERY



JEPON
REBOH

THE GALLERY



PELL MELL

AGENTJ : WHO IS HE ?



“AgentJ” : Juntalis? Jok? Japanese Carrots? It still remains a mystery.

Not too long ago, this mysterious AgentJ was somehow able to gain administrator powers and posted a thread announcing the arrival of the brotherhood on 7/17/08. Whether anything will happen on July 17th or not is a mystery. His thread reached record status with over 60 pages of replies in just a day. The higher-ups quickly dismissed the whole thing and tried to get the community’s attention turned away from the whole thing. AgentJ’s account was soon permabanned, along with his I.P. There remains much speculation about the whole thing, and several explanations have popped up for this phenomenon.

Some think that July 17 is a Glitchracer release; this is impossible, as the idea was not only dismissed by administrators but it was announced much earlier in the year that Glitchracer would be released in the fourth quarter of 2008; namely, between October and December.

The ‘brotherhood’ that AgentJ spoke about is a mysterious organization comprised of multiple members, all of which hold a certain amount of power. AgentJ seems to be a messenger for the group, and his warning of their arrival was quickly spread through the veins of the toribash community despite his thread’s quick deletion.

We still await July 17th, which draws ever closer as June drags to a close. Brotherhood could reference to a group that is well organized and experienced, hence the feeling that the members are as close as blood relatives. The shroud of mystery that surrounds the group remains, and close to no information is available on them except for AgentJ due to the swift action of Toribash moderators and administrators. His quickly gained administrator powers point to either a prank by the higher-ups, or, more worryingly, a group of well-organized hackers preparing to assault the Toribash community for whatever purpose. What happens on this fateful day will be unknown, but we may just be powerless to stop it.

Remember the date, of seven-seventeen-oh-eight.

-Ragdollmaster



PELL MELL

CULAPOU'S RANTS : "THE FUCKING IDIOT WHO STARTED THE "FGT" FAD."

You know whats more fucking annoying then when some nub who quits midgame just as there little fucking uke head is about to hit the floor?

The fucking fgt fad!. For fucks sake just the few things that are wrong with it:

- It's noob talk bad grammar like "R U goin 2 Tha Mal 2day?!!!?!!?!!?" And that's preeety fucking annoying.
- It's used in the most un sensible ways
 - "hey culapou how are you fgting"
 - "im fine..wait what"?
 - "lololololfgt"
- It's vevy meen :c

Here are some examples of "Fgts" fagishness.

Scene 1: you are in a server and your friend comes in:

Culapou: heya

oob3r man666: hey fgt

Culapou: why did you call me a fagot?

oob3r man666: IDK FGT!!!!!!11121!

Culapou: what the fuck?

oob3r man666: stfu fgt

Someone else: Oh em gee oob3r man666 u r so awsume can I add u to the budy list that durent even work?!!!2111eleven!!?

oob3r man666: no fgt

.....**FUCK**

Scene 2: Some guy thinks its funny to use fgt in conversation:

Chac/Pirate: Hey fgts!

Culapou: what is the point of calling us all fagots?

Chac/Pirate: I don't know can't you take a joke, that's so damn funny as this one?

Culapou: No fgt

Lost contact with server kicked: [Don't call me a fgt, fgt]

.....**FUCK**



PELL MELL

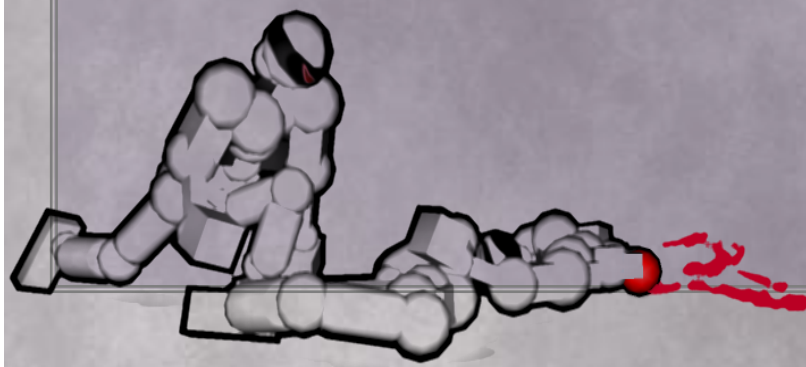
Scene 3: you log onto IRC

```
Connected to #toribash
Culapou: hi
Chac: hi fgt
Pirate: hi fgt
Culapou: ok fgts...
Pirate: shut the fuck up noob
Chac: nublet nugget111!1111
Juo has logged in
Juo: hey fgts
Chac: hey fgt
Pirate: hi fgt
Juo: lets have a fgt fait1111!!!~!!!2434!!
Pirate: shur!
juo: fgt
juo: fgt
Pirate: fgt
Chac: fgt
Chac: fgt
Pirate: fgt
Juo: fgt
Chac: fgt
Chac: fgt
Chac: fgt
Pirate: fgt
Pirate: fgt
Juo: fgt
Juo: fgt
Juo: fgt
Juo: fgt
Juo: fgt
Culapou: faggot
Juo: shut the fuck up
Pirate: nub
Chac: fg.. oh wait, nubsauce wrecked it
```

.....**FUCK**

Now now kiddies, if anyone replys to this article using "fgt" I will gladly rip off your head and shit down your neck, and give you ghonoria infected tapeworms shoved down your eyes.

--Culapou--



JUNTALIS : THE INTERVIEW

<box> hi there, mr. Juntalis

<Juntalis> Hi.

<box> How are you today?

<Juntalis> Tired. And pissed that I bought a pack of ciggs and they came out stale.

<box> :o

<Juntalis> Other than that, I'm cool.

<box> Can tell the readers who is Juntalis IRL ? How old are you ? What are your hobbies ?

<Juntalis> Let's see.. I'm 19 years old, living in Southern California. I'm engaged to be married most likely in December, though we may push the date back a bit. A bit of background about me: Spanish was my first language, growing up in a multi-ethnic family, but being raised when I was first born by my grandmother. I grew up pretty poor, lived out of a hotel with my mom, dad, and sister for the first few years of my life. I moved out when I was 18. When I was younger, I ran with a gang and did a lot of shit I'm not too proud about today. Finally, I have tons and tons of stories of events that occurred when I was younger and stupid. Entertaining ones, at that. I used to box at a local gym, and I played football for my highschool. That's about it. :P

<box> So, when did you join Toribash?

<Juntalis> I joined about.. July of '06. In August, I registered to post a shitty replay. Been failing ever since.

<box> ..lol... How did you find the game?

<Juntalis> I was first brought to Toribash through a link on the Facepunch forums. That's the community based around the Half Life 2 mod, Garry's Mod.

<box> Yes... yes... were you happy getting a reg key?

<Juntalis> It was cool. :P Cost me \$10.

<box> Shared with someone?

<Juntalis> Nah. Just bought it when 2.0 came out.

<box> Oh did you now?

<box> Did you ever start to gain experience by playing?

<Juntalis> Ah, I was good at multiplayer for a while. When Torigods were first starting. Then I left for a couple months, and came back sucking. Ever since, I haven't been playing enough to really get good again.

<Juntalis> But I'm sure your readers don't want to hear about how much I suck at Toribash. :P

<box> I'm sure they do. ;)

<box> At what version did you join Torigods

<box> ?

<Juntalis> I didn't join Torigods. I made Torigods. :P

<Juntalis> We started it back in 1.98, I think.

<box> Whoa... That's freakin old...

<box> You been staying ever since?

<Juntalis> Yeah. Though I randomly drift away for months at end, and come back without a word. :P

<box> I see.

<box> How's the third party coding going?

<Juntalis> Good. Drifting to a new programming language that is a bit stronger. I've got about 10 projects I've yet to finish, some I haven't even started.



<box> If any, care to leak some info of unknown upcoming programs?

<Juntalis> Project 42-a, for starters, which most users won't get much use out of it.

<Juntalis> Mostly an admin program.

<box> Intriguing.

<box> For admins, at least. ;p

<Juntalis> Also, a Toribash chat server might be made, just for the hell of it. My real project I'm focusing on is the global hook library.

<box> I see. Can a random guy help in the making of third party programs if he doesn't know any programming language? What programming language is useful to make a good third party app?

<Juntalis> Yes! Anyone can help with the third party programming scene. The thing about MOST programmers, is that we are good when it comes with math, but with art or graphics, we are HORRIBLE. I constantly need to have people making graphics for my programs, because I can't draw for shit. Additionally, we always need other people testing on different operating systems. People reporting bugs. People giving suggestions, etc. Anyone could help, really. Now, as far as programming languages go, there's no one BEST language. Visual Basic is good for those just starting out, however it may lead to some difficulty in learning more advanced languages later. Then again, some end up learning other languages a lot easier, due to the fact that they started with Visual Basic. Python is a great language that works on Windows and Linux. I think it also may work on Macs. C++ is usually the language of choice, however. It's one of the most versatile, and as far as I know, can do anything that any other language can. Additionally, it works on Linux, Windows, and Mac.

<box> How did you learn to code?

<Juntalis> I think I got bored one day while playing an online game and started using a bot program for it, to make a bot. From there, I talked to others and learned about Visual Basic. I ended up learning how to use Visual Basic to make bots. From there, it just went on and on.

<box> So, when did you become admin, and you were happy amirite?

<Juntalis> Hm..

<Juntalis> I became admin about two to four weeks ago, can't remember.. It was cool. :P I'm not an excitable person, but it was nice to be trusted, etc.

<box> Ah, /me sees.

<box> What does your job consist of? Is Nabi giving you TCs or anything for your contribution?

<Juntalis> Nah, I do it 'cause I love this community, and just want to see Nabi take off into a global corporation that cuts down rain forests to make the boxes for their video games.

<box> Any members you are particularly satisfied/unsatisfied with?

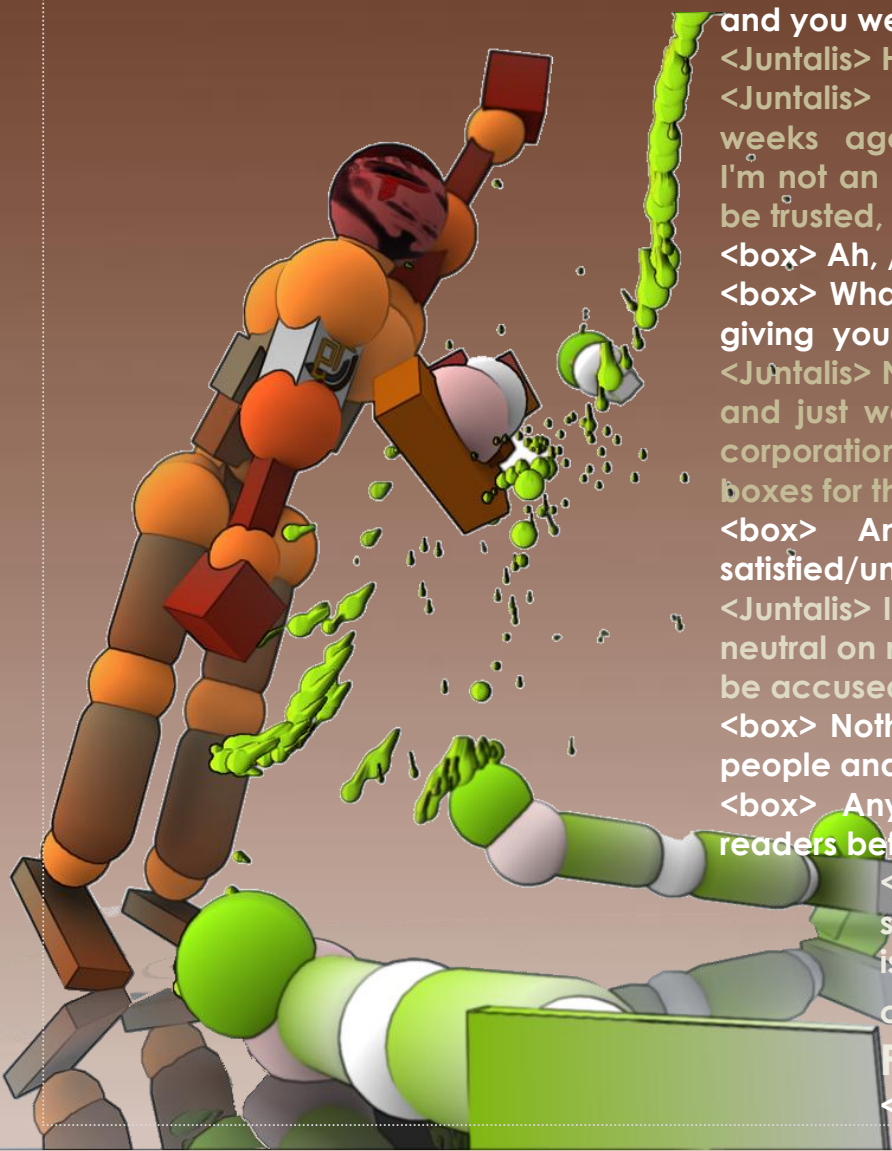
<Juntalis> I hate and love everyone. I tend to stay neutral on most player matters. I don't ever want to be accused of favoritism.

<box> Nothing wrong with having favorites/hating people and wanting to rip their guts out. ;)

<box> Anything else you want to say to the readers before I wrap this up?

<Juntalis> Sure.. If you need help - if someone is scamming you - if someone is cursing - if you want your name changed. Please.. PLEASE do NOT PM me anymore.

<box> ...lol.



Hello Bashers, JDawg speaking, and today I would like to bring up the evolution of ToriBash's single player feature.

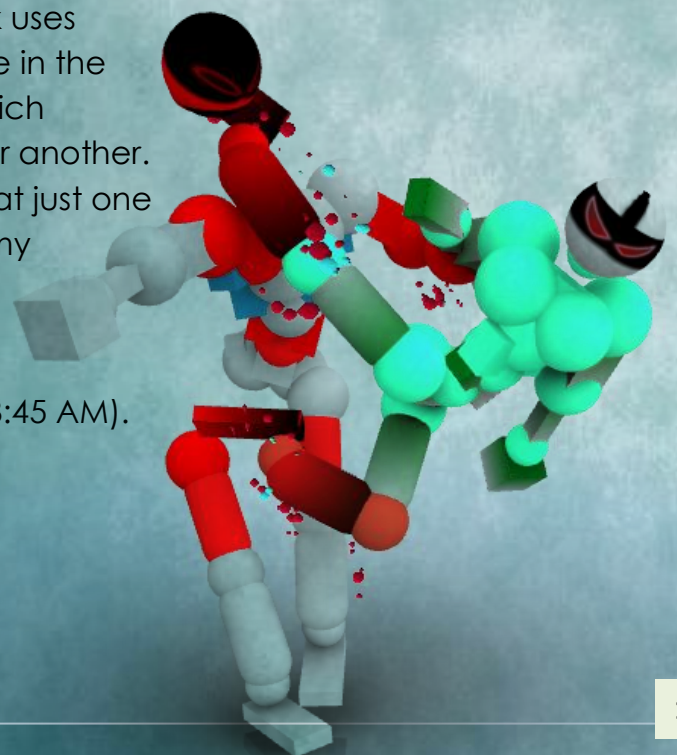
As many of you know, single player (or sp, which I will now refer to it as), usually consists of replays made by the community, in which Uke is rather badly beaten up and destroyed by tori, or something of that sort. Sp is rather difficult to master, because there is really no one to fight back, which forces **you**, the player, to make everything happen by yourself. Now, what I would like to discuss today is how sp has evolved from the times of the past, in paid versions, to today, where the game is free for all to use.

The style has changed immensely from "back then", and a prime example of this change can be seen by first watching **Gnarf's** classic "1cleankick" and then going onto the ToriBash forums, and searching for a replay made by... for this example I will use **Shook**. As you can tell, the styles are completely different, with **Gnarf** using a relaxed, laid back style to decap Uke, while **Shook** uses one of his renowned "boomhits" to shatter Uke into multiple pieces with just a single hit. Different huh? The style of back then, was more relaxed, and a lot less damage was done to Uke at times. An example of a madman from the past, specifically the 2.7 days is **War_Hero's** "Mad Man2". Watching it, you will see that it is a bit slower than some of the madmen you may have seen today, and that most hits only caused single dismemberments where as many hits today will cause two or three. Also, notice the points that **War_Hero** have scored do not exceed 150,000. Many of the madmen I see today are not only focused on destroying Uke, but also destroying him with a lot of damage. Many of the madmen I see today score points of around 250,000 to 300,000, if not more.

Now, you may ask, "Besides **Shook**, who else are prime examples of this evolution, and why?" The answers are all on the forums, but I will summarize by selecting a few of those who stand out.

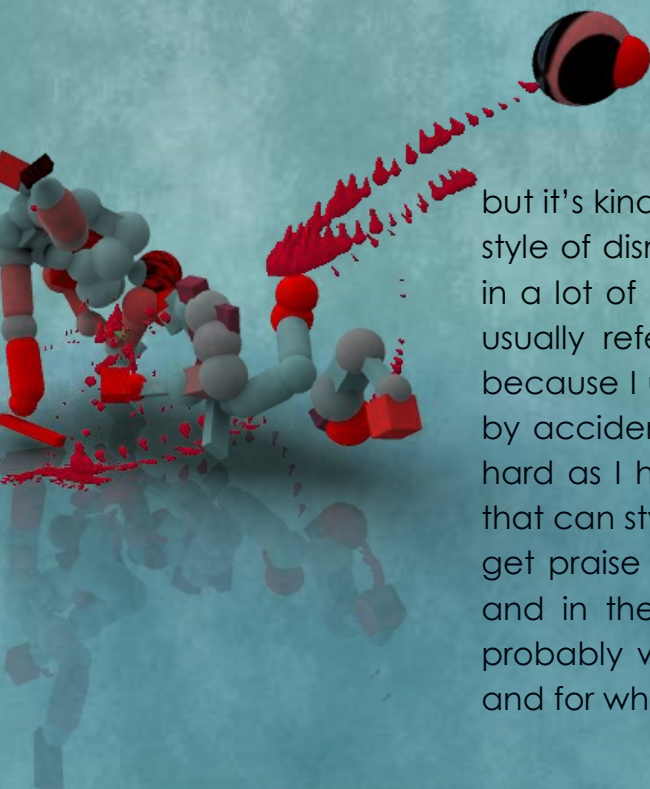
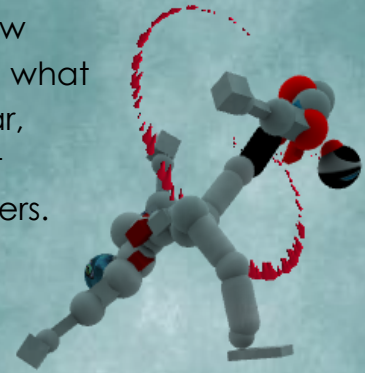
First off, I will continue on with **Shook**. **Shook** uses his "boomhits", which cause the destruction of Uke in the blink of an eye. He also uses stylish maneuvers which ultimately lead to him mutilating Uke in one way or another. When I watch his replays, I feel scared, thinking that just one of his hits could snap off my pecs, my head, and my chest and lumbar.

Shook also "makes crazy explosions" (**Mosier** 12:48:45 AM).



madManmad is probably one of the most well known new players to come around to this community and totally redefine what it is to be an sp genius. He has been around for less than a year, yet he has developed an almost unnaturally graceful style that ceases to amaze me and many of the frequent sp replay viewers.

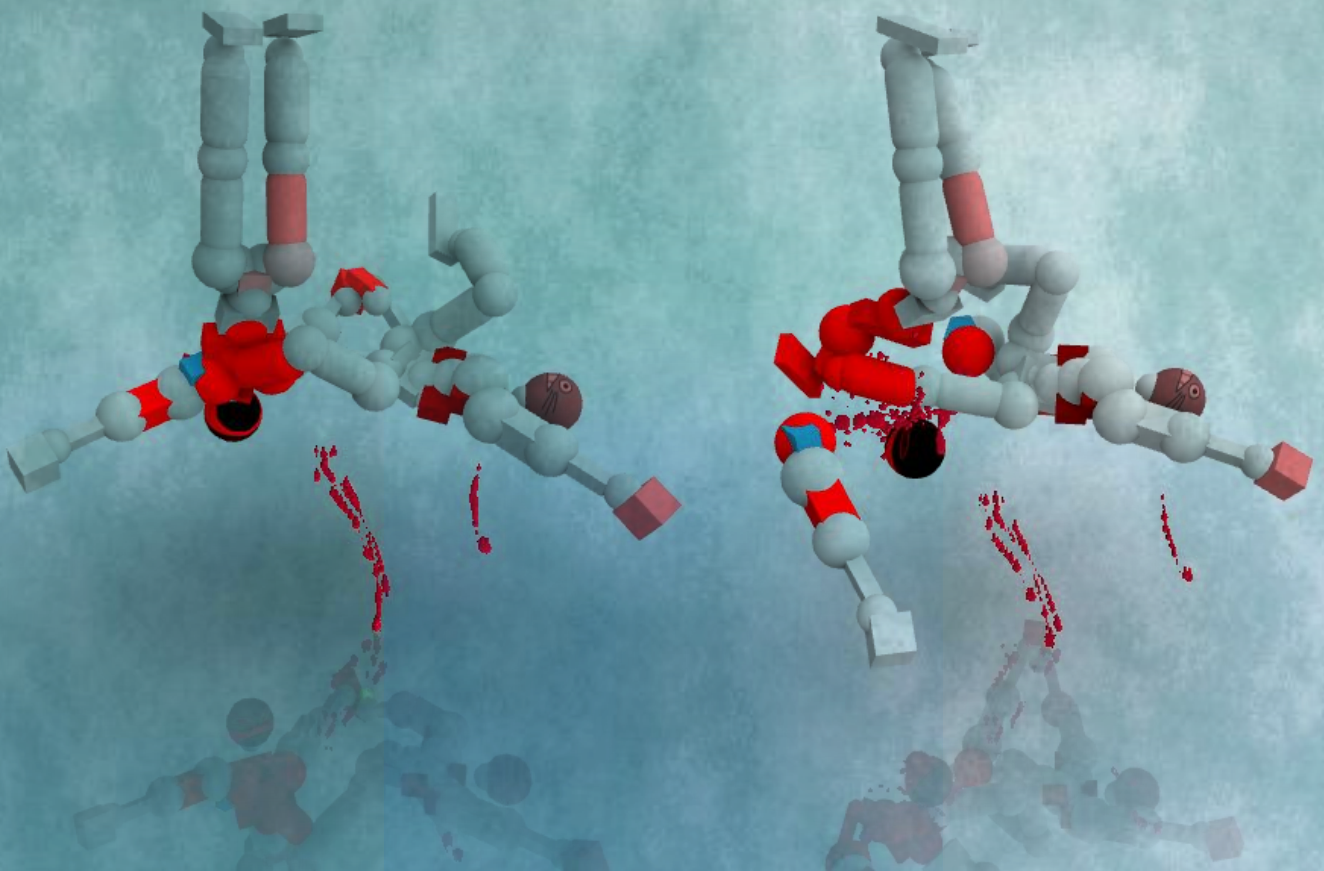
His replays are stylish and fluid, and his movement is one of the things that is what makes his replays so great. Normally, moving around in ToriBash can be difficult, due to joint limitations, but **mMm** makes it seem easy whenever he moves. Also, he is so clean, that after watching one of his replays you will think to yourself, "Oh my, not only did he massacre Uke, but he did it in a brand new pressed tuxedo, and didn't even spill a drop of blood on himself."



Another person who changes the style of ToriBash, is myself (**JDawg**) (believe me I don't like bragging but it's kind of true). I have a very violent, spastic, and physical style of dismembering Uke, and I find my own character to be in a lot of pain at times just because of my way of playing. I usually refer to my own style as the "Sit on you" style, just because I use so much of my body to hurt Uke that sometimes by accident while I work on a replay, Uke will hit me back as hard as I hit him. I also am one of the few people that I see that can stylishly use a dismembering head butt in a replay and get praise for it. I am probably the direct opposite of **mMm**, and in the same thinking style of viewing his replays, you'd probably watch mine thinking, "Man, he spent \$500 on that, and for what, a huge pool of blood right on the white shirt!"

My final exemplar for the evolution of sp is **FriedRice**. Fried combines stylish spins and actions with lightning fast kicks that sometimes make you go "0.o". He also has recently become known for one of his kicks and has, like shook, become a "boomhitter." His kicks are known to be fluid, stylish, but most importantly, totally destructive of our companion, Uke. He is innovative in that he can use different styles for his replays, which include clean, lighter hits, or heavy harder hits.

So, to wrap this up, ToriBash, in my opinion, has become more intense, more violent and less laid back than it has in the past. Maybe the influence of a smaller community, back in the days that ToriBash wasn't free, made those who actually bought the game feel safer about their self image, and therefore didn't focus on impressing the community as much as those new schoolers feel they have to impress the old schoolers today. Or, maybe I'm wrong, and people from ToriBash a year ago didn't like violence as much as the new community does today. Either way, the style has changed quite noticeably, and we must question what the future has in store. It might not seem possible, but maybe someday, people will be giving 10/10's to those who do stiff symmetrical decaps, while saying that those who do limp style and asymmetrical moves are not as skilled at the single player component of the game.



So, what will you think happens, if you want, private message me, and in the next version of ToriNews, I'll do another article containing some responses that I got ☺

--JDawg

Are you a new guy ?! You are looking for a trainer ?! You don't want to be a nooblet ?! This is the place !

Here, in **ETC** [Evil Trainee Club] we, the trainers, will teach you how to play on different styles, how to fight and of course - how to win. Every style will have a headtrainer and co-trainers.

Thread : <http://forum.toribash.com/showthread.php?t=38665>

Quotes from KiLLaH and Madgecko11, leaders of [ETC]

“The ETC [Evil Trainee Club] is a division of [Evil] that is helping to train some of the newer members with certain mods (judo, wushu, etc...) and we require them to post on our clan boards at least once a day. This way they gain skill's for in-game while learning to be active on the forums.”

“The ETC was created mainly to train new players. It is absolutely free and everybody can get help about everything by the older members! Everyone has a chance to become a trainer or a trainee without any requirements for belt, clan, rank etc.“

“This isn't just a thing for [Evil] members, it is for all players who wouldn't normally meet our recruitment standards.”

“Basically if someone wants to apply to be a "trainee" then they apply and once they are accepted then they select a Trainer from the trainer list. The trainers are listed by the mods that they are the best at an example is me-I'm a Alternate Mod trainer which means I train for the mods other than Aikido, Sumo, and Tae Kwon Do, among other mods.”

“After finishing the training, (it depends of the trainer's decision) the trained guy can become a part of the trainer's clan. For example, if I train someone, he can join the [Evil] clan.”

“Even the trainers are improving their skills!”

TUTORIAL

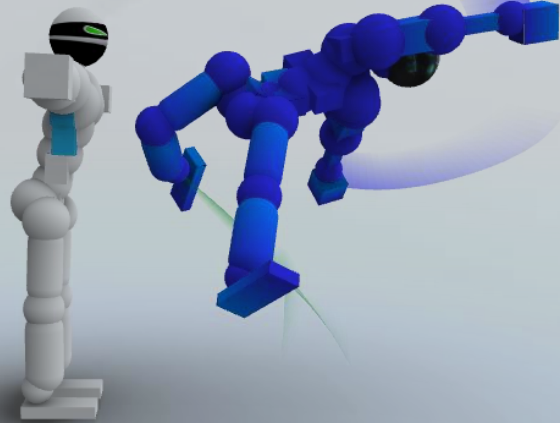
Hey, have you ever opened up toribash and seen hampa pull off that amazing head kick that plays whenever you open toribash and said "i wish i could do something like that"?

Well ask no more because now you can! this will show you how to do a kick much like hampas only almost 10 times more power full!!!!

First you need to set the engaging distance to 200, DM threshold to 100 and turn frames to 10.

1°) Ok, now you're ready for the opener, it goes like this:

- ✓ hold all
- ✓ Raise right shoulder
- ✓ Contract right pec
- ✓ Extend left pec
- ✓ Left rotate chest
- ✓ Relax right knee
- ✓ Extend right hip
- ✓ Extend left glute
- ✓ Extend right ankle



2°) Ok, now you press space 5 times. Then it's time for the next set of moves:

- ✓ Extend right glute
- ✓ Contract right knee

3°) Space again... its kick time.

- ✓ Extend right knee

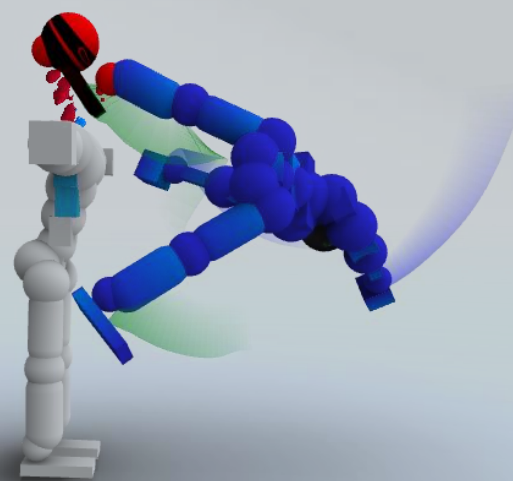
4°) Space two times...

252897 damage in one head kick! GO YOU!

Now you have the freedom to do whatever you want for the rest of the game. GO NUTS.

Thank you hampa for the inspiration for this kick.
You rock !

Thank you for your time bashers. Have fun with the kick !
Bye bye !



--COXY

TORINEWS VIDEO CONTEST : THE RESULTS

1ST PLACE: Mosier (Prize : 35000 TCs)

Original music, original starting, really awesome replays, the music fitted good, really good editing. An deserved 1st place.

Congratulations !

Link : http://www.youtube.com/watch?v=kpoXf_Fj9YA

HQ : <http://rapidshare.com/files/124877059/wat.wmv.html>

2ND PLACE: JePoY (Prize : 15000 TCs)

Really good editing, good replays, the music fitted really good. Also the editing to fit the music more is done very good.

Link : <http://www.youtube.com/watch?v=76-2Jl7ZshA>

3RD PLACE: Omegear (Prize : 7000 TCs)

This video has really nice angles, good editing, good replays. Only sometimes you couldnt see what happened and the music didnt fit at some places.

Link : <http://www.youtube.com/watch?v=K6HbO7ac6xk>

CEVIUS INTERVIEW

<MasterPpv> Thank you taking the time to be with us here today, Cevius.

<Cevius> /me attacks

<MasterPpv> If you don't mind, please tell us a bit about yourself and how you came to know ToriBash.

<Cevius> My name is Adam Corbally, a 3d artist/techie nerd who was drawn into ToriBash by the overly simple illusion that this game would be easy, because it looked basic. When properly unleashed, this game allowed me to perform some of the craziest shit

<MasterPpv> What do you like most about this game? Is there any particular mod, player, artist, etc. you've been especially impressed with from the start?

<Cevius> Since I started ToriBash, judo has always been THE mode. I like Jousting, although it's rather limited with the types of moves you can do. Very little of a defensive move is going to work, but your attacks will be very powerful. A good defense is a good offence. The increased turn times made the fights smoother, and more reliant on knowing how the physics reacted, to prevent you landing on your arse. There are two players, the original creators of the first clan I was in for ToriBash, [Fluff]: Foxxie and Shademonger, both of which have since moved on, although they pop in occasionally to remind us of the true madness.

<MasterPpv> What do you think about our ever-growing community? How do you feel about all of the new players? Is there any advice you would like to give those who are just discovering this game?

<Cevius> I am actually concerned about the community at present, because although it is becoming much larger, a lot of the users we are getting are not as respectful and honorable as those we gathered into our swarm in the early days. Don't get me wrong, most of them are good, it's just the ever-growing number who abuse the game, and its community to get what they want, faster. Probably it's always been the same proportion of good to not good people, and the greater numbers just makes it look like a bigger problem than it really is. Still, I have hope. There are new and interested people who want to keep Toribash and its community running smoothly, coming in all the time. New people ain't all bad :D You need to talk to people, and get a group of friends together you know and trust to start yourself a clan. Find a mode you are all reasonably good at, and make that your thing. I started with judo, and I am a judo Jesus. Find your best area! (Or if you are really leet, all areas :D) Most of all, practice with people. Single Player will let you practice some moves, but the best way to learn is in the arena. Because no matter how good you are, without another human on the other end fighting back, you might as well be trying to lick a brick wall to death.

<MasterPpv> Good advice; always good to have an honest opponent

<Cevius> Indeed, you must have an honest opponent

<MasterPpv> And what would you like to say those creeps who abuse the system?

<Cevius> Those people who do abuse the system, need to get a check of where your morals and ethics stand. If it's too hard to earn the credits and items yourself, then you probably don't deserve to have them. Even those who just buy their items earned the money/credits to get them. Cheating the community and the game really only cheats yourself. New people! Community is everything. Let's be honest, this game is hard! There has also been a growing fad for users to just leave if they are losing, in the middle of a match. It's dishonorable, and quite frankly offensive. I know that people will occasionally drop out, nobody's internet is perfect...

<MasterPpv> Yeah, one day I had 10 people all leave in the middle of a match when they were losing to my awesome sumo skills

<Cevius> When you leave before a match is over, that match's replay won't be saved, since most users who do this usually do it when they have been whopped by a frakken awesome attack, losing records of some very good moves damages the community's mass knowledge. Also, you lose credits and belt rank when you leave during a match. Be warned repeat offenders, you are going broke and beltless. Streaks are wonderful, I've never been over 13 myself, and even that was a fluke. Some users reach 50 or more streaks, which is like throwing a coin off a bridge and having land in a candy machine on a passing boat.

<MasterPpv> Good! So you've got a system in place to punish such people!

<Cevius> Yes, there are systems in effect. Silent systems. Hampa adds more often, to deter people from being dishonest. I've only told you about some. There are others in place, and more being created frequently. Those who break the rules will suffer the consequences. Still, no matter how many systems we have, we need the community to watch its own. You guys know what's right and wrong, and if you don't, you can come ask us, in the ToriBash IRC room. ([#toribash](http://asia.toribash.com)) :D

<MasterPpv> If there was any ONE thing you could change about the game, ANYTHING at all, what would it be?

<Cevius> Ah, what would I change? A few things, mostly to get people playing quicker, but a lobby system is being worked on now to fix that up. Probably some of the controls. More options of force than just contract and expand, so that you could move with much more control, and ultimately, provide the users are more customizable fight.

<MasterPpv> Now, I don't want to dig into classified info, but what might we expect of ToriBash next? Any hint on the next new feature?

<Cevius> Ah! New things... things are always being developed, and there is some new stuff coming up, although a lot of it is mostly aesthetical only. More Texturable objects, some special so far unreleased colors, limited edition only! There might also be some new gametypes being developed soon, although the complexity of such things means it might be a few months off. (But well worth the wait!)

<MasterPpv> Excellent! We have some good things to look forward to, then! OK, thank you being with us today and offering this insightful look into your life! I'm afraid I have to part ways now but I'm sure we'll be seeing you around! May your head stay on your neck in the years to come!

<Cevius>I was glad to talk! Until next time! [Cevius Offline] <O>

<MasterPpv>Bye.

CLBCK INTERVIEW

<MasterPpv> So Clbck, thank you for joining us today

<Clbck> Glad to be here

<MasterPpv> Now, personally I don't know much about you, so tell us a few things about yourself

<Clbck> Well, I'm a pretty old member - I started out not actually by playing toribash, but by idling in the IRC channel

<Clbck> RbLcK introduced me to the game, and it looked like fun

<Clbck> and I've been on IRC or the forums (or both) pretty much since then

<Clbck> Back in the day, IRC had about 20 members ;P it's grown quite considerably

<MasterPpv> Yes, the game has grown almost explosively

<MasterPpv> What part of the game do you find most appealing to you? This could be a certain mod, the freedom to do certain things, etc.

<Clbck> Well, I enjoy Toribash because it allows me to mess around with moves, and maybe do something my opponent hasn't seen before, or wasn't expecting. There's just so many moves to do. It's awesome

<Clbck> And for modes, I like KB, freestyle, aikido, and sambo

<MasterPpv> So you enjoy the freedom to create different moves and stuff

<Clbck> Yessir

<Clbck> CheZDa, as a player, is very impressive to me. And I didn't really respect him from the start, but PlayerID666 is able to kick my ass in pretty much everything - easily the hardest person for me to play in MP.

<Clbck> And as an artist, Cevius is pretty amazing

<Clbck> There's tons of artists in toribash, actually, it's hard to keep track of them all :p

<MasterPpv> Yes... what is your job as a super moderator? How do you help keep our forums clean and nice for everyone?

<Clbck> I respond to reported posts, deal with any problems if I see them when I browse the forums. It's pretty basic stuff - just making sure there isn't tons of spam or flaming. I'm not as active as I used to be, though, so I'd say guys like Threevil and volt deal with more of it than I do

<MasterPpv> How do you feel about all of the new players and the people who are just discovering this great game? Do you have any advice for those who look up to you and other great players?

<Clbck> For new players, I think the key thing is to know that they won't start out great. It takes a lot of practice, and you're going to need to put in a bit of time to be like the better players. Unless, of course, you're chezda ;)

<MasterPpv> Of course. Now, if there was only one thing you could change about this game, ANYTHING at all, what would it be?

<Clbck> Hmm... I think I'd include 2v2

<Clbck> RbLcK and I were going to spend a bit of time thinking of co-op moves, but it looks like it might never get released :(

<MasterPpv> Well it would certainly be a welcome addition to our already long list of modes and mods!

<MasterPpv> Is there anything you want to say to the community in general? A shout-out, if you will?

<Clbck> Judo DM is not a very good mode!

<MasterPpv> LOL well we'll all be sure to stay away!

<Clbck> :p haha

<MasterPpv> Now, what do you like most about the forums and the community? Is there anyone you'd recommend to be the next moderator? What do you like most about your position as a Super Mod?

<Clbck> The forums are interesting because you can meet some really nice players and people. And as for a next moderator... there's a few people who I think could make decent moderators, but that's confidential :D

<Clbck> And people don't realize that being a Super Mod isn't some goal - it's just something one does if you have spare time. It doesn't make a person instantly elite or respected

<MasterPpv> Good advice, my friend. Now, I don't want to dig into classified info, but what might we expect of ToriBash next? Any hint on the next new feature or a sneak peek at an event coming up?

<Clbck> Haha, supermoderators used to get a hint of the next stuff, but it's a much tighter ship at Nabi now.

<MasterPpv> Ah well, I tried. OK then, thank you being with us today and offering this insightful look into your life! I'm afraid I have to part ways now but I'm sure we'll be seeing you around! May your head stay on your neck in the years to come!

<Clbck> Yours too!

<Clbck> unless I see you in kb :D

<MasterPpv> LOL I'll look forward to it. Bye!

MOSIER INTERVIEW

JDawg: Hey Mosier

Mosier: hey

Mosier: :D

JDawg: So, as you hopefully know, I'm doing an interview for ToriNews on you that I hope to get published :)

Mosier: Ofc, I probably know that :P

JDawg: Anyway, just to start off, could you just tell us a little bit about yourself, both in real life and ingame?

Mosier: well, ingame at least, I am a 10th dan black belt that has been around since february of 2007. I have risen up, and I am now a Toriagent(server admin), and I am a Gamekeeper, hosting tourneys weekly.

Mosier: Real life is a little more boring. I am Just a gaming nerd and musician. Heading to College soon, but right now mostly just a gamer.

JDawg: Interesting, now tell me, do you enjoy being a gamekeeper, is it something you enjoy doing as a part of the ToriBash community, does it make you feel important, and has it helped you become known in the community?

Mosier: Well, first off, I dont do it to feel important lol :p

Mosier: But I do enjoy being a gamekeeper. I find it cool to spend time giving stuff back to the community for their hard work in some sense.

Mosier: It is especially cool putting together comps and tourneys that brings the community to breaking new ground in toribash, such as my current Bboy comp.

JDawg: You seem to have fun as you do what you do, which is good, because being in a position of at least some power can be stressful, but you seem to handle it well

JDawg: Now, onto my next question (a little bit chronologically out of order but oh well)

Mosier: ^_^

JDawg: What got you started playing toribash, and what has kept you motivated enough to play it. What makes you continue to play single player, and multiplayer?

Mosier: Err, well, first off, I got started playing toribash cause of a video I saw of noweb wwaayyyy back a long time ago. I was like, "Hey cool, that guy got his head taken off, I wanna play"

Mosier: But yea, I have been around for a while though, and like most things I do, this has begun to tire me out. Mostly, I stay around just for the community, the friends I have made on the game, and my spot as a gamekeeper

Mosier: But, I still do enjoy creating new replays in singleplayer, and kicking some guys head off in multiplayer

JDawg: Always fun that is

JDawg: :)

Mosier: :D

JDawg: Now, I understand you have a new video, and I when I watched it I was curious (as I am with many videos) what inspired you to choose that name and song, if it actually was anything in particular

Mosier: lol, well. I picked the song cause a friend and TB player, Jsoh, recommended it to me

Mosier: I enjoyed the song a lot, and I found that the name and mood of the video worked well with the shaders I used and the song

JDawg: Yes, I did enjoy the dark mood set by the shader

JDawg: Anyways, onwards I must go!

Mosier: :o

JDawg: What would you say was your fondest memory of toribash

Mosier: Wow, that is tough.

Mosier: I have gained a lot of memories from this game... good and bad.

JDawg: Hehe, I'm a bad one :D

Mosier: Probably anytime I play games with the gurus or RAWRs in a server though

Mosier: I enjoy that the most

Mosier: Except for you Jdawg, you suck

JDawg: D:

JDawg: Ah yes, your former clan and your current clan

Mosier: ofc, the two best groups in this game

JDawg: What great friends they are, including me... right?!

Mosier: Umm, sure... whatever you say

Mosier: >.>;

JDawg: ... D: Righto, now, back-tracking a bit, you are one of those single player geniuses (just like me ;)), am I correct?

Mosier: Dunno if you can call me a genius. More like, a kid with too much time on his hands ;o

Mosier: but sure :D

JDawg: What would you say your favorite mod(e)s are, besides default toribash

Mosier: hah, well besides just classic. I would say sambo

Mosier: Sambo replays are really fun to make. They provide a challenge at first, but much more speed and power in the end

JDawg: Ah yes, I remember seeing you doing lots of handstand kicks and capoeira style replays with sambo, spices things up a bit

Mosier: Yea, I mean, who doesnt like random spinnehs?

JDawg: Stonewall, but that's not the point

Mosier: well, he is dumb

Mosier: :D

JDawg: Yes, agreed in full

Mosier: hah

JDawg: Well, I'm almost out of time, hygiene calls, but what would you say your plans in the future are for toribash, do you expect to continue playing it for awhile, or will college prevent you from hanging out with us?

Mosier: Well, I hope to at least stick around and host tourneys.

Mosier: Ofc, I am anticipating glitchracer and anything else nabi has coming up for us though

Mosier: :D

JDawg: Yes that looks exciting

JDawg: Finally

JDawg: Could you just give some advice to our readers, and hopefully some of the newer toribash members are reading this; What rules you feel are most important for them to follow, how they can stay out of trouble, and how they can help contribute to our community?

Mosier: well, for one, like I learned today

Mosier: dont post links to adult sites during my tourneys

Mosier: :D

JDawg: Lol I read about that on irc

Mosier: and if they want to contribute, the best thing to do is just not be a jerk and farm or exploit things

Mosier: we have enough trouble as it is keeping this place running smoothly :p

JDawg: Yeah, with people like me running around on the loose you never want more of those types of people here

Mosier: yep, hehe

JDawg: Well, thanks for your time Mosier, and I hope that everyone got to learn about you a little more... even though I'm not sure if they would want to learn about someone like you ;)

Mosier: ^_^

Mosier: not a problem. chances are, no one reads this

Mosier: especially if written by you

JDawg: D:

Mosier: :D

JDawg: Thank you mosier, thanks readers for viewing my content, and have a nice day to all

THIS EDITIONS WINNER: TRIPSTONE

Ahhh, yes, the many acts of stupidity coming from "Trippy".

First of all of his faults putting him in this position is the pitiful act of power abuse. It started one afternoon when a blind dragon walked into a server, and was confronted by an angry Tripstone (ohtehnoes). Tripstone was "pissed off" at this Blinddragon for giving away some money to nabi, in return for a custom belt. In this case some people may get mad at someone helping the company pour out more features and gameplay options, and Trip did just that. Angry at Blinddragon for helping the game go further he kicked him from the server, with the message of "Earn your own god damned fucking belt."(:o)

This issue was then brought on to the forums. A few days later Tripstone loses his admin status and is dropped to another ole' member. Maybe Tripstone doesn't want this game to live? If so he felt the same way about the clan "Evolution".

In the weeks to follow Tripstone decided to be an (insult of choice) and to leave the long reigning clan "eVo". For all you less bright people, eVo was obviously going to fucking die a couple days later. Mrninja, Diaxano, N1njaslayer, and Nosboh, all left hours after the news of Tripstones leavege. With no posts on the Evolution forum, and the only heads-up being the sight of a bare, untagged Tripstone, it was clear he did not care for Evo anymore.

To sum it all up the main fuck-ups that landed Tripstone in this spot.

1. The pure idiocracy
2. Selfishness
3. Fagatory-ness

--Anonymous

(Tripstone, if you feel generous, maybe I can tell the name of the guy who wrote that --Melmoth ;))