

Pony Tales 5

▲ We are b(l)ack. ▲
▲▲◆■▲▲||



Hey Ponytellers, It's been awhile...

◆◆ letter from the editor ◆◆

Hey Ponytellers,

I know it's been a while- no, wait! Before you turn away, please, hear me out. I know we just vanished one day and stopped returning your calls, but that was a real dick move on our part and I know it caused you a lot of pain; for that, I'm sorry. After all that happened with Pony Express, we never meant to just disappear on you, we never meant to hurt you like those other guys.

The truth is, it's hard to pinpoint quite where things went wrong; I mean, it was all going so well... and then it wasn't. If I'm honest, we lost some people close to us. They left for bigger and brighter things, but after they were gone we were in pretty bad shape, so we just faded away, stagnated. Once something has stopped, there's a powerful inertia, a sense of the difficulty it would take to get things going again. Like the rusting hulk of a once beautiful car, it doesn't matter that it was once a flawless piece of machinery, left unattended long enough it will seize and succumb to the slow march of time.

Sometimes though, there are individuals who will dedicate themselves to the restoration of something beautiful. When they came to the project, it wasn't presentable, it wasn't ready; it needed serious work



and more than a little love. It's taken a while, and it's been quite a journey this past year, but I think it's ready now. We've found some good people who have helped fill the void that the others left, and the result is the Pony Tales you find yourself looking at now.

Ponytellers, I hope you can forgive us our long absence, but now that we've got things moving again, we have no intention of stopping anytime soon. We know what we have to offer now, constant acceleration, and a new sense of purpose inside our reconstructed frame. So, if you'll have us, here we are.

On the surface, nothing's changed. We still have the funsies, the bans, the highlights, and everything you used to love about us, but much better now. Revitalised, renewed, reinvigorated

This is the 'Black Issue' of Pony Tales, and we can't wait to be back in your life.

Plexa

▲ Contents

▲ SERIOUS BUSINESS	4
▲ FUNSIES	7
▲ A PICTURE = 1000 WORDS	16
▲ THOR'S CORNER OF FUN	16
▲ Shame Corner	19
▲ Notes for Noobs	23
▲ Trail Blazers	25
▲ Unimpressed Flash	33
▲ Baneling Cookie Build Order	37
▲ Dear Diary	39
▲ Diablo III: Going Pro	40



SERIOUS BUSINESS

Over the last few months we've had a number of wicked tunes posted on the forums. Songs aren't new to Team Liquid, after all we had Husky's Banelings blasting through our headsets last year, but after almost two years of Starcraft 2 it's amazing that we still have such quality music being created. No, really, these songs are legit - 'Kerrigan's Anthem' by Maduk and Veela made it into my regular rotation of Liquid DnB and Smix's parody GG Maybe? was simply awesome. And there's a lot more where those come from, but here are a few to get you started.

VIVA LA DIRT LEAGUE - *'CARE ABOUT BRONZE'*

SMIX - *'GG MAYBE'*

MADUK FEAT. VEELA - *'KERRIGAN'S ANTHEM'*

TEMPO - *'DRONE SO HARD'*

LOZEROD - *'MASS ROACH'*

BLAKE - *'RETREAT!'*

SUSPENSE - *'LIFE OF A ZERGLING'*



Here is an awesome baneling sculpture.

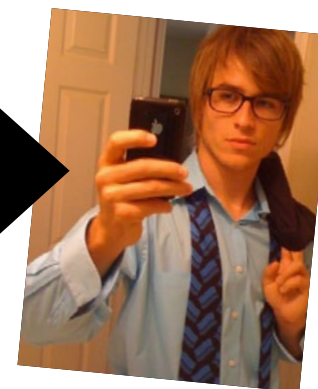
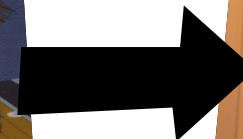


Can't buy the **TL MERCHANDISE.**
that you want? Maybe it's time for some DIY!

*Djzapz wrote:
Are you a wizard?
O_O*



Athene is on a quest to raise \$1,000,000 for Save the Children. Love him or hate him, you can't argue with his noble cause.



Maybe it was in reaction to this thread, but TL has had a lot more fashion threads crop up. I guess TLers have decided that its time to look good and buck the stereotype of the 'gaming nerd'. So maybe you're sitting there wanting to look good, but don't know how. Well you're in luck, TL now has some really useful threads to help you look your best.

If getting in shape is your goal, then eshlow has got you covered in the Health and Fitness forum.

If you want to dress to impress then the Men's Fashion Thread is what you need.



Want more? You can check out the rest [here](#)

Once upon a time the Strategy Forum was considered a cesspool full of terrible advice where skilled players were talked down to by gold leaguers. Well, with threads like this one I can't say I blame you. TL has been steadily improving the quality of this forum through crack downs and post highlighting. NrGmonk is TL's newest mod and has been ensuring the forum is a valuable resource for players of all levels. All I can say to him is; brilliant! The strategy forum has never looked so good.

[G] Bronze to Masters, Improving Mechanics
 [G] A Focused Approach to Perfecting Mechanics

[G] PvP: An Overview/Observing PvP
 [G] Belial's Comprehensive Guide to Everything ZvP!
 [G] Stephano-Style ZvP – The 12 Minute Max-Out
 [G] PvZ - 3 Base 3 Col vs 3 Hatch

After Hotbid's BOSS Cannon Rush you may have been left wondering if that was as good as cannon rushing can get. Bright minds in the strategy forum have been hard at work figuring this out for you. First, moskonian came and shocked us with the discovery that Zerg too can perform a similar rush which is now known as the 'moskonian spinecrawler rush'. After this, it took Day[9] to question whether cannon rushing could be pushed further; could cannon rushing be perfected? Here is the resulting discussion, you be the judge!

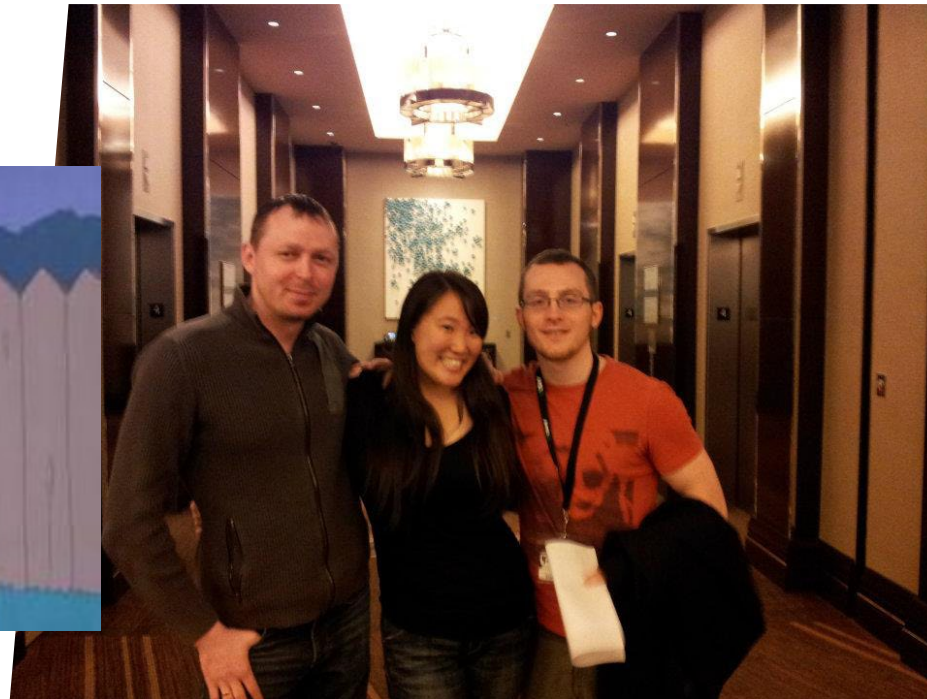




FUNSIES



SonuvBob wrote:
Hmm...



From the thread: [D] DRG vs TSLHeart: Spire vs Marine play?

lor kac wrote:

Mutalisks are proactive, infestors (in general) are reactive.

You don't get Mutalisks to stop a certain unit composition. You get mutalisks to dictate tempo and map control.

For a real life example--take the practice of opening doors for a woman.

You open the door for a woman in order for her to think you're nice--not because you feel that she is too physically weak to open the door. You, with your door opening, are attempting to dictate your role in the relationship you are forging with that specific woman. You then reinforce this by not opening doors for others except for the people that the woman expects you to open it to. Once again, you're doing that in order to communicate and dictate your role in the relationship. Mutalisks are the same way. No, Mutalisks do not counter marines much like girls don't really give a crap who opens a door (it's just a fucking door) what matters is what environment the action (or unit choice) creates.

From the thread: [H] The end of my career TvZ

Lionbacker wrote:

I started season 7 off with a 24-3 record. First place platinum. I have a 80-90% win rate vs protoss and terran, but a measly 10% or so win rate vs. zerg.

I just played 6 out of 7 zerg, or so. I lost every game. I have no confidence. I deny him a 3rd, while i establish my third. I do endless drops destroying key structures. I also have an upgrades advantage. I wish I could be more specific with what I need, BUT I AM COMPLETELY CONFUSED

lor kac wrote:

11/11

It's like the 111, but with an extra 1

From the thread: The problem with Diablo 3 is that it is too easy

lor kac wrote:

Is this a whine thread about how D3 is living up to the genre it revolutionized?

Wow... never thought I'd see the day. It's like complaining that tetris doesn't have enough story.



From the thread: SKT practicing with Team 8 for Proleague Final

snotboogie wrote:

U gotta SK8



From the thread: Team EG Website Security Issues

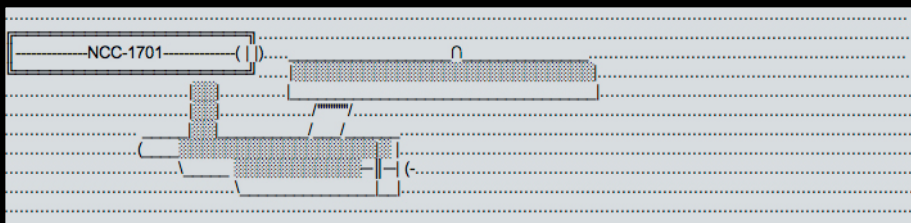
canikizu wrote:

This is just one of their announcement of announcement. EG got STVirus as a new player. You heard it here first.

AC3 wrote:

Hahahaha this is their most legitimate viral marketing scheme to date.

Return of **THE FORUM ENTERPRISE**



From the thread: Improving consistency

furerkip wrote:
"When behind, Dark Shrine."

From the thread: All glory to failure 37 :/

Yougobois wrote:

Man, Diablo III is super hard. I've been playing for 40 minutes and haven't even defeated the login screen yet.

Vejovis wrote:

Einstein said that insanity is doing the same thing over and over again while expecting different results. Thanks blizz for making me feel a little insane spamming the enter button :\

Jumbled wrote:

Repeatedly clicking a mouse on something is all part of the classic Diablo experience.

bgx wrote:

Someone took the "4 player maximum" quite literally.

From the thread: Your post BW plans?

ShadeR wrote:

Point is code S player list is like looking at OSL prelims list for a lot of us.

SarcasmMonster wrote:

Aren't top tier players like Bisu in the OSL prelims?

From the thread: "WTF are people hating on?"

Cel.erity wrote:

Sorry, but you're no more qualified to say that he's a gentle, down-to-earth guy than I am to say otherwise. But sure, go ahead and try to debunk my legitimate analysis based on life experience and ten years in psychology without any sort of counter-evidence. In that case, this entire thread may as well not exist, since the OP's opinion that Day9 is a saint are no more realistic than my opinion that he isn't.

zefreak wrote:

AHAHAHAHAHA

You are the one making the claim that he is a narcissist due to your armchair psych evaluation. When there is no evidence, the default position is NOT narcissism/greed/ulterior motives. Do you know how evidence works?

Guess what guys, You say you have ten years of psychology experience but I think you are actually a bear from outer space based on absolutely no evidence and 10 years of space experience and both of our opinions hold equal weight!



Credit: Brian Muehlhaupt

MONGOLIA. ASL. KIETT

hi. i mongolia. zaMNal. not Zanmal not zamnal not ZaMNal. i TL 10 year. i register 8 year. i here long i know all.

wikipedia : *Mongolia* is the **19th largest and the most sparsely populated independent country in the world**



we very big. we now sun energy and internet no problem. wind energy soon. than help russia and china. many power soon.



korea progamer come often mongolia work for us and provide many servise

LINK 1

LINK 2



NaDa come here every often work hard and receive good body

LINK 3

in return our kids when have time, advise korean gamer and teach them how play profesional starcra. we open special learn center for korea. they copy and make many progamer house. now amerika copy from korea.



last year NaDa and LYN lazy. no come and learn. now they no skill drop every league. NaDa army soon learn how work again.



our president win rekrul 1v1 easy.

LINK 4

our tribe leader nice to bush when he come negotiate



our kids nice to robert when she come too




We big help amerika
iraq invasion, now
control afganistan
and sierra lion
expansion.



now my enter ASL. group D.

amerika want us be new
brother. but why no mongolia
flag TL? very no respect.

our old brother russia provide flag too
iccup. u steel it: 

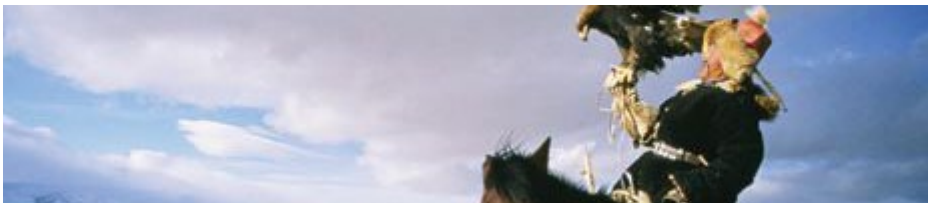
i enter ASL and give mine best to not win it. i know it will be very hard. i like
Kiatt so many much long time. very female. prolign final she talk. i no under-
stand much i watch game. but than she cry. than i cry. i never cry..
if i manege to not win ASL, i want dedicate my defeat to Kiatt. i hope she
notise and accept my devocion and write me.

zaMNal

And it CONTINUES...

Everything is happening **exactly like stars has foretold:**

- Be born as mongolia race



- Live life to please myself until I
- Develop feeling inside for a female who i never met (This is crazy, but internet make it happen. So much glad we now internet)
- Dream about her day & nite



RuSh 2-1
Wallace 2-1
Probe 2-1
ZaMNal 0-3

- Call upon big shaman for advise to set mine path rightiousnes (shaman = jedi council of monglia)
- Impress her by getting very hummiliate and utter destroyed, so she can see me for who i am really am (A great warrior descendent who not affraid to loss for female).

Including:

- ⊕ Get owned by deliberately destroying 9000 stacked temples instead of killing 1 supplay depot and penetrating opponent frontaly
- ⊕ Make cunninglings rush but not make opponent come to gg, by not sending reinforcement fast enough to the spot and make it look like accident
- ⊕ Intensionally make 3 overboard isnted of 1, then act like it was not intensional at all and pretend blame lag
- I never loss. So people now think that i feel this:
- But in realty i feel like this:



But everything is happyning like foretold. So i keeps heads up, because this is just game. But Kiett is reel. The stars (and mongolia shamans) is never wrong as you can sea.

We all now know the prophicy will be fullfilled when i complete final piece:

- Kill the small male and making him pay Kiett fat coin and apologise for hurt her.

A little bird (yes my bird on that foto) tell me he even purchase a gun to snipe me.



Be we no play on Sniper Rigde, so no worry.

My dear Kiett. I know you eager to prophicy fullfill fast and such. But look what happen to Neo and Triniti. Neo beat that agent Smix 1v1 eazy. But than cunning small male cheet and spam Hallucionate and Kage Bunshin no Jutsu like no tomorrow. And we now how all ended in the end.



There is only small probability, but still, I don't wanna lose you for some lame prophicy. I dont want to trust stars, prophicy, shamans. I want trust you. And sacrificse all to you. So if you have feelings for me; if you worry about our future children; if you think that this is taking forever and want us skip forward to next stage in our relationship, let me now. I wont necessarily object. I do whatever to make you happy.

Yours and yours only,
zaMNaI

From the thread: My **1000th** post [girlblog][apology]

Shock710 wrote:

Now on to the GIRL BLOG

I thought everything was going great! At school we didn't talk much (mostly cause of her friends zzz...) but she liked to smile at me and her smiles melted my heart (so corny but I don't care ^^) I had forgotten about asking for her number cause we would chat on fb most the time. I was so enthralled by the prospect of being her bf and started to make a list for her 18th birthday(she was 1 year younger than me casue she started school early, but when she turned 18 I would still be 18 for a few months).

- 1) 18 second song (happy birthday)
- 2) 18+ rated movie (not horror, some romance with a sex scene)
- 3) 18 carat gold necklace (saved up a ton for it T_T)
- 4) 18 drawn pics (I love drawing)
- 5) 18 pictures of her (with a camera, taken on the actual day)
- 6) 18cm diameter cake (for the two of us)
- 7) 180\$ (red pocket money for her Birthday, 180 cause 18 seemed too cheap)
- 8) 18 Hugs
- 9) 18 Kisses
- 10) 18 songs mix tape
- 11) 18minute ride on a Ferris wheel
- 12) 18 neopet plushies
- 13) 18 origami roses (hand made by me, thankyou internet)
- 14) 18cm by 18cm pic of us two (7.1 inches)
- 15) 18 word birthday card
- 16) 18 heart balloons (not the internet ones I give out, ~~~~<3)
- 17) 18min bike ride to the cinema
- 18) 18 yo Boyfriend (me ^^ yay)

So yeah, corny right? But like I said I don't really care, or cared at that time I was so in love with her, everything about her made me love her.

So after a while I asked her out, and but she said that we didn't know each other enough T_T so I asked what about if we got to know each other some more, her reply "maybe" (Heartbroken) I didn't press her on the matter anymore. So we kinda departed in some ways with me sometimes trying to talking to her, but her never replying back to me.

So it was over and I didn't understand why, but at the time I didn't feel too depressed; I had tried at least.

Jibba wrote:

Oh wow. I had only briefly glanced at these before but upon rereading them, I can definitely see where your plan went off course. I mean, I guess some of these are sort of cute and all, but none of them really demonstrate the kind of permanence that 18 year old girls are looking for in a relationship. Even if things had proceeded better and you began to unravel your list, many of these would've ultimately driven her away, because she'd think you weren't taking things very seriously.

Off the top of my head, I came up with a few better and direct ways to show her (or any future girl) just how gravely important their love is to you.

1) Over the span of a couple weeks, call her house 18 times at 00:18 in the morning for just 18 seconds, with the phone's microphone pressed against your chest. She will hear and understand how the thought of her physically affects you, which will make her feel important and cared about. For an added bonus, do this from 18 different locations/phone numbers.

2) Create 18 additional Facebook accounts and use each one of them to message her and tell her how pretty you think she is. She said no one had ever called her pretty before you did, just think how 18 more people telling her she's very pretty will make her feel!

3) This one's pretty simple and a no-brainer, but just get a list of her 18 favorite places around town and meet her there when she goes. She'll already be happy because she's at her favorite places, and that good mood will rub off onto her feelings about you.

4) One thing you'll find out sooner or later is that girls LOVE scrap books. Put together a nice one (or just a collage) from photos of her at each of her birthdays. Since she won't have had her 18th yet, you'll have to start at her day of birth.

5) To go along with #4, you can show her how much you pay attention (some guys can't even remember their girlfriends' birthdays LOL) by including in the scrapbook, 18 of her small possessions and trinkets. Some of the best

places to find these are her locker and her bedroom.

6) Paint pictures of her in 18 different styles. Renaissance men are in high demand and likely your sheer talent will overwhelm her heart. If you wanted, you could even substitute her face into an originally famous painting, as a cute little touch. Most people will say do the Mona Lisa, but that's pretty overplayed and the point of this is to show a finer understanding of art and history. **The Fountain** by Mark Ryden is a really nice scene you could start with.

7) So far we've only been focusing on your passion for her, but you also want to demonstrate a great sense of humor. To that point, have you ever seen [this video](#)? It's fucking hilarious. If I were you, I'd recreate the scene (only x18, of course) in front of her lawn. Your local toy store probably won't keep so many in stock, so if you have to use other types of dolls like Cabbage Patch Kids, that's fine too.



8) If you've already got a list of her favorite foods, simply fill her fridge with her top 18 of them.

9) Since she likes Pudge, make 18 detailed paper cut outs of Pudge's body

parts (which of course form the entire thing) and place them in her mail box before she gets home. It's a cute little surprise, and now you've given HER a chance to be creative and put your creation together. On top of that, you will have created a work of art together.

10) In line with that idea, you can make her a cute little card saying "I <3 you", only draw a real heart instead. You've guessed it, do this 17 more times with various other body parts in place of the <3. It'll be funny. The mail box can be used for all sorts of things. One of the cheapest are Post-It notes with little "I Love Us" on them. Make sure they're big enough to read though. You may even want to write it across both sides of the Post-It.

11) This depends on if you've taken a shop class before but one of the ways you can demonstrate value as a strong male is to show her how handy you are and build things for her. Since she loves fantasy, you could start with something simple like a Wand and work your way up to model beds, weapons and torture devices from her favorite series'.

12) In line with that handyman thinking, fix something for her. Now obviously you don't know which things in her house are broken (yet), but since she's a girl, I can guarantee you that her sink and bath tub drains are 75% clogged with her own hair. Bring some tools with you like a screw driver and a straightened hanger, take off the tops of the drains and pull it out for her. Personally, I think it's sweetest when you do it as a surprise when she's not home. She'll start to wonder why things are different in her bathroom and instantly be reminded of you, and how much she cares about you.

13) There's no reason to let a handful of her hair go to waste. Bring a garbage bag with you, along with your tools, and save it so you can bring it home and dry it. You can do all sorts of things with human wool like that, such as sewing a blanket or better yet, grab some rubber bands (again, cheap!) and make people-shaped figurines out of it. You can think of them as your future family with her.

14) Very few people ever have the presence of mind to think of this, but you need to show her the amount you're willing to sacrifice for her as well. In a box of some sort, send her 18 of YOUR own possessions or follicles. She'll laugh at first, but if you shave your head and give the hair to her, she'll be

amazed at how much you're willing to commit to her.

15) I don't know if you've ever seen *Romeo and Juliet* or *Buffy* but cuts and blood can be a very primal and romantic way to create a bond between you two. Now don't be a super emo creep and actually cut yourself because that's fucked up, but since you're an artist, you can always DRAW cuts and scars on your arm and tell her they signify her. Even better, split them between you two and try to draw 9 on you and 9 on her. Again, this is sharing.

16) One of the easiest and thus most used pickup lines is to ask a girl out to coffee. Now, a large % of the population is actually genetically predisposed to dislike coffee, so this is taking a bit of a risk. One way that you can incentivize her to accept, even if she's not a javamaniac, is to foster a greater need for caffeine. Do this by grinding up caffeine pills and putting it into her food and drinks at lunch time. Do this for several weeks and then halt it all together. Two days later, she'll have tiny little headaches and that's where you show up at lunch with a hot cup of jo, and say "I've got just what you need." Once she tries it, everything will go away and you'll have invigorated her love for coffee, and greatly increased the chances of her saying yes to you.

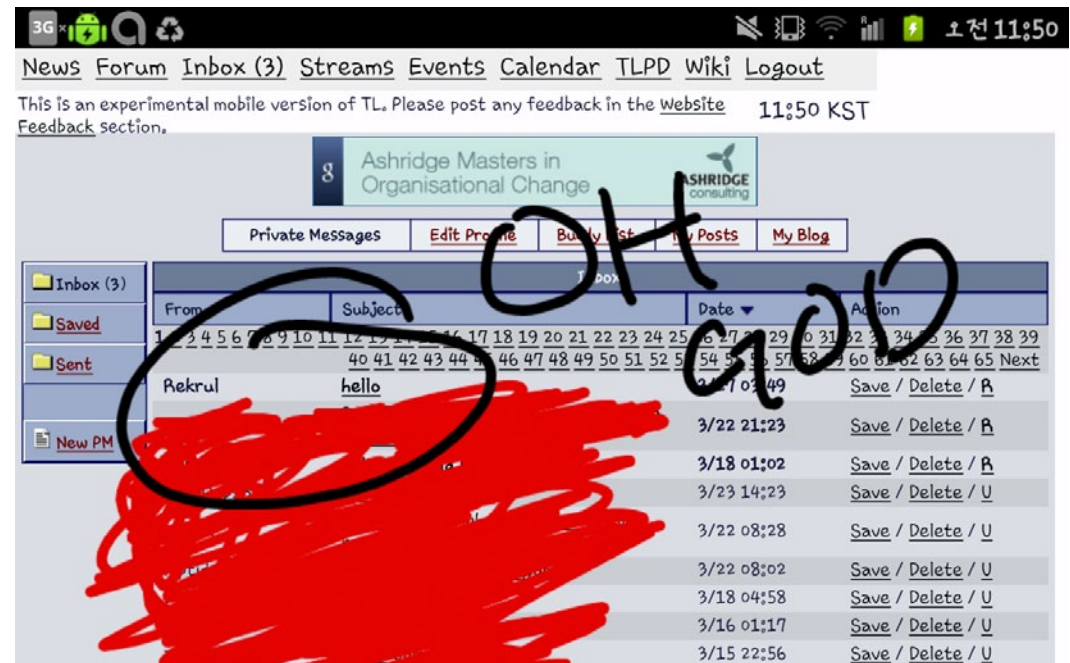
17) Another addition to the above (if caffeine pills are going too far) is to simply make her sleepy. This goes great with #1. The less sleep she gets, the more dependent she'll be on that cup of coffee and more she'll look to you with longing and respect.

18) This one is slightly creepy, but part of this activity is trying to explore what type of girl she is so you can better understand and communicate with each other. Once you're happily married, you may find out that she's not into the same "bedroom activities" as you are, and this is a great way to detect that early on. Look, everyone here knows that you've probably masturbated to the thought of her once or twice, so simply do it 16 more times. Record your passion somehow, either with a jar or video recording and pretend like she's there with you. Then just give it to her one day at school, or place it in her locker. If you use the video tape, she'll get turned on a bit (it's only natural) and she'll start to become more familiar with your

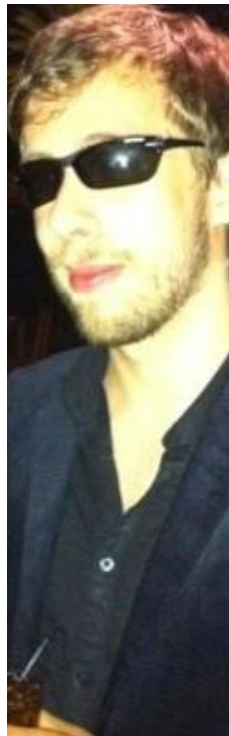
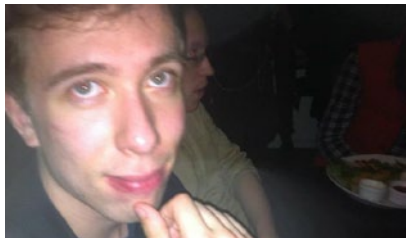
sexuality, which makes the going **infinitely easier** later on when you two first become intimate.

I know some of these are pretty intricate, so you might want to start with the easier ones and work your way up. No matter what, she'll be smitten at the thought of how much you're concentrating on her.

From the blog: scariest thing when you log into TL



A PICTURE = 1000 words



THOR'S corner of FUN

Punic wote:

Hello glorious people of TL,

I am writing a business paper as one of my goals for school this semester, and I need to complete a survey as part of the research. As no one at school wants to be bothered by a kid with a clipboard and five questions, I figured maybe the internet would welcome me. You could be so kind and fill out this 5 question survey SURVEY (well 7+ and an optional 5th) I would greatly appreciate it. Additionally, if over 100+ people to complete the survey I will return in the paper with TL logo stamped across the heading.

Again, I thank you for your time and have a glorious day.

Sincerely,

Again. <http://www.surveymonkey.com/s/LQ6QZVJ>



Let it Raine was just **temp banned for 2** days by **Pholon**.

That account was created on 2010-08-15 01:30:44 and had 960 posts.

Reason:

```
[Did I watch the replay?]
|
| No.                | Yes.
|                    |
[Don't post.]       [Do I have something useful to add?]
^                   |
L-----No.         | Yes. --> [Post]
```


▲ **Perfecto** was just **temp banned for 2 days** by **zatic**.

That account was created on 2011-06-30 12:23:13 and had 148 posts.

Reason: You were warned yesterday about your one-liners and emoticon spam. You posting history since:



Oh I see.

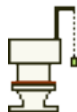


Seeker missiles can hit air right? are they effective against slow BLds? I'm not terran so this might come out as a really noob question.



The topic was T v P

Not true. I also like this:



▲ **BalliSLife** was just **banned** by **HawaiianPig**.

That account was created on 2008-09-18 07:20:04 and had 1339 posts.

Reason: Here lies BalliSLife. He asked the community if they had seen a picture and was shunned. He lost his life for the cause. Godspeed BalliSLife. Someday, someone will find that picture.

▲ **Repomies** was just **temp banned for 2 days** by **Haemonculus**.

That account was created on 2011-10-10 23:26:07 and had 18 posts.

Reason:

REPOMIES wrote:

Shouldn't let women meddle in men's business

Is banning idiots men's or women's business? I forgot.

▲ **HARUKI** was just **banned** by **Kennigit**.

That account was created on 2009-08-08 10:10:09 and had 10 posts.

Reason: Previously banned user. If you try this again we will come to your house and ban you in the face.

▲ **Niriw** was just **temp banned for 2 days** by **p4NDemik**.

That account was created on 2011-07-20 15:39:21 and had 6 posts.

Reason: "Uhhhhh command, are we a go for temporary ejection?"

"Roger mod 1 you are go for go for temporary ejection."

"10 ... 9 ... 8 ... open primary link to user info"

"Roger command, opening primary link to user info"

"7 ... 6 ... 5 ... 4 ... adjust launch duration to 2 days"

"Roger command, adjusting launch duration to 2 days"

"3 ... 2 ... 1 ... we are go for liftoff - All ban thrusters set to maximum blast ..."

"We have liftoff! We'll see you in a couple days spacemonkey 'Niriw,' happy travels! 2 days and your back-seat moderating will be a thing of the past right? Don't make us stick you in the centrifuge till you puke again."

aupstar was just **temp banned for 1 week** by **Harem**.

That account was created on 2007-06-12 09:00:48 and had 804 posts.

Reason:

AUPSTAR wrote:

Protoss most balanced race.

1a2a3a4a5a6a7a

It's a fucking BW LR thread.

What the fuck.

TankRed was just **temp banned for 1 week** by **EvilTeletubby**.

That account was created on 2010-08-25 22:05:52 and had 4 posts.

Reason:

TANKRED wrote:

R.I.P Terran

2010-2012

Are you illiterate? -_-



[UoN]Sentinel was just **temp banned for 2 days** by **micronesia**.

That account was created on 2009-11-23 23:39:52 and had 980 posts.

Reason: What the hell? You were warned a couple of months ago for posting NSFW content in the funny pics thread in a spoiler, and now you just posted an animated gif of one person spraying feces on to another person inside a spoiler. I think your mom's reaction is telling, but not necessarily of how SFW the pic is.

Zergtakeszeroskill was just **banned** by **Chill**.

That account was created on 2012-01-17 05:06:34 and had 2 posts.

Reason: Your name is a balance whine and your two posts are garbage. If this was Reddit I'd go through your history and downvote all your comments. Luckily, I'm part of the TL Republic. Take care.

ThePrince wrote:

The term "North American" refers to people who live/where born in Minnesota, Nebraska, Montana, Washington, and Vermont.

The term "South American" refers to people who live/where born in Texas, Florida, Louisiana, Arizona.

You get the point. Stop spreading this thread with your ignorance. Thnx.

On February 14 2012 05:58 TL.net Bot wrote:

ThePrince was just **temp banned for 2 days** by **tree.hugger**.

That account was created on 2010-10-03 15:43:35 and had 46 posts.

Reason:



RampancyTW was just **temp banned for 2 days** by **p4NDemik**.

That account was created on 2010-08-22 04:18:09 and had 119 posts.

Reason: Just cool off. Grab a Capri Sun or something. Stick it in the freezer, do whatever you have to do, just calm down.

SHAME CORNER

From the thread: WTF YOU FUCKER

gOerilla wrote:

ok serjously deleting thread? IT WAS A FUCKING QUESTION what is the thread for. fucking retard mods i hope you get killed, realy

iNcontrol wrote:

WHEN THINGS DON'T GO MY WAY I CAPSLOCK THE FUCK OUT OF IT

From the thread: [G] PvZ Anti stephano style build by EmpireMista

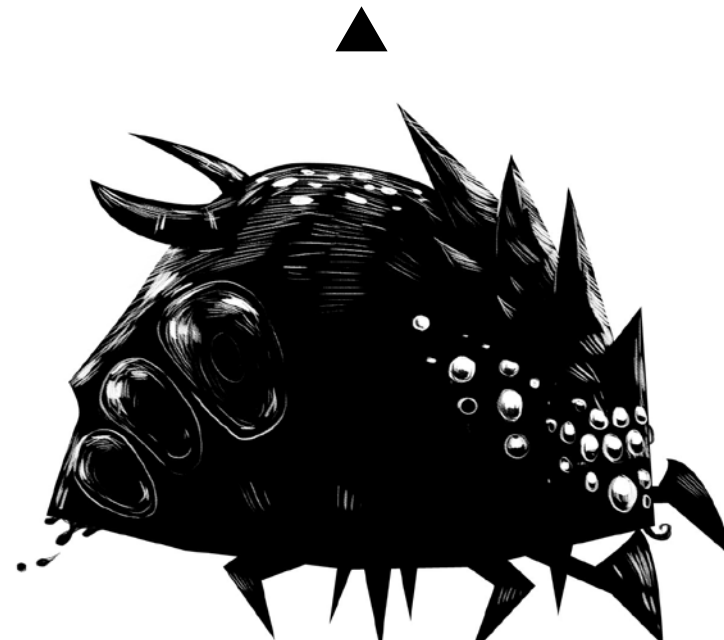
Xitac wrote:

I think more then 3 replays would be nice...

Replays

- Hide Spoiler -

<http://drop.sc/179455>
<http://drop.sc/179456>
<http://drop.sc/179457>
<http://drop.sc/179458>
<http://drop.sc/179459>
<http://drop.sc/179497>
<http://drop.sc/179637>



From the thread: Terran walls for Python and FS

Kliedxl wrote:

Yes, terran can wallop and totally nullyfil the only protoss have more than terran. The only better unit protoss have is zealot and it obvious that game is tricked so that terran always win anyway. There is no glory to win as terran because the obvious and ridiculus range advantage over the other race that get melee fighter as first unit available and also the ridiculus advantage of firerate and combined with stim and godly dammage of tank especially if you look at the range they get. If the people that watch starcraft dont think terran is cheating the game well i might loosing my time writing this message...

[Forum Index > Brood War](#)

I think you got the wrong section buddy...

From the thread: kiler pvp/pvt strategy!!!!!!!!!!!! 🤪🤪🤪🤪

bestkiler wrote:

Helo, I am xDARKTERANx! I hate pvt becos marunders are imba and destroy ez. this build idea is make canon in enemy base and distract with main army 🤪

I have now perfected my best inventon yet! 🤪🤪🤪 it is basically a 3/4gate robot build with +1 atakc timing. but it have a twist! make atakc at 8-9 minute in front base with gate way units because they can just warp in. while u atako u drop a probe in his main mineral line and make cannons! 🤪🤪🤪
canons kil workers while main army use imba force fields and some zelots and stalkers pikc of some units. 🤪

🤪 BUILD ODER

12 gate 14 gas make 2 gas and 3 gate and robo and dont get suply blokced

MID GAME:

when robo redy u make a warp prism and put a probo inside and bring behind enemy main base after.

FINAL PUSH!:

atak with gate way units and select warp prism and click d->behind main base mineral line and then shift+e so warp prism gibe power and probo can make pylons! 🤪

🤪 REPLAYS 🤪

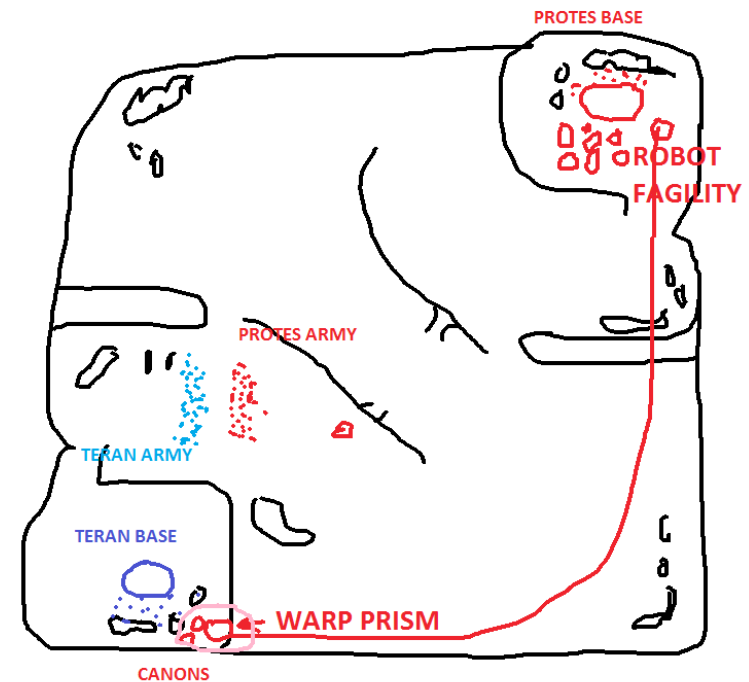
<http://drop.sc/148171>



HERE MAIN STRATEGY IN STRATEGY MAP



GLOUD TEMPLE



🤪🤪🤪🤪 compat kil:



GUIDE MADE BY BREACYPKC AKA. xDARKTERANx

plz coment and give opinion!!!!!!!!!!!! 🤪



Sudoku Touch

The world's simplest sudoku

Buy it
NOW!
NOW!
NOW!
(\$0.99)



OMG!

SUDOKU TOUCH

The app is incredibly simple to use, and it's seriously good fun. The sudoku works simply by selecting the box and drawing the appropriate number on the screen, which is really intuitive and quick. The game is stylish and smooth. And of course, the app has the Liquid advantage practically built in. It's a little worrying, actually, it's so addictive, hopefully it doesn't cut into any of the team's Sc2 practice...

TL user Hunterai wrote: "Gotta admit that the interface looks really intuitive and easy to use."

If at first you don't succeed....

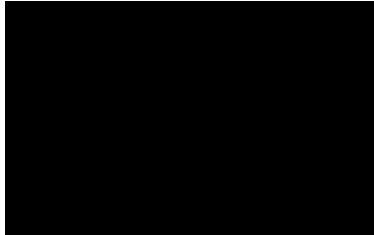
The GG.NoRe dennisvreyes Umbrella of Affiliates

(Joined: 06/28/2010 - Banned: 12/19/2010) dennisvreyes - 175 posts
(Joined: 07/04/2010 - Banned: 07/05/2010) satsan - 1 post
(Joined: 09/23/2010 - Banned: 09/23/2010) [zk]gongryong - 0 posts
(Joined: 10/27/2010 - Banned: 06/26/2011) gongryong - 1430 posts
(Joined: 01/06/2011 - Banned: 06/24/2011) Q.E.D. - 134 posts
(Joined: 01/06/2011 - Banned: 06/26/2011) GG.NoRe - 1051 posts
(Joined: 01/28/2011 - Banned: 06/24/2011) whiterabb1t - 681 posts
(Joined: 02/24/2011 - Banned: 05/07/2012) reix - 6 posts
(Joined: 04/24/2011 - Banned: 04/24/2011) 300 - 0 posts
(Joined: 04/28/2011 - Banned: 05/07/2012) phoenixoverload - 8 posts
(Joined: 05/05/2011 - Banned: 05/08/2011) Solid Materials - 23 posts
(Joined: 05/11/2011 - Banned: 06/26/2011) glenn098 - 0 posts
(Joined: 05/11/2011 - Banned: 07/04/2011) Sovetsky Soyuz - 905 posts
(Joined: 05/13/2011 - Banned: 05/07/2012) hot_bed - 7 posts
(Joined: 05/17/2011 - Banned: 06/24/2011) Pope - 53 posts
(Joined: 06/01/2011 - Banned: 06/23/2011) C6H12 - 5 posts
(Joined: 06/02/2011 - Banned: 06/26/2011) jamakelss - 0 posts
(Joined: 06/06/2011 - Banned: 06/24/2011) Supreme Court - 3 posts
(Joined: 06/07/2011 - Banned: 06/25/2011) Star Catcher - 4 posts
(Joined: 06/07/2011 - Banned: 05/07/2012) The Architect - 0 posts
(Joined: 06/09/2011 - Banned: 06/25/2011) Star Gazer - 1 post
(Joined: 06/09/2011 - Banned: 06/26/2011) Darth Vader - 50 posts
(Joined: 06/13/2011 - Banned: 06/25/2011) Ukyo - 1 post
(Joined: 06/14/2011 - Banned: 06/24/2011) Hattori Hanzo - 1 post
(Joined: 06/14/2011 - Banned: 06/24/2011) Qi - 31 posts
(Joined: 06/15/2011 - Banned: 05/07/2012) pilgrim - 0 posts
(Joined: 06/15/2011 - Banned: 05/07/2012) Bomberman - 0 posts
(Joined: 06/15/2011 - Banned: 06/24/2011) Black Hole - 10 posts
(Joined: 06/16/2011 - Banned: 06/25/2011) fractals - 3 posts
(Joined: 06/18/2011 - Banned: 06/24/2011) KMJ - 16 posts
(Joined: 06/28/2011 - Banned: 06/29/2011) 3 - 0 posts
(Joined: 07/03/2011 - Banned: 07/09/2011) Ultimate Weapon - 132 posts
(Joined: 07/09/2011 - Banned: 07/09/2011) broodlord - 0 posts
(Joined: 07/10/2011 - Banned: 07/14/2011) Absynthe - 14 posts
(Joined: 07/13/2011 - Banned: 07/13/2011) ubeRmind - 0 posts
(Joined: 07/14/2011 - Banned: 07/14/2011) zeeschildpad - 15 posts
(Joined: 07/14/2011 - Banned: 07/31/2011) ghanti - 10 posts

(Joined: 07/17/2011 - Banned: 07/17/2011) uberlord - 0 posts
(Joined: 07/17/2011 - Banned: 07/26/2011) gueva RA - 19 posts
(Joined: 07/20/2011 - Banned: 07/25/2011) To55k1D - 7 posts
(Joined: 07/24/2011 - Banned: 07/25/2011) 4taR4xiA - 31 posts
(Joined: 08/08/2011 - Banned: 08/08/2011) bubugao - 0 posts
(Joined: 08/12/2011 - Banned: 08/31/2011) faruq - 116 posts
(Joined: 08/13/2011 - Banned: 12/07/2011) Agent Smith - 91 posts
(Joined: 08/17/2011 - Banned: 05/07/2012) Psionic Storm - 3 posts
(Joined: 08/24/2011 - Banned: 08/24/2011) oepelepsia - 0 posts
(Joined: 08/30/2011 - Banned: 08/30/2011) Input Data Server - 0 posts
(Joined: 09/01/2011 - Banned: 09/01/2011) hushbaby - 0 posts
(Joined: 09/01/2011 - Banned: 09/01/2011) wakawaka - 5 posts
(Joined: 09/06/2011 - Banned: 09/07/2011) Jesus F. Christ - 1 post
(Joined: 09/07/2011 - Banned: 09/07/2011) Caramba! - 6 posts
(Joined: 09/07/2011 - Banned: 09/07/2011) Carambo! - 0 posts
(Joined: 09/07/2011 - Banned: 09/07/2011) Carambe! - 1 post
(Joined: 09/07/2011 - Banned: 09/07/2011) Grundrisse - 0 posts
(Joined: 09/10/2011 - Banned: 09/14/2011) LaHaine - 4 posts
(Joined: 09/16/2011 - Banned: 09/18/2011) necromancer001 - 5 posts
(Joined: 09/20/2011 - Banned: 05/07/2012) Ninja [X] - 40 posts
(Joined: 10/01/2011 - Banned: 10/07/2011) The Black - 222 posts
(Joined: 10/07/2011 - Banned: 10/07/2011) The Black 02 - 0 posts
(Joined: 10/07/2011 - Banned: 10/09/2011) WozDBoZZ - 0 posts
(Joined: 10/07/2011 - Banned: 10/09/2011) xxSuP4hFLyxx - 36 posts
(Joined: 10/09/2011 - Banned: 10/26/2011) Kakaruku - 4 posts
(Joined: 10/10/2011 - Banned: 10/26/2011) SojuTerran - 16 posts
(Joined: 10/14/2011 - Banned: 05/06/2012) [DT] - 1 post
(Joined: 10/14/2011 - Banned: 12/07/2011) Dr. Strange - 25 posts
(Joined: 11/14/2011 - Banned: 11/29/2011) Zvek - 102 posts
(Joined: 11/26/2011 - Banned: 05/06/2012) [V] - 905 posts
(Joined: 11/29/2011 - Banned: 11/29/2011) WiwoMija - 10 posts
(Joined: 11/29/2011 - Banned: 11/29/2011) oeospus - 3 posts
(Joined: 11/30/2011 - Banned: 12/07/2011) Gottes Zorn - 9 posts
(Joined: 12/01/2011 - Banned: 12/01/2011) Digital Faust - 0 posts
(Joined: 12/02/2011 - Banned: 12/02/2011) Piperoo - 0 posts
(Joined: 12/05/2011 - Banned: 12/05/2011) Soborough - 0 posts
(Joined: 12/11/2011 - Banned: 12/11/2011) Syaang Sgoon - 1 post
(Joined: 01/08/2012 - Banned: 01/08/2012) pentatonic - 1 post
(Joined: 02/26/2012 - Banned: 05/07/2012) watermel0n - 4 posts
(Joined: 03/12/2012 - Banned: 05/07/2012) man123 - 0 posts
(Joined: 05/06/2012 - Banned: 05/07/2012) 1h26mDefilerTour - 0 posts

NOTES FOR NOOBS:

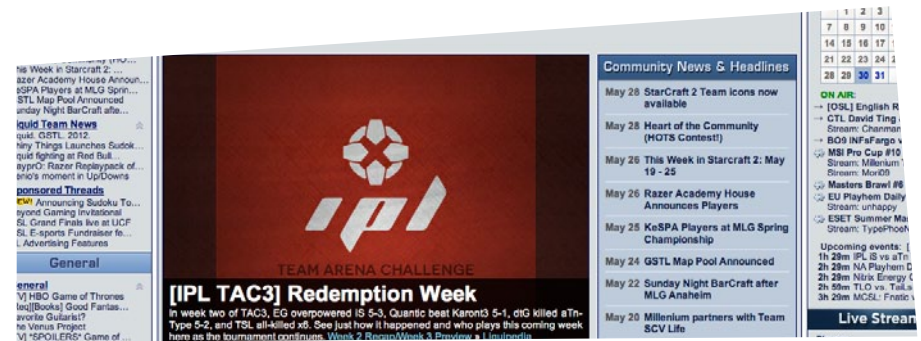
APPROACHING TEAM LIQUID



When approaching Team Liquid, you might be intimidated by both the heavy-handed approach to moderation, the expectations of others, and the pressure on you to contribute. Just talking is fine; in fact, it's a great start.

There are only six places you need to go to get an informed view on all that Team Liquid has to offer. These places can also help you represent yourself in the best light possible which should help put more emphasis on what you're saying, rather than how you're saying it.

- The TL.net Ten Commandments – The TL.net Ten Commandments should be your first stop. This topic helps give an overview of how Team Liquid works. Things to note are that seniority has to be earned and that real content when posting comments or remarks are expected from everyone.
- How to use Team Liquid – Though it's a little longwinded, this guide is also a great index from which to sift what's relevant and ignore the rest. Here you can find posting guidelines specific to each individual sub-forum as well as some less well-known rules that could help you avoid receiving any warnings or infractions.



- BBCode on TeamLiquid.net: A Content Creators Guide – BBCode is the code used on TeamLiquid.net. It helps add some formatting to your posts, for those so inclined. Here you will find a guide to for those who want to add colour, spacing, indexing, categories and various other tools to better emphasise your words.
- Closed Topics Section – A graveyard of topics and posts sit here. This section is open for viewing, just not for posting. If you want to know the ins-and-outs of the forums, take a quick gander at this barren section to see why some topics have been closed. If you find yourself not quite getting the hang of the forums, have a look at this section to get a feel for what doesn't fly.



- Website Feedback sub-forum – Recommended for any questions you might have. Criticisms, complaints, and feedback (positive or negative) are more than welcome, and will never be censored or swatted away. Just make sure to approach everything with understanding and an open mind. There are even topics

designated for changing your username, asking why your topic got closed, and general feedback on some of Team Liquid's other features.

In any case, if you're reading Pony Tales, you're probably aware of all of this already, but this seemed a suitable starting point. The basics of Liquipedia, of TLPD, and streaming on Team Liquid are all things to be covered soon enough. With future articles, this slot will show some of the more interesting work on Team Liquid, some hidden gems, and some reminders of the basics.

For now, get comfortable, saddle up and enjoy yourself.

skindzer

TRAIL BLAZERS



One of the recurring topics of conversation since Starcraft 2's launch has been the extent to which the "Korean model" for training a team has been successful, particularly for those foreigners who have opted to stay in Korea. This is a question we're only more likely to see crop up with the advent of Liquid's arrival in Korea, and subsequent appearance in the GSTL, an appearance which has been, let's face it, less spectacular than we might have hoped.

While many thought that Starcraft 2 would change the global landscape of "who's who" in tournaments, it seems increasingly clear that the old formula of "Ambient + Training" keeps being the winning one, netting most results. Still, while being a foreigner in a training house in Seoul might be hard, if only because of the language barrier, it's nowhere near as hard as it was two or three years ago for Draco, NonY, or IdrA. The bridges have broadened since then, and the GomTV studios seem closer than the Coex Mall ever was.

Before we had a foreigner training house, though – before pro-gamers made a living off foreigner events, in a day when an English-casted Korean tournament was a dream -- there were a few who, with monumental talent and even more monumental balls, decided to take their shot at the big stage.

People like Giyom, Elky or Rekrul might be the names best known from the old era. They jump-started the foreign involvement in Korean pro-gaming and were, for many years, our window to what was really happening inside





the pro-team houses. Even more importantly, they paved the way for others outside Korea who also wanted to chase the dream of being a progamer.

After their time was over, most of them switched to poker, but there are others who simply dropped below the radar. I went and talked to three figures of the past to see how they are doing today, their perspective of the scene, and how the pages they wrote on progaming history are being read from where they are now.

Christopher Page: “I didn’t really feel like I was growing as a human being”

Christopher Page got a chance to test his Brood War skills in Korea thanks to a newly-formed enterprise by community members General~Khalsa and Hone, who wanted to create a “Westerner” esports business to compete in the blooming progaming scene in Seoul. They first approached him through online chat, soon moving on to a few phone calls, and before long he was signing a contract, taking a one-way ticket to progaming mecca that was Seoul.

Despite being one of the very first foreigner players to set foot on Korea, he was also the first one to leave. The hectic routine, coupled with a general sense of being unfulfilled, made him feel as though he wasn’t really going anywhere in his life. He hoped college would let him take a more meaningful road and, after reaching the RO32 of KBK and delivering a lackluster performance on the Tooniverse tournament, he called it quits.



Absurd 4v4 tournament. [Grrr, Pillars, [9]Thor.]

When he returned home, Pillars participated in a few events in the States, most notably placing first in the Battletop "tour" in New York, winning, ironically enough, a trip to Korea. A few months after that, he left Brood War completely, becoming what could be very well defined as a mercenary gamer, trying his hand at whatever other competitive RTS he could get his hands on. Before long, he had started to win tournaments in a number of different games; C&C Generals, Strifeshadow, Age of Empires II, and even the Warcraft 3 Beta, to name a few.

He's the first to recognize, though, that the year he had dedicated to Starcraft, and particularly those four months in Korea, had left him with a strong set of working tools, theoretical frameworks, and improved hand-eye coordination which carried over into these games. More than anything, he had forged a skill that helped him always stay one step ahead of his peers. He now approached games differently; he trained with superior persistence and a professional outlook on competition.

"Most high-level RTS players are information sponges; they'll acquire information at a faster rate than others given the same set of experiences. Brood War was excellent grounds for honing this skill; since the competitive community was so large, top players kept pushing one another, pushing the borders of the game, trying to arrive at the 'optimal play'."

It was by competing in so many games that he eventually got a hold of a game called Empires: Dawn of the Modern World, winning the first invitational tournament and meeting the developers as a result, who invited him to join their multi-player division. Unfortunately, this first taste of the industry wouldn't last long.

"My time at SSSI was mixed. I was glad to have the opportunity to work there, but the company itself was struggling in their relationship with their publisher and fell apart a year or so after I was hired. I left a few months before that took place."

After that experience, and on the recommendation of fellow gamer [HYPERLINK](http://www.gamereplays.org/community/index.php?showtopic=65726) "http://www.gamereplays.org/community/index.php?showtopic=65726" Gnug315, who also played lots of other small RTS titles, Pillars followed that proud ex-progamer tradition and went to



try his luck in online poker, finding just enough success in Limit Hold'Em to support himself for a year.

When a door closes, a window opens, though, and soon he got the opportunity to apply for a job at another video-game company, one he was already pretty familiar with: Blizzard Entertainment.

The whole process took a month. Zileas, one of the oldest Starcraft champions, winner of the first (and only) beta tournament, was working on the design team there, so he gave a recommendation to the company for Pillars. After that, Christopher had a phone interview with Rob Pardo, followed by an in-person interview in California with Rob and Dustin Browder, his future bosses. A few weeks later he was part of the Starcraft 2 team.

Because of this insight with the game, I asked him his opinion regarding the current "big ball vs big ball" criticism that goes around the community: "...most of the reason we're seeing this is because of the dramatic improvement in efficiency of the unit pathing code and quasi-unlimited unit selection. To a lesser extent you could also argue you see some of this behavior because there aren't enough units and/or compositions that require a high level of tactical movement in order to gain maximal efficiency. But even there -- and I think this is true across the board -- we're still seeing some fundamental mistakes from high-level players with tactical control like Protoss players hot-keying their whole army, only to find their zealots trapped behind stalkers.

"I think even high-level players are getting lulled into the 'ease' with which they can 1A, 2A, 3A, or even just put their whole army on one hot-key. That's not the designers' fault, that's the players' laziness, or unwillingness to push themselves to improve that aspect of their game."

Christopher left Blizzard near the end of 2007 and has continued supporting himself through No-Limit Hold'Em since then, amassing just shy of one million dollars over the entirety of his poker career. Playing it as a side thing has been fun, but trying to make a living from it turned the game into a grind very quickly, draining him emotionally and bringing very little pleasure. Still, the financial value and freedom it provides him is hard to pass up.

When SC2 was released, it seemed only natural for Pillars to check it out, and indeed, he did for a time, getting some really good results on the beta ladder. He knew he didn't and wouldn't have the same drive to play competitively at the highest level, though, and the road to progaming wasn't one he was willing to take again.

"The amount of hours it takes to become a top-tier player at this point is just absurd. You basically need to structure your life around the game. My only remaining connection to the community is watching the tournament scene a bit. I still enjoy that aspect of things. It's nice to see a meta-game develop."

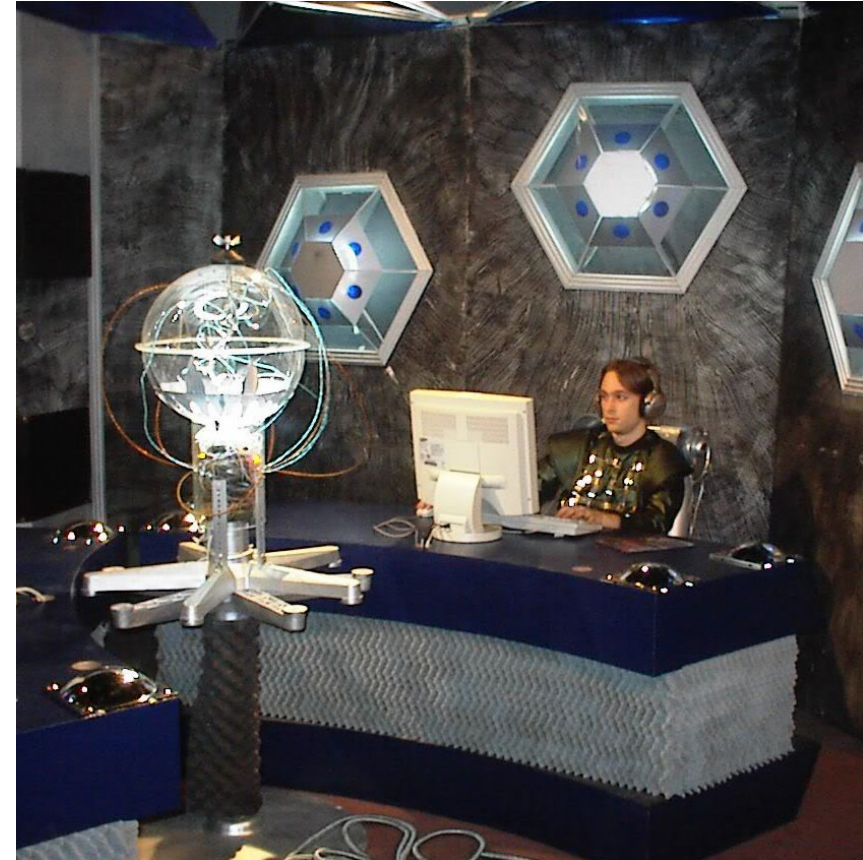
Christopher is now trying to wean himself off digital devices and screens. He realized he has spent quite a lot of his life in front of a computer, and the older he gets the less he wants to do that. Now he spends his time playing poker, soccer, hiking, practicing yoga, and starting a meditation practice, but more than anything he's trying to figure out what it is he really wants in life. To that end, he's now taking different classes, ranging from Sociology to Dance, without any particular degree in mind.

This's not to say he's ashamed of his "past life"; he's very proud of what he has accomplished in gaming, being part of the community and trying to act as a positive force in it -- he knows how much hard work, skill, and dedication it takes to follow that path. There's also a part of him that thinks that, while competing at the highest level is certainly worthy of respect, it is nowhere near as much as the one a teacher or social worker deserves.

With what he has done so far, though, one might think the only thing missing for him to do would be working on a porn movie or going to the moon, and when I checked, he said he was working on one of those.

Fredrik Østervold: "I think we probably had more fun with the game back then"

Alias: Slayers -- that's the name of the half-hour-long [HYPERLINK](http://www.youtube.com/watch?v=IGcUxcYz3ng&feature=player_embedded) "http://www.youtube.com/watch?v=IGcUxcYz3ng&feature=player_embedded" documentary featuring Fredrik Østervold, then only 16 years



Pillars playing in a televised tournament



old, as he traveled to Korea to compete in the 2000 KBK Masters Cup. Through the magic of the internet, I managed to contact him to ask a few questions about his time in Starcraft and how he sees all of this seven years after his last major appearance.

PT (Pony Tales): Your last major accomplishment was winning 3rd Place in WCG Norway 2004. What happened after this? Did you just wake-up one day and decide to leave Brood War, or was it something that came slowly? What was the turning point?

Slayers (Fredrik Østervold): I was already into poker at the time, and participating in the WCG Qualifiers was something I did on a whim when I heard Stinger was going. I figured I would be done with competitive Starcraft after my mandatory service in the army, as it's hard for me to enjoy the game when I'm simply average at it. After I got back from WCG poker took up most of my time and since it's hard to play for fun when I suck I pretty much stopped playing altogether, with a few stints of gaming with Sven every once in a while.

PT: After "leaving" Starcraft, did you continue playing other games? Laddering just for fun? Maybe trying consoles? Or did you just leave gaming altogether?

Slayers: Starcraft is pretty much the only game I ever played seriously. I played Warcraft III for a few months, but never enjoyed it as much as Starcraft. That was pretty much the last game I played a significant amount besides poker. I own an Xbox, a Playstation 3 and a Nintendo Wii but I never use any of them. I'd buy a new game, play it for a few days then get bored and stop. I might have something like 20 games or so, total, and I've only completed one of them.

PT: When was the last time you saw the documentary about you? What are your feelings about it after all these years?

Slayers: I saw some of it recently when someone brought it up to my girlfriend. I've always wondered what they'd have done if I simply lost in round one, which easily could have happened as it was Best-of-One all the way up to the finals where it was best of three. I think they did a good job of showing what it was like back then and it brought back a lot of nice memories.

PT: Have you ever been recognized because of the documentary, or just by



Slayers

other people when (if) you mentioned you used to play Brood War? Has it ever helped you get laid? (mandatory nerd question)

Slayers: Yes, it still happens every now and then, though far less often in recent years. Hehe, I can definitely say it has not. Unfortunately, video-gamers still don't get the same attention from the opposite sex as people playing more conventional sports. Maybe some day.

PT: How does it feel to be part of Starcraft history? Being there when everything was starting to bloom?

Slayers: I got into it a bit later than some of the other more well-known figures of that era, and at first I remember thinking I was too late, because PGL had ended and there weren't any big tournaments left. Little did I know ☐. It was a lot of fun playing back then, as people were still figuring out how to play and there was very little information available compared to now.

Basically, you just had to play and learn the game by yourself, unless you were lucky enough to know a good player. This meant people would try all sorts of different stuff and you had a lot of different styles, whereas later on things became more standardized and people would simply look at VODs or replays to learn the latest build orders and strategies from the best players. It's amazing to see how far the game has progressed, and it really speaks to the depth of the game when you see people still finding ways to improve more than ten years after its conception.

I think we probably had more fun with the game back then. The skill level was a lot lower, and when people showed up for tournaments they weren't really prepared the way pro-gamers are these days. You simply played and adapted to what the other guy was doing, which to me is a lot of fun but obviously leads to more mistakes and bad play.

PT: Have you tried SC2? How does it feel to see pro-gaming starting to become huge world-wide?

Slayers: I bought a beta key and played for a few months, but stopped as I didn't have much spare time between school and poker. As I already mentioned, it's hard for me to enjoy a game like Starcraft 2 when I suck at it and lose too often for my ego to handle, but it seems like a good game. It's nice to see it's spreading to other countries besides South Korea. Hopefully

this means the competition won't be as lopsided as it has been, though it takes a special individual to go through the training regimen displayed by the Koreans year after year.

PT: What lessons did you learn during your "Starcraft period," and which one has served you the most?

Slayers: Probably the way you'd analyze every game trying to figure out why you won or lost, searching for weaknesses in build orders and strategies. An analytical approach like that is very helpful in poker and life in general.

PT: Do you continue to play video-games with friends sometimes? Do you feel your Brood War past gives you an edge?

Slayers: We might play console games every now and then, like FIFA or some random car game. I definitely feel like I have an edge in most games since they usually require accuracy and quick reactions, which were critical in Brood War as well.

PT: What does that period of your life mean to you on a more personal level, getting the chance to go Pro in Korea? Your "15 minutes of fame," being in a position millions of nerds dream of.

Slayers: It definitely means a lot and has shaped my life in more ways than one. Some of my best friends to this day I met through Starcraft, as well as lots of amazing people I still get to see every now and then. It also led me to poker, which, for good or bad, has been a major part of my life as well.

It would've been interesting if it had happened a few years later. I never really considered going at the time as I was only 16 and halfway through high school. I'm sure it would've been a lot of fun doing it for six months or a year.

PT: What are your most memorable moments from that era?

Slayers: Winning KBK obviously ranks highly. Certain games, like when me and Sven won a tournament game by SCV-rushing and floating to the islands at Lost Temple. Hanging-out with all the GG members in France, watching NTT get caught for stealing an apple (Apparently it's quite normal to 'try one' in the Netherlands when you walk by a fruit store) then break his wrist half an hour later. Karma ☐

* * *

Though short-lived, Fredrik's rise to fame left a mark in both his and esports history. He now lives in Bergen and is currently taking a Master of Science in Economics, and while that means he doesn't have much time to play poker as he used to, he plans to continue doing it at least till he finishes studying. We at Pony Tales, wish him the best.

Peter Neate: "It did take a while to get used to wrestling crocodile's everyday and riding kangaroo to work again"

There's a land down under, where spiders have health bars, animals box in their free time and toilet water flows the other way. Over there, just a few blocks away from the parliament house in Brisbane, Peter Neate is playing Wii Golf with some friends. He stands carefully between the TV and his colleagues. They stare silently; the score is tied. They've been copying his moves on this game for the past two weeks, but they haven't figured out yet how he makes a par on the last hole. Peter makes his move, and in one swift swing it's over. He turns around with a well-known smile on his face, the same one that made schoolgirls scream at the sight of this Aiur Mad Max.

His friends laugh, but it's their turn to pay for dinner, again. Over 7000 kilometers away from Seoul, his chanting crowds and stadiums, video-games are still giving Legionnaire a well-deserved victory meal.

A Teamliquid favorite, Peter quit pro-gaming in 2005, two months after his victory against Sen for the third place in Singapore WCG. Afterward, he spent the Summer playing poker, catching up with his old friends and just enjoying doing nothing. In October, he re-applied to Brisbane University and, once summer was gone, it was time to go back to finish his Bachelor in Computer Science.

"Although I qualified for the next-year WCG and went to Italy, I did horrendous. Straight after that I spent six weeks playing in two tournaments in China. Won a few matches, even against some of the Koreans there. Those were some fun events, had a blast at those..."

Most fans were disappointed at Legionnaire's sudden disappearance from the scene after his last WCG. Was Monza his Swan Song, or was he just facing a lot of academic pressure? Maybe he was secretly training to stage a comeback? Reality was actually simpler.

While the game was "damn fun", he enjoyed more the competitive nature of it, taking on opponents, adapting to the changes and the rhythm of the game as they try to outmaneuver him. But in competition you either go big or go home, and there was simply no point on trying to do that all over again unless he was going to give it his all, which would have meant going back to Korea.

The decision, then, was clear. After spending three years of his life, "running around the world playing computer games," as his family would often say, Peter decided to leave Professional Starcraft for good.

"I'd done what I had planned to do in gaming. Maybe I could have done better, maybe I could have done worse, but it really came down to the choice: I could linger on the edges forever, or I could go off and do something else. I chose the latter."

While many of us would find the change of pace from practicing Starcraft 12 hours a day -- erasing half of the keys on a Samsung SEM-DT35 by sheer reaver micro -- to crunching numbers and eating some quick noodles before running to back class, soul-crushing, it is these same differences that made the transition all that much easier for Peter. Different food, weather, and society made switching to a different mentality seamless.

"I'm really laid-back --hence why I probably wasn't a top tier gamer in Korea! -- and I take most things in my stride. It did take a while to get used to wrestling crocodiles everyday and riding kangaroo to work again."

Yes, Peter went back to that old routine we all just call real life, and sank himself into classes like any other student. He couldn't even wear his old POS uniform because he left it at home with his parents. His past as Legionnaire, the Wink Toss, was unknown for his classmates, until a few TV stations interviewed him. Only a couple of guys noticed at first, but the "news" quickly spread.

"Most of the interest was just them trying to get their heads around how big gaming was over in Korea. It's just such a foreign concept for most people to understand... computer gaming, a sport!? People really watch that!? I think half of them didn't believe me, but some of the others started looking on Youtube for clips and seeing it for themselves."

After years of studying, the release of SC2 gave Peter a chance to compete again in the foreign scene, but he just didn't have the time to be competitive again, a fact he soon realized when he saw he had played a fifth of the games Moonglade had.

Last year he went on a trip back to Seoul to see all the holiday aspects of Korea he had missed, and to catch-up with his old gaming partners, sharing some Soju with July and Shark. He also went to the GomTV studios to watch some games with Tastosis and IdrA. When asked about the state of SC2 there, he had mixed feelings:

"I'm happy with how it's growing, [though] I'm unsure what's going to happen within the industry, particularly with the way Blizzard/KeSPA are at each other's throats. My biggest gripe is that the stadiums suck, and with the way the game is set up I think there will be less 'Lim Yo Hwans' in the game, as everyone will be able to beat everyone."*

Once dinner is over, Peter goes back to his place to study and rest, like any of us would do at the end of the day, but be it the news of SC2 tournament or the slight smell of kimchi in the distance, the memories he takes to bed with him mark him as different. Watching Giyom play at his first WCG and being blown away; playing Boxer as a birthday present and having him proxy two factories inside his base; placing in the top-eight of his first 512-man tournament; all-killing Toona S.G. -- Peter's life has been marked by moments that only those who dare to live their dreams can treasure. As he said when he retired, "the dream is over, and what a dream it was!

"...all things end, I'm just happy I had a chance to live, play and be a part in pro-gaming's history."

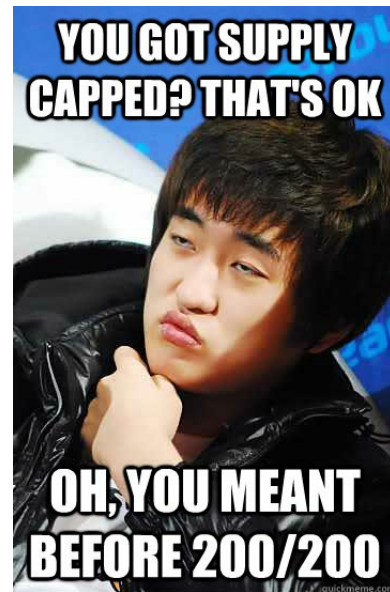


*This interview took place some months before the release of Pony Tales Issue 5. All concerns have since been resolved. Long live ESPORTS!



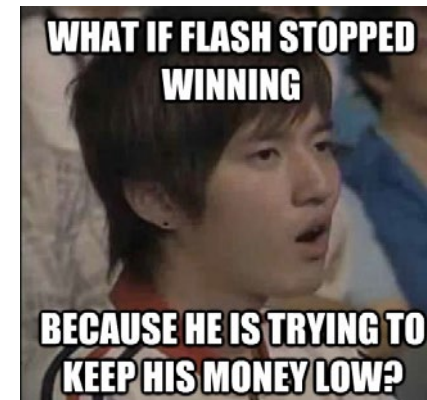
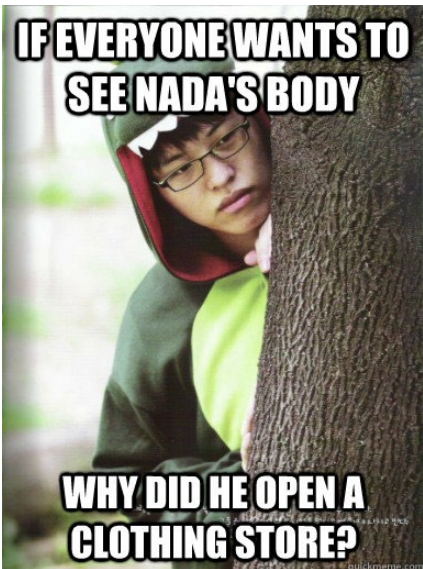
UNIMPRESSED FLASH

The Unimpressed Flash Meme **thread** is one of the funniest threads that ever been made on TL. While the first 100 or so pages are filled with the unimpressed Flash meme the thread really becomes something special after conspiracy Bisu, philosostork and the others enter the ring. Here are some of the highlights:



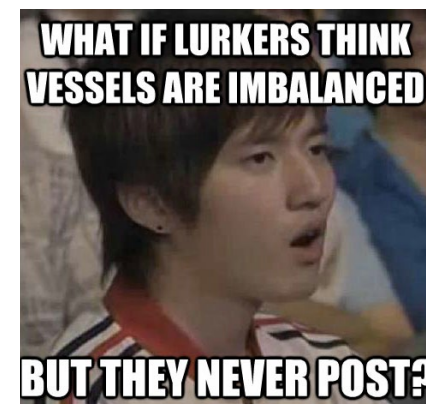


WANT MORE OF **FLASH?**



WANT MORE?

Start from the beginning
Start from where the other memes begin
Start from the end





Baneling Cookie BUILD ORDER

(by Talonkarrde)

Lime Jelly Opener:

This build begins by opening lime jelly, so first things first. If you're getting rushed you can also construct the lime jelly a day in advance to give you more time to construct your banelings!

Directions:

1. Combine liquids together in medium saucepan, followed by the pectin and sugar
2. To ensure the mixture combines well, add a little water to the cornstarch and dissolve using your fingers
3. Add the cornstarch into the mix
4. Turn heat on to max and whisk mixture until it boils completely (Bubbles do not go away when stirring)
5. Boil for 1 minute then cool rapidly in fridge or freezer uncovered (you can stir it occasionally to make it go faster)
6. Save jelly for later.



Cookie Dough:

Now that I've reached the midgame, I like to transition out of my lime jelly opening to a more stable lemon cookie midgame. You'll find you waste very little time.

Directions:

1. Preheat Oven to 350F
2. Cream (whisk) butter and sugar together in a bowl
3. Add the egg and lemon zest and whisk slowly (by hand)
4. Add the flour and mix until it binds and forms a dough (be careful not to over mix). Since your altitude will affect the moisture content of the dough you may need to add some water. (I had to add about 2 tablespoons of water to mine since I live in a high altitude, arid climate.)
5. Form the dough into pancake shapes, wrap them in saran wrap and refrigerate for 15 minutes.

6. Once the dough cools, clear an area on the counter and dust it with flour. Roll out the dough until it is around 1 cm thick, or any other desired thickness. Make sure everything, including your rolling pin, is dusted in flour.
7. Morph your cookie dough into banelings using a cookie cutter. (I took a heart mold and bent it to make the cutter you see.)
8. I upgraded my banelings with feet using the top of the cookie cutter and then stuck them to the bottom. These feet can be cooked attached to the baneling or separate from them. In either case, should they become detached you can glue them back together using the frosting
9. Take a baking or cookie sheet, line it with parchment paper and spray it with non-stick spray. Place your banelings onto the tray and then A-move them into the oven. Bake for between 8 and 16 minutes depending on your oven. Mine baked in a total of 13 minutes, I checked in on them at the 8 minute mark and then waited until the edges turned a nice light brown.





Icing:

Once you have a solid lemon cookie baneling army in the oven, it is time to go lategame with some icing. Nothing is more OP than icing and your friends and family (even the Terrans) will agree!

Directions:

1. Separate two eggs, saving the whites.
2. Add 2 teaspoons of water and the cream of tartar to the egg whites
3. Whisk mixture until it becomes frothy
4. Begin slowly adding in your confectioner's sugar (you may not need all the icing sugar, the goal is to whisk until the mixture forms stiff peaks.)

Tips on Icing:

While I cannot really give you detailed micro instructions for icing your banelings, here are a few tips. I iced the outside first, then sectioned off the body into the head, thorax, and 2 bubbles on his butt. After the outlines were done I added eyes and a mouth and then poured the lime jelly into the body sections. If you want multiple colors of icing, split the mixture into separate bowls once it is on its way to being properly combined. You should also place a towel beneath the bowls to keep them from sliding while you whisk.



Thank you very much for reading my Baneling Cookie build guide. If you have any questions please e-mail me at TalonKarrde03@gmail.com or PM me on TL.net at TalonKarrde.

DEARDIARY

Gheed's Bronze Series

- Worker Rush: Descent to Bronze
- Worker Rush Part 2: BM Rising
- Worker Rush: Nuts and Bolts
- Worker Rush Part 3: A New Approach
- Worker Rush Part 4: Rising Up
- Worker Rush Part 5: Live to Win
- Worker Rush Part 6: At a Loss
- Bronze: Delving Deeper
- Bronze Part 2: Hell is Other People
- Bronze Part 3: Casually Cruel
- Bronze Part 4: A Legendary League

We are but noobs...

An Odd Day at Teamliquid II

The Travels of Mr. Greg Fields

- Part 1
- Part 2
- Part 3

King Charlie :D's blog

How to beat jet lag

We are the 98 percent

The Modern Korean: Looks

Riches to rags: How I Sold my "Soul" for \$600

DIABLO III GOING PRO

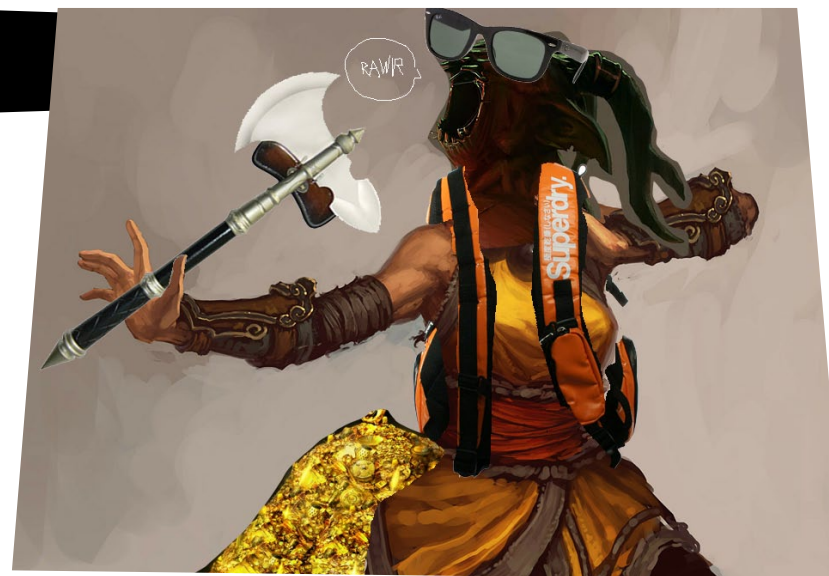
I've been watching all of these people getting in on the ground floor with SC2. The foreign progaming heroes who've managed to make a real name for themselves since the release of the game, those who switched over from the respective competitive worlds of whatever RTS games they'd been playing before and those who graduated from Brood War alike.

It's always been easy to feel as though I had missed an opportunity with Starcraft 2. If I were going to be really successful, I'd need to have been playing since the beta, at the very least, if not since the days of Brood War. Instead, I languished while everyone else distilled success from the nebulous vapour of their talent and practice hours. I'm not sure when it came to me, but I thought to myself,

"I'll be damned[figuratively, you understand] if I'm going to let another Blizzard game pass me by, when the next one comes out, I'm going to write a farewell blog informing the community at large that I've got to leave them behind. 'I'm Going Pro™,' I'd tell them, 'thanks for all your help, but I've got to do this alone.'"



Of course, when I first sat down and thought all of the above, I had imagined that Heart of the Swarm would be the next big Blizzard release. When Diablo III came out sooner, I was caught off guard, but I'd made myself a promise, and I knew that I'd never forgive myself if I let this opportunity pass me by. I was Going Pro™, and by God I wasn't going to let a petty thing like this being the wrong game get in my way.



I'd need to revise my plan; my stream (which would doubtless had seen monumental popularity in Heart of the Swarm) would probably be less watchable. That had been where I'd seen myself making most of my money, tournament winnings would probably only have accounted for half my salary. Instead, I'd need to find alternative forms of income, but that was okay, Blizzard was looking out for me.

The concept of the real-currency auction house turns Diablo III, for the burgeoning pro, into a genuine prospect. I wouldn't just be a progamer, I'd be a sort of infernal archaeologist. I'd plunge into the depths of hell and rescue these priceless (I would assign prices) artifacts and then, with great ceremony, sell them to the less daring. Would I be able to make enough money to drop out of school, quit my job, and still support my wife and child? It was a tricky question, and I was crunching the numbers on some new item builds, so I decided I'd do the maths later on.

I left school. I quit my job.

Friends came to me, with worry etched into their faces, and said,

“You do realise that this isn’t what this game is for... If this doesn’t work out, do you have any idea how you’re going to feed yourself and your family?”

I laughed; how transparent they were. They wanted to keep all that gold for themselves, well I wouldn’t be tricked by the likes of them. I had my charisma and my intelligence levelled way beyond that. Bluff-check failed, old friend.

Of course, when Diablo III launched, the swarms of Error 37s pushed out the early would-be progamers. I clung on though, knowing deep down that the eventual profits were spiralling as new players left. There’s no room in esports for these Johnny-Come-Latelies, and as they sloughed away there’d be more in it for the rest of us.

I’d be lying if I told you it wasn’t a setback when they delayed the launch of the cash auction house. I’d been depending on cashing in all my rares to make rent at the end of the month, and things were starting to look a little hairy. It didn’t help that half my trades were lost to the void in the early instability of the Auction House. Fortunately, my wife had left me sometime during the early days of my Diablo-stupor, so I was able to pawn some furniture from around my house to buy food. Not making the rent at the end of May was a real problem. Before I knew it, I had lost everything...

Where others have complained (at great length) about the whole Diablo III “fiasco,” the truth is that Blizzard’s failure to launch the game as it had originally intended impacted us progamers worse than most. We were depending on this for an income. This is just like the SC2 LAN debacle; Blizzard doesn’t care about progamers.

Now, people will tell you that “videogames don’t prepare you for the real world,” and, “I hope you have a backup plan for when this esports world collapses around you, because **videogames don’t teach you any of the skills you’ll need in the real world.**”

Albeit for me to undermine that sort of advice, because I’m sure it’s a great thing for some aspiring progamers to hear, but sooner or later, some aspiring pros will have to consider the cold, harsh reality of the situation.

I ended up on the streets because of Diablo III, but it was thanks to the skills I learned in Diablo that I’ve managed to look after myself. If you can keep yourself well fed and topped up on health, you can take on just about anything. Over the course of the series, I’ve spent a good ten years learning the best ways to find valued items and attack the people who own them, I’ve learned prioritise my opponents, I’ve learned about troublesome inventory management and how to know what to sell and what to keep.

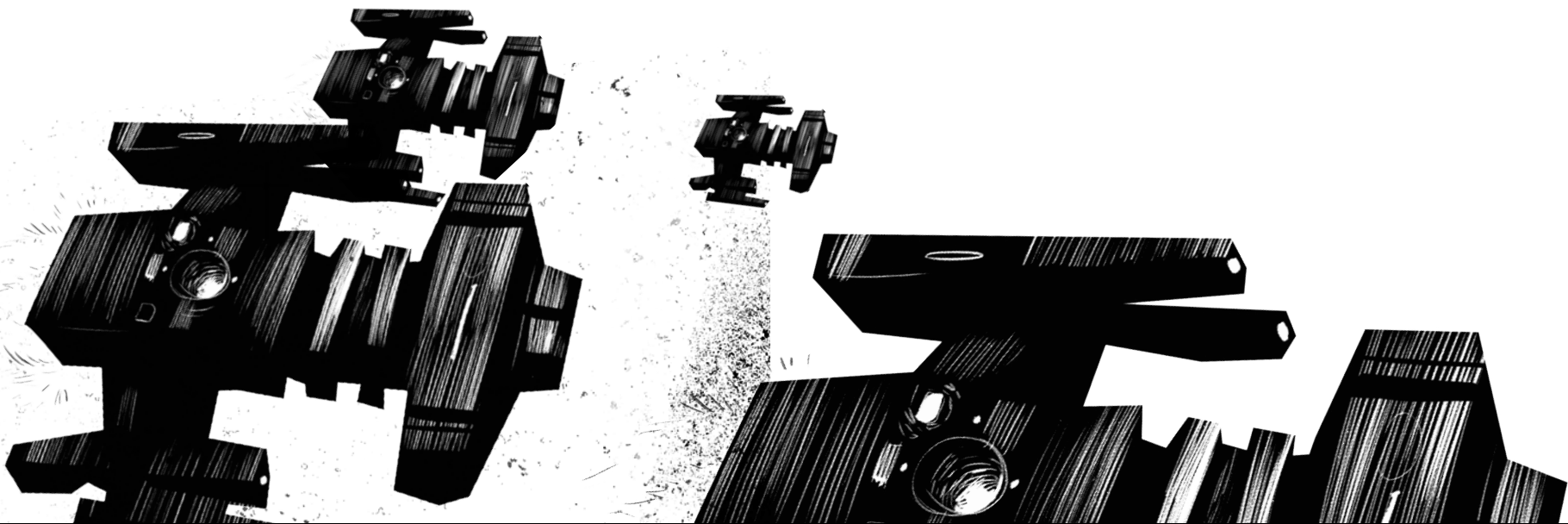


The truth is that most homeless people are, at least a little bit, undernourished, which means you're starting off at an advantage. Another great skill Diablo has taught me is that when you hit something once and it doesn't go down, you just keep hammering away at it. Sooner or later, it's going to succumb to that rain of blows, and then the axe/spear/potions/sandwich/clothing they drop is automatically yours. Diablo II rules apply though, you'll have to get there fast if you want to keep anything.

I suppose that's one of the biggest criticisms I've seen of Diablo III. It's not true to the Diablo experience; there's no offline mode, there's no rush for items, and you can change all your skills at a moment's notice whenever you want. These are all valid criticisms, but there is a way around them.

Being homeless and surviving on the streets, paring your character down to only the necessary equipment, facing the same challenges every day in the hope of a perfect result... In many ways, homelessness is the real sequel to Diablo II.

It's not going to be for everyone, but for those who make the grade, the level of competition out here is excellent.





this issue was brought to you by the diligent work of:



Editor

PLEXA

gfx direction

LIP



Layout and formatting

SHIROIUSAGI

illustrations

LIP & STIGMA

Copy-editing

SIRJOLT

Copy-editing

BYZANTIUM

Trail Blazers

SKINDZER

Doing the Basics

TORTE DE LINI

Baneling Cookies

TALON KARRDE

Thor's Corner of Fun

THE TOAST

Diablo III Going Pro

SIR JOLT