

# TORINEWS

Toribash Magazine



## ToriNews Photo Contest

all the Results, and many bonuses!

**NABI GRAVITY WEEK #1**

**HAMPA: THE MAN BEHIND TORIBASH**

**#2**

# TORINEWS

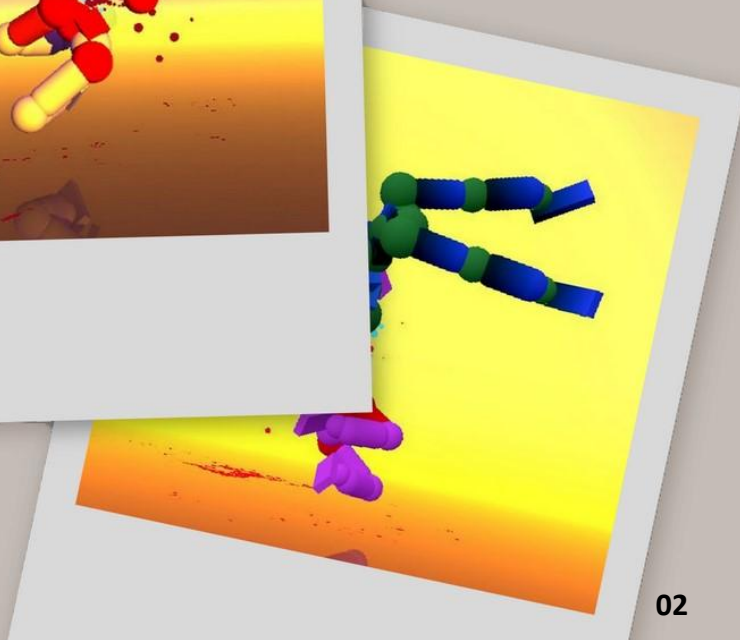
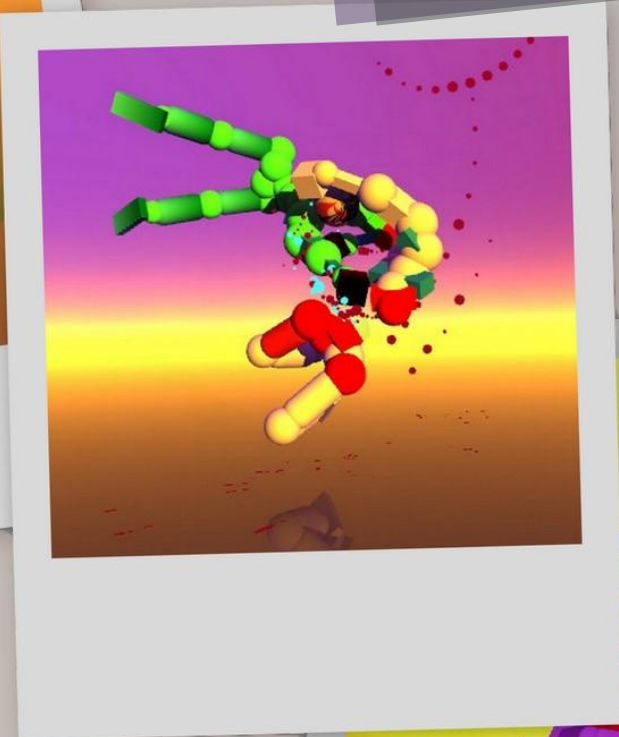
Toribash Magazine

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There you are, the second issue is released ! We at ToriNews magazine hope that you will enjoy this one. Feel free to PM LineTori and share your feelings about ToriNews !

Enjoy the reading !

-Melmoth



# PELL MELL

## How Good you Think you are at Toribash

(And why you're wrong)

Today I'm going to lay down the law about how beating a player with a high belt doesn't mean shit. Here's my prime example. I won't say there can't be some 10<sup>th</sup> dan that thinks he's god because he's a 10<sup>th</sup> dan, because if any of them do, they're dead wrong. Playing a lot doesn't mean you're good. But, my prime example is as followed:

Noob: LOL, OMG I JUS BEAT A TENF DAN!!!

Noob: I'M SO GOOD NOUW, BOW TO MEE LOLOL

**10<sup>th</sup> dan: Everyone loses sometime, that doesn't mean you're any better than me at Toribash.**

Noob: wutevr nub

Ok, there are two major problems with that:

- 1) It actually happens.
- 2) IT ACTUALLY HAPPENS!!!

Just because you beat someone with a higher belt than you doesn't make you good, or anywhere near it! I don't give a fuck what your streak was in beginner judo, and most importantly, all you people who think you're good because you beat Mosier once, need to get a new set of glasses, because you aren't getting the picture. Everyone loses sometimes, whether they're a 10<sup>th</sup> dan or not. They're belt doesn't make them immune. Just because you beat them, does not mean you're now the shit. Belts signify how much you've played, not how good you are. For all you know they could have played 10000 rounds of Sumo. Can't expect them to kick your ass ALL the time in Judo now can you? For all you smart asses, no, you can't. Now, I have one final message to all who fit this description. (Hell, I would be surprised if any of those people have the intelligence to read this.) Stop thinking you're the next best Toribasher this side of the Milky Way gets some real skills, grow up, and get the fuck over it.

**-Stonewall**

Kicking ass and taking numbers since pre-conception.



# PELL MELL

## Spamming, Farming, and Scamming

Excerpts from a discussion with **Hitman** about [his topic "Ban Length"](#)

**Can you explain us what were your motivations starting this thread?**

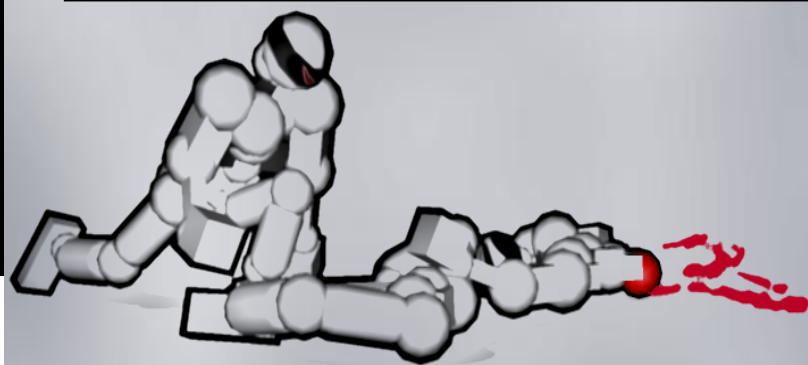
I feel that anyone who abuses the Toribash system/users/mods/anything related to Toribash purposefully and harmfully should be removed from the community for the rest of their life. My motivation was the recent scam attack and the overall abundance of spamming as well as the obvious accounts of farming. There are ways to permanently ban someone via IP and if need be, by contacting their ISP to put a halt to all connections to Toribash servers from their ISP account. I got involved with the thread because I feel something has to be done to improve our community. As the quantity goes up the quality seems to be dropping. as one of my previous successful threads mentioned; a separation of dedicated and non-dedicated players. A way to distinguish these two types of people is monthly payments. Obviously this will NEVER get rid of the bad people but it can allow a safe haven for the people who enjoy the game enough to get away from those are will never support the community.

### **About scamming**

Scamming is tricking someone into voluntarily (but unintentionally) giving up their TC for the satisfaction of the scammer. Many times the "scammer" will think they're getting one thing, when in fact they're not. This can be overpriced merchandise, hacked links, lies about merchandise transfer and other things of the like. Not much can be done about this unfortunately. All we can hope for is swift (and unabused) bug reports and an honest userbase. Do not even argue with the scammer. Immediately gather any evidence you can and send it to your favorite admin and hope for a speedy response and recovery of your losses. I have faith in our admins. And everyone else should too.

### **About spamming**

Spamming...hard subject... now it can be used to express hate, happiness, spasticness, and of course "something's wrong with my keybhaosdgihasdg" situations. But only when it is CLEARLY AND UNDOUBTEDLY intentional and repetitive should it ever be permanent. Context is everything in spam. "WHO WANT BUY MY AMETHYST TRAILS" 5 times in wushu for example should never be allowed. Something like that should be given a warning. After that, another warning, after that, a 2 day ban, and after that, they OBVIOUSLY don't care anymore, permanent ban. I think that cussing and swearing should be allowed only in good context. Like "oh f\*\*\* yes that was awesome" or "mother f\*\*\* that was sweet" should be allowed where as "you stupid f\*\*\*ing dou\*\*\* go to hell you git" should not. As for immature, it really falls in line with the abuse of swear words in a negative sense.



# PELL MELL

## Spamming, Farming, and Scamming

### About farming

I think it can definitely be done accidentally, but indisputable proof should be associated with a ban temporary or permanent. Accidents should be given with a warning. Anything after that is obviously questionable due to their previous knowledge. Related to this I think every member should be kept a permanent record of with information relating to all of their offenses, general behavior, and attitudes and ages. This sounds a bit communist however.

### On a final note

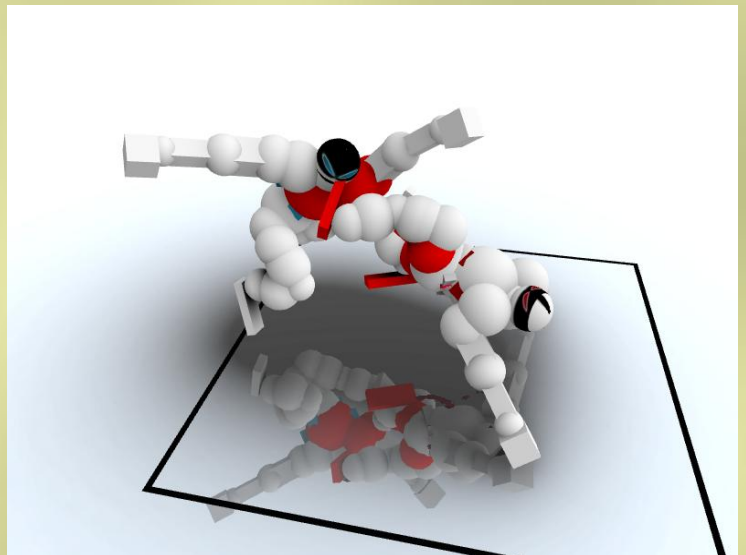
If such a justice system were to be implied I would like to be the first volunteer to head up such a system. It will also bring more meaning to the community.

*Remarks by Hitman compiled by Bloodbath*

## CONGRATULATIONS!

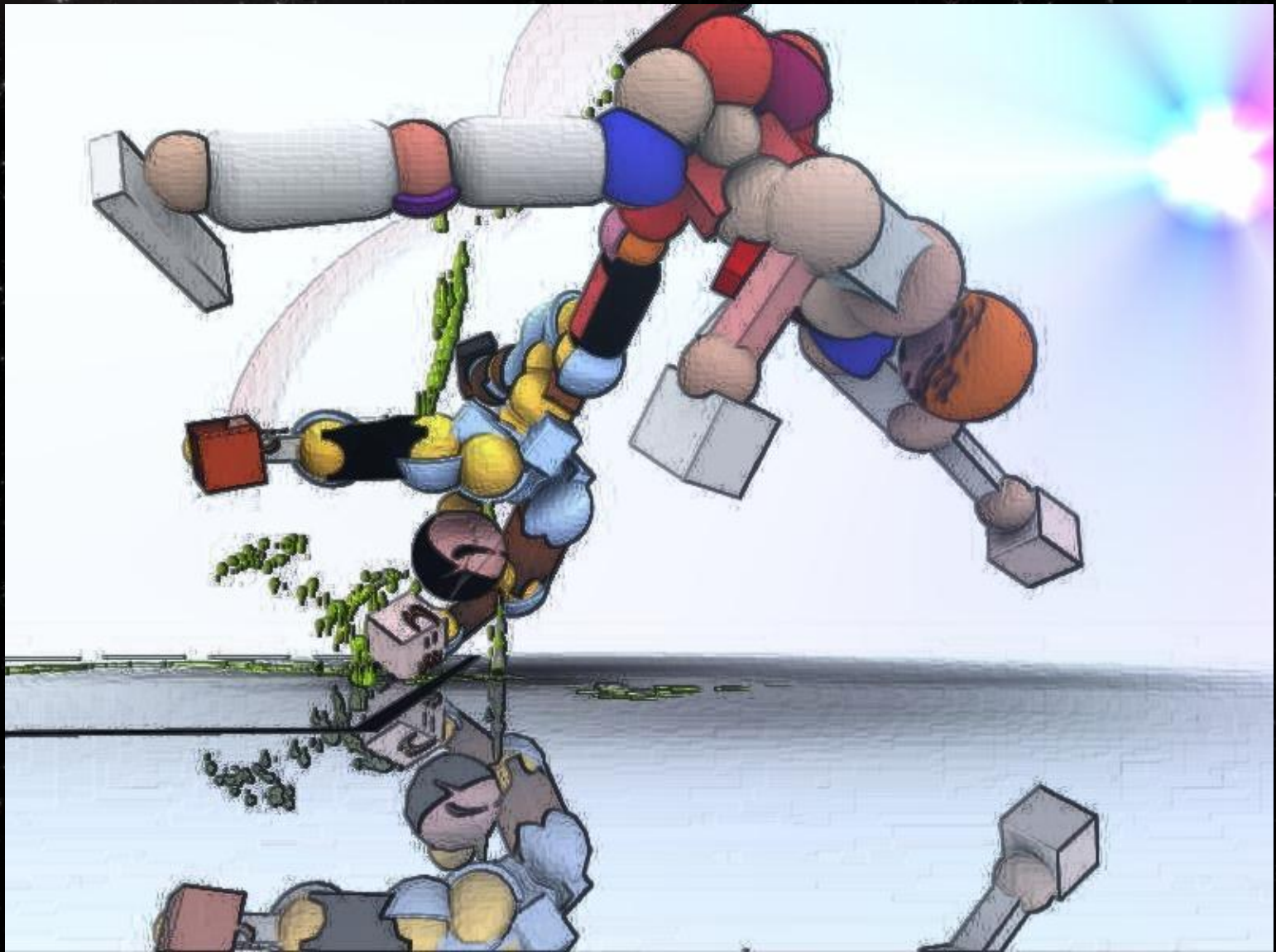
To **Edark**, **JimBouton**,  
and myself (**MasterPpv**)  
for getting streaks of 25  
and over in Sumo!

Good job guys, and keep it up!



# TORINEWS PHOTO CONTEST: THE RESULTS!

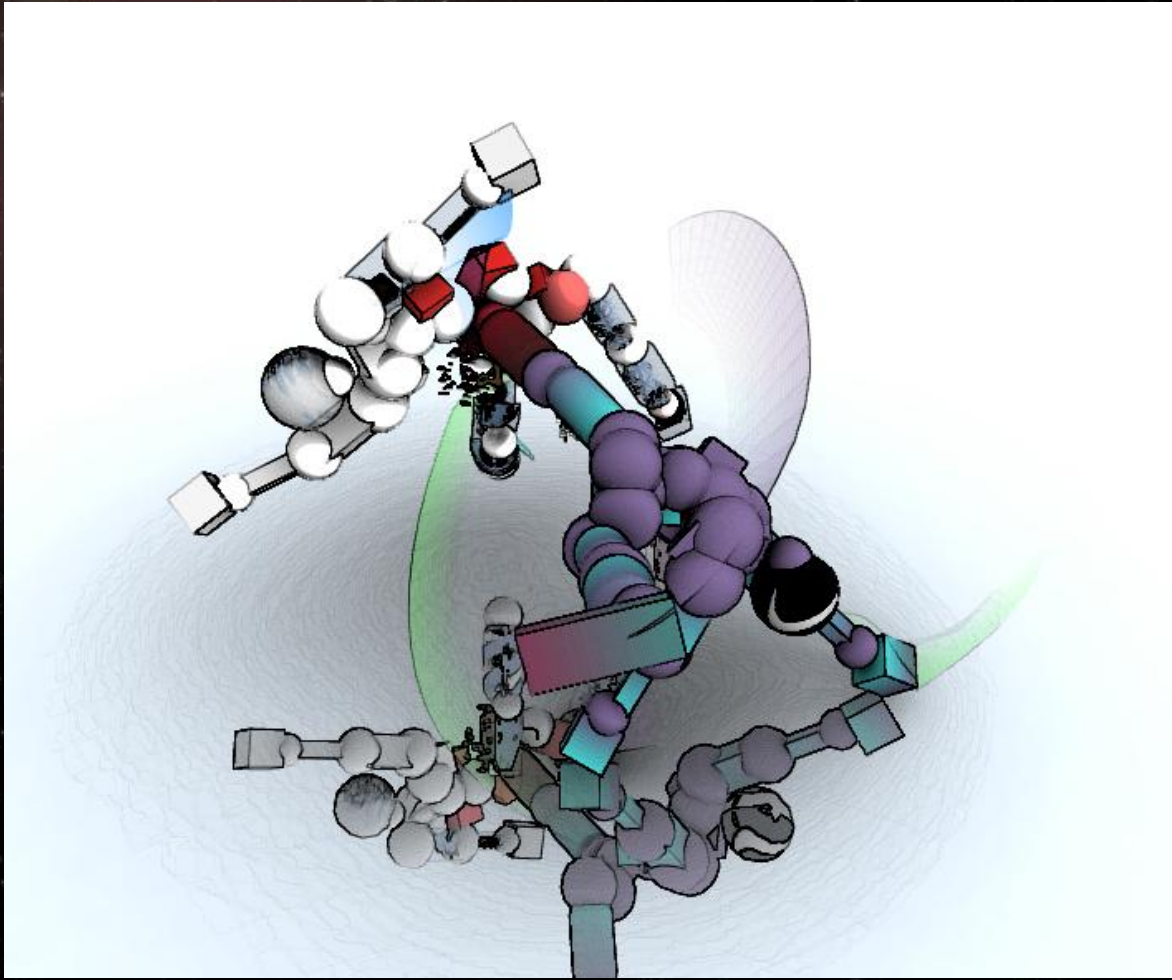
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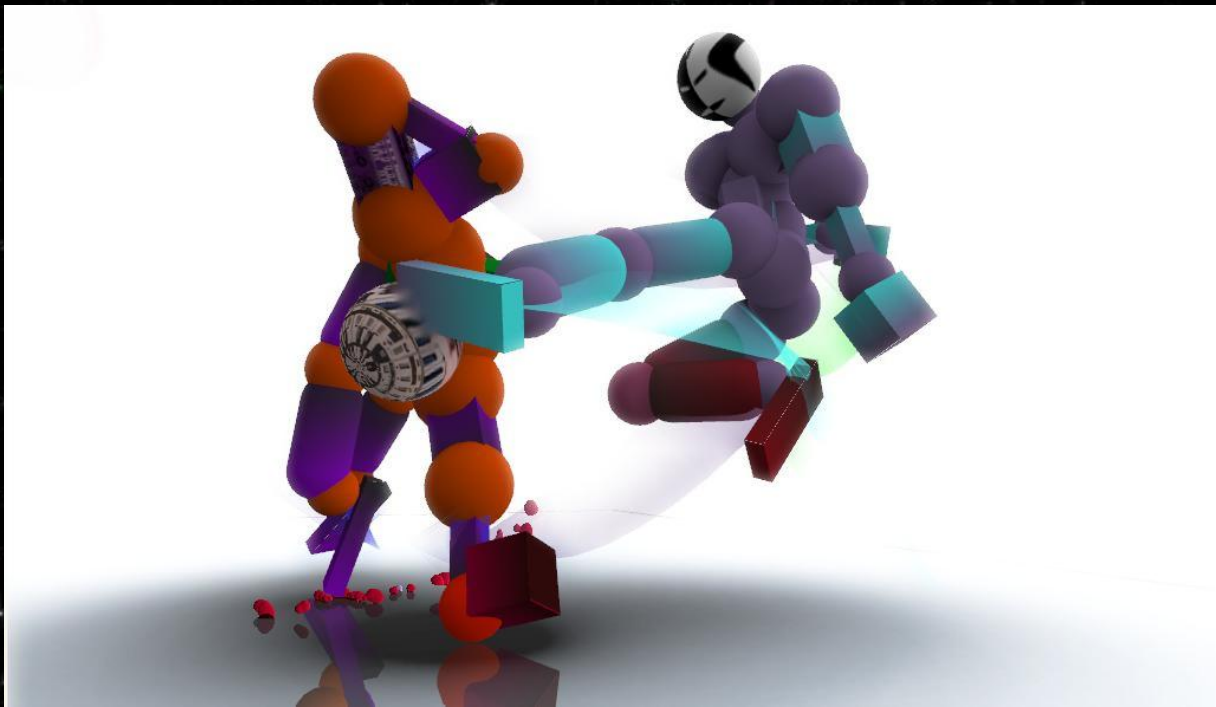
GYNX

TST

# CATEGORY : FIGHT



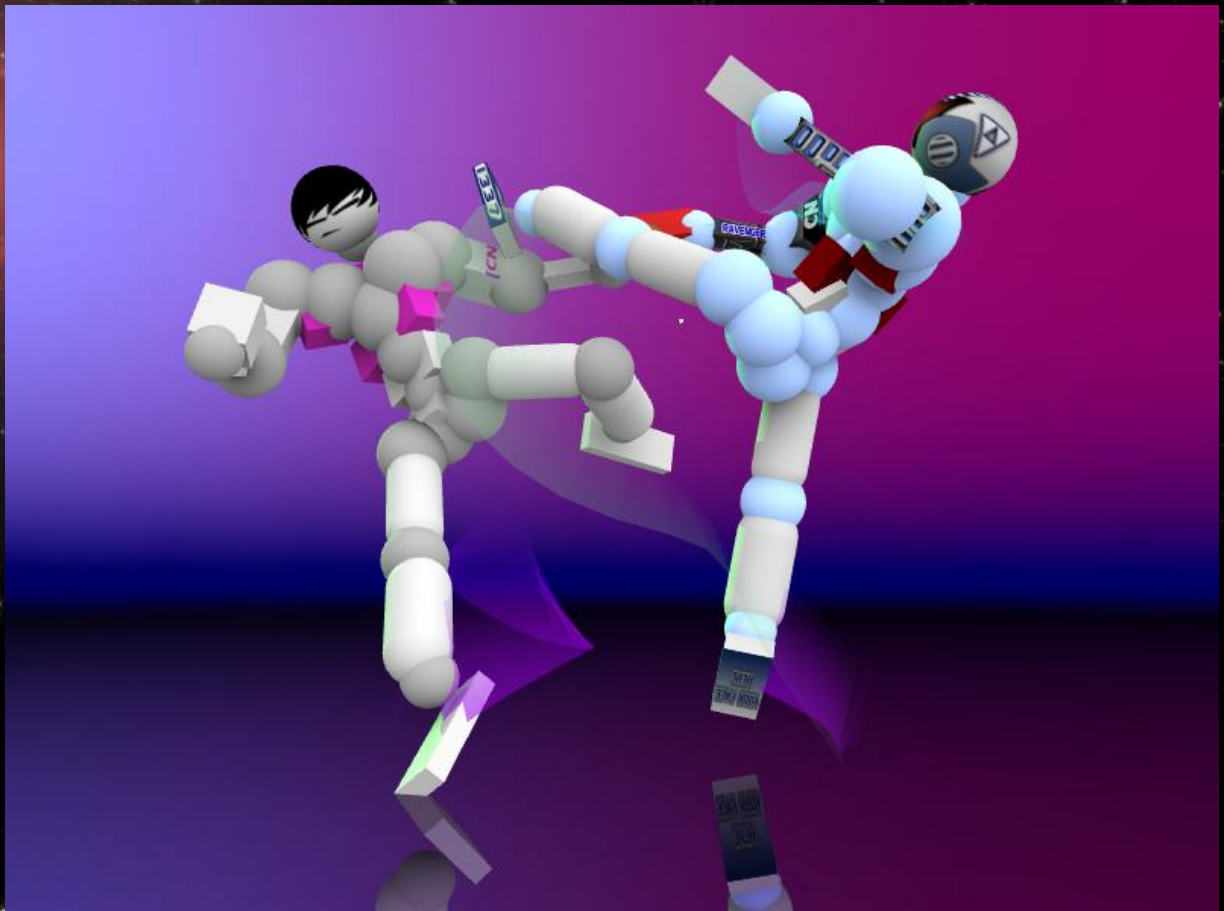
**2<sup>ND</sup>**  
CMON



**3<sup>RD</sup>**

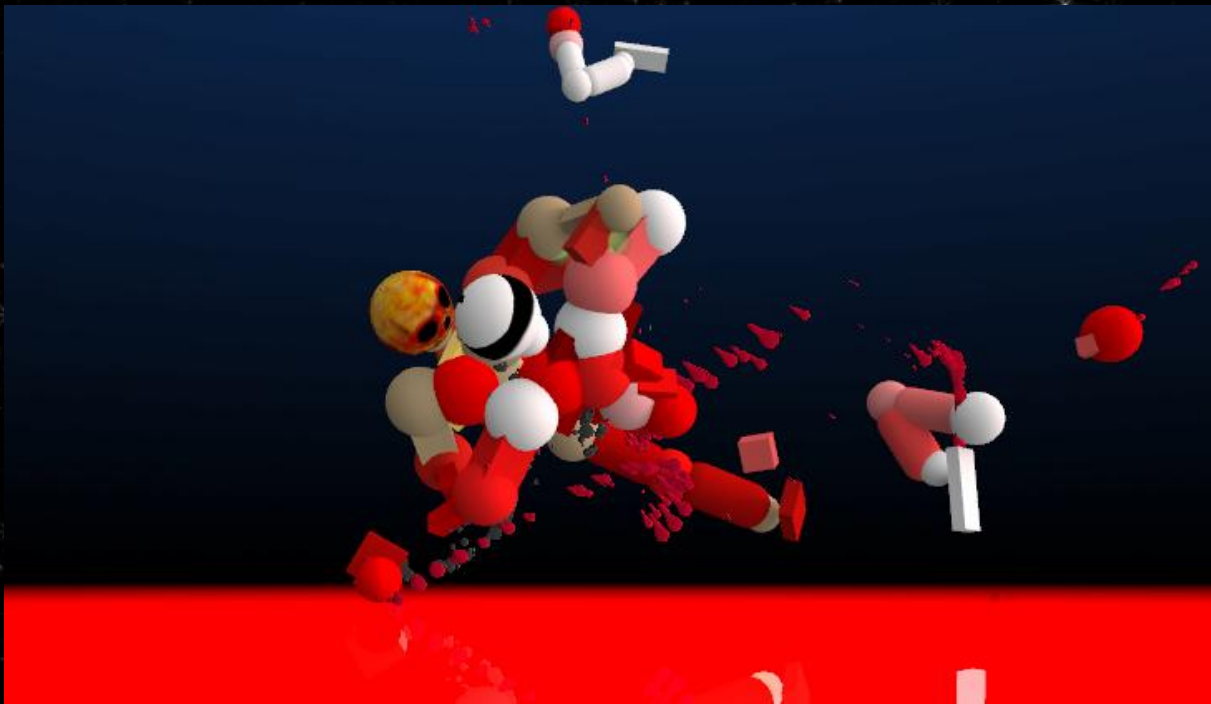
CMON

CATEGORY : FIGHT



4<sup>TH</sup>

WERD



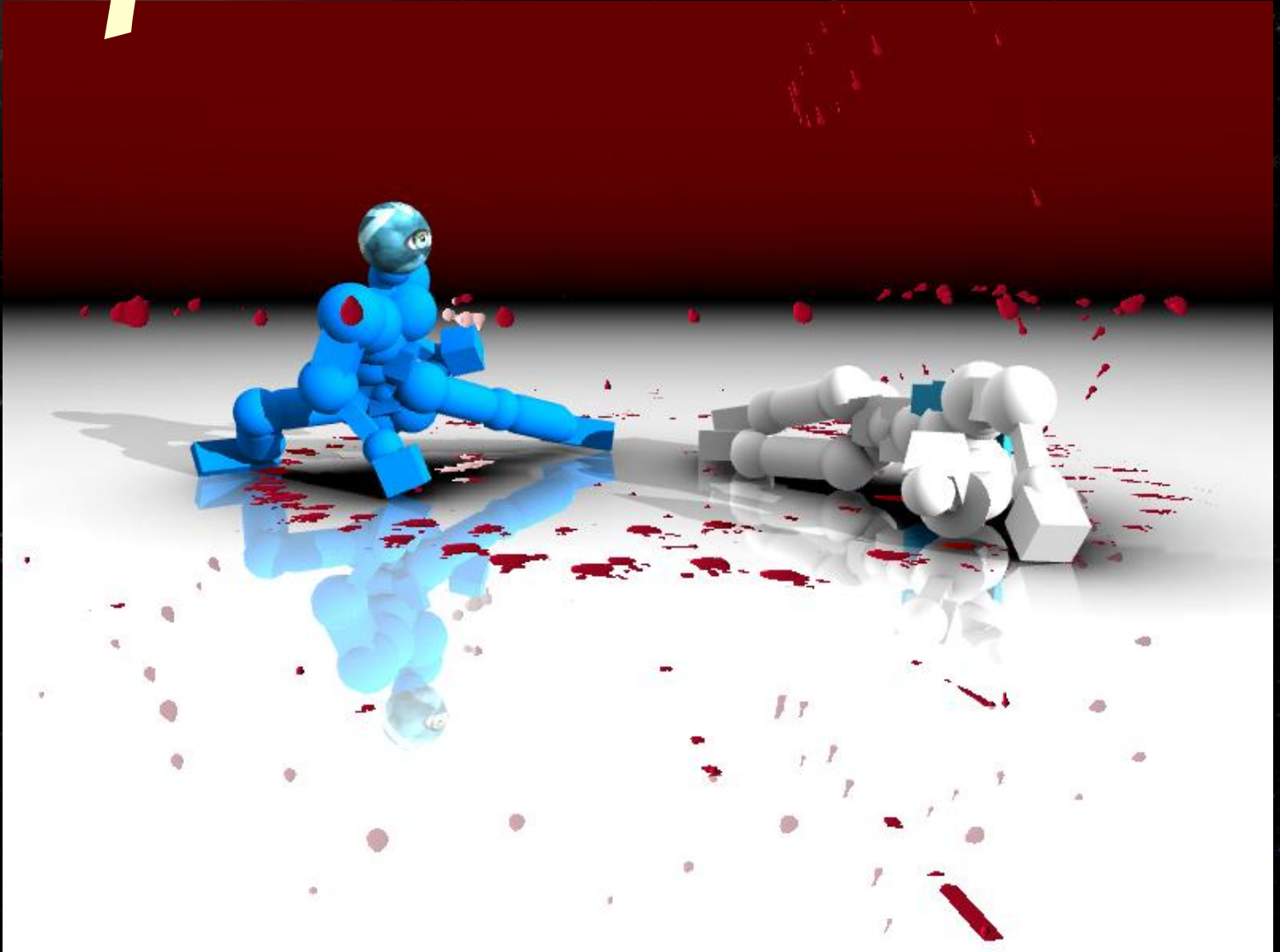
5<sup>TH</sup>

TONAKAI



CATEGORY : BLOOD

TST



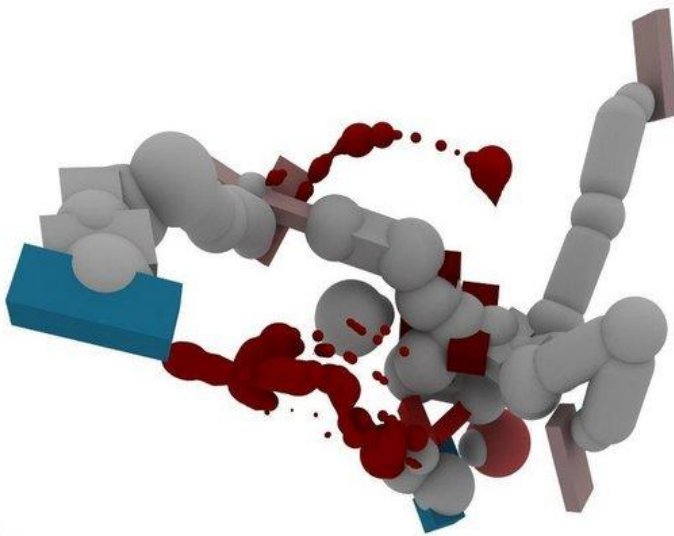
MADMANMAD

CATEGORY : BLOOD

2<sup>ND</sup>



BLAM



Toribash

3<sup>RD</sup>

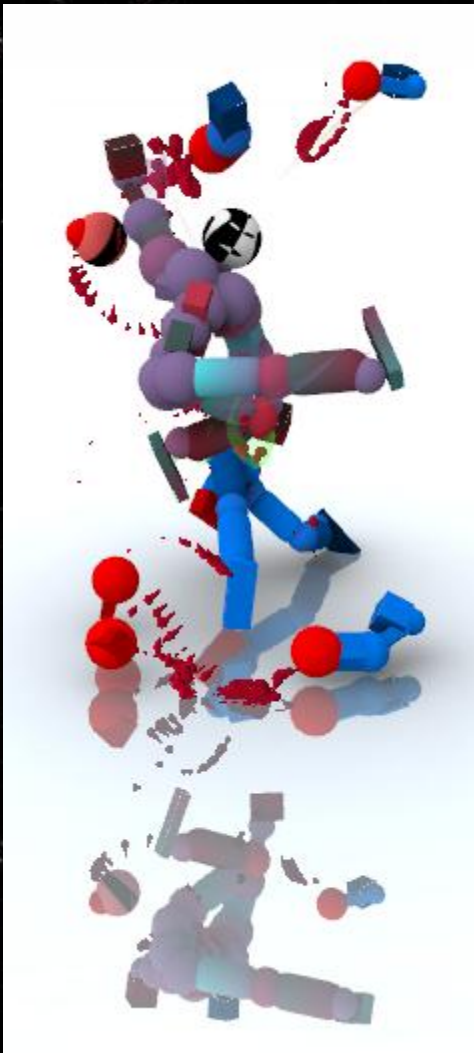
SLITH

# CATEGORY : BLOOD

4<sup>TH</sup>



MADMANMAD



5<sup>TH</sup>

CMON

**CATEGORY : STANCE**

**TST**



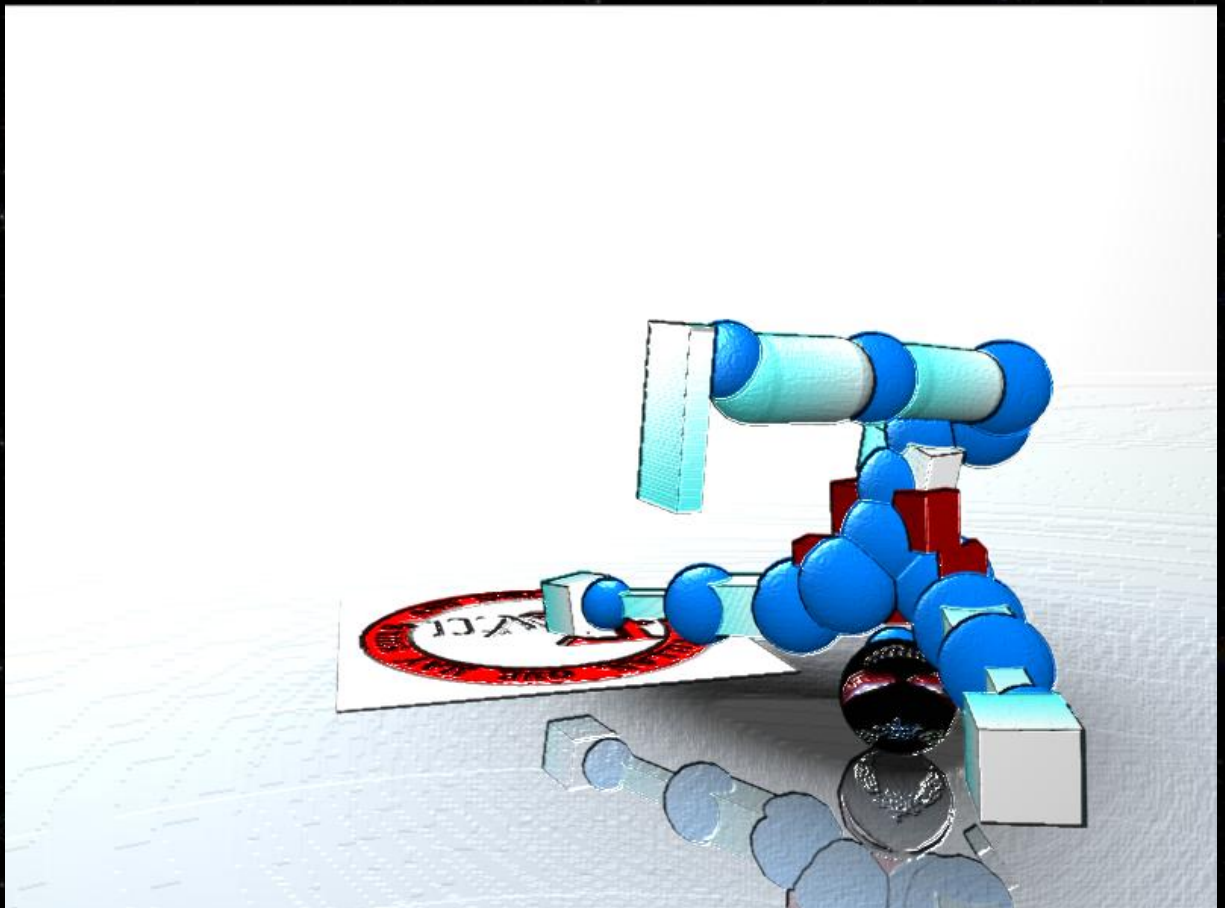
**SAMULE**

# CATEGORY : STANCE



**2<sup>ND</sup>**

**GYNX**



**3<sup>RD</sup>**

**THEBEANER 1**

# CATEGORY : STANCE



**4<sup>TH</sup>**

**THEBEANER1**

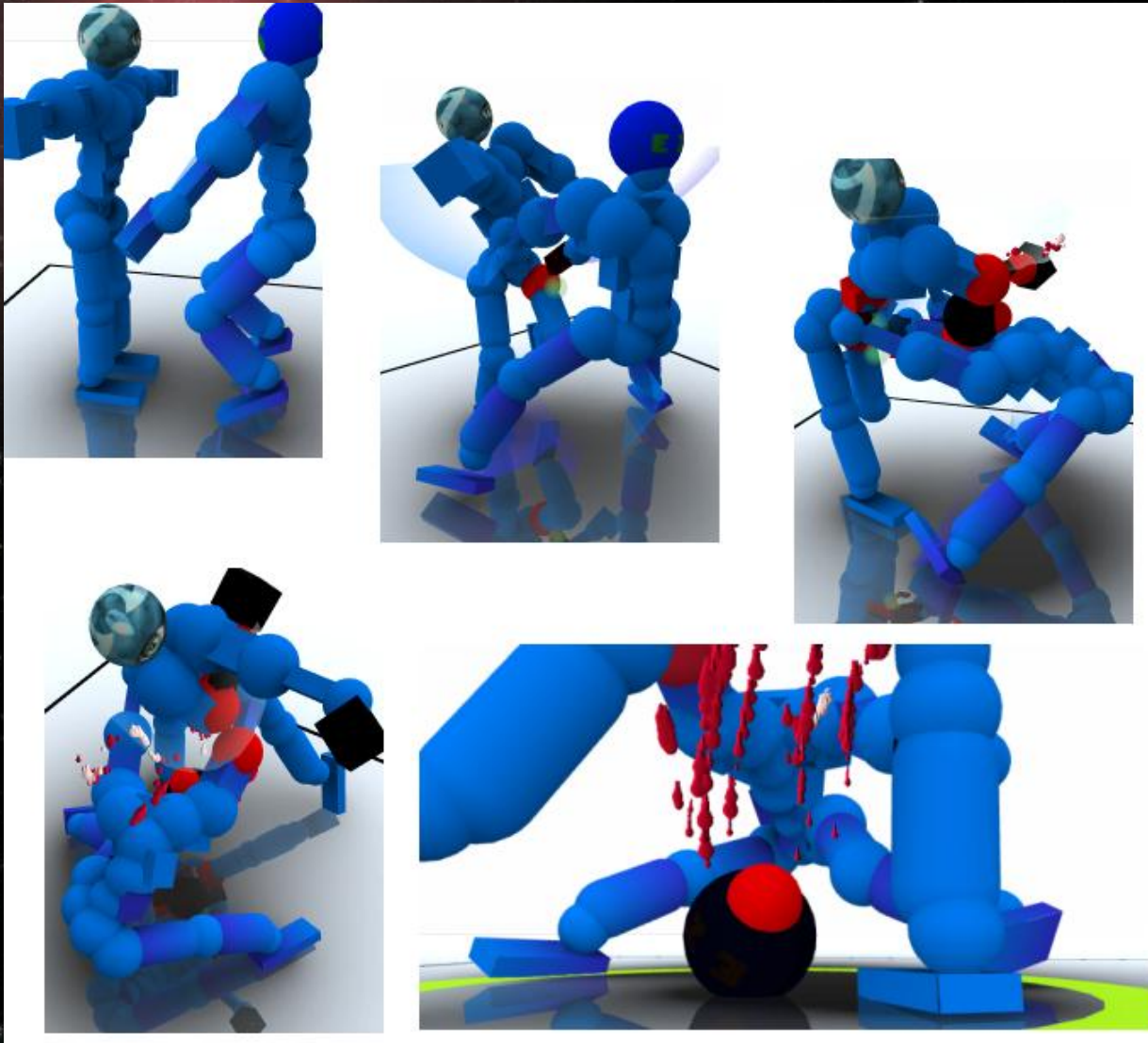


**5<sup>TH</sup>**

**LIGHTNINGKID**

# CATEGORY : SEQUENCE

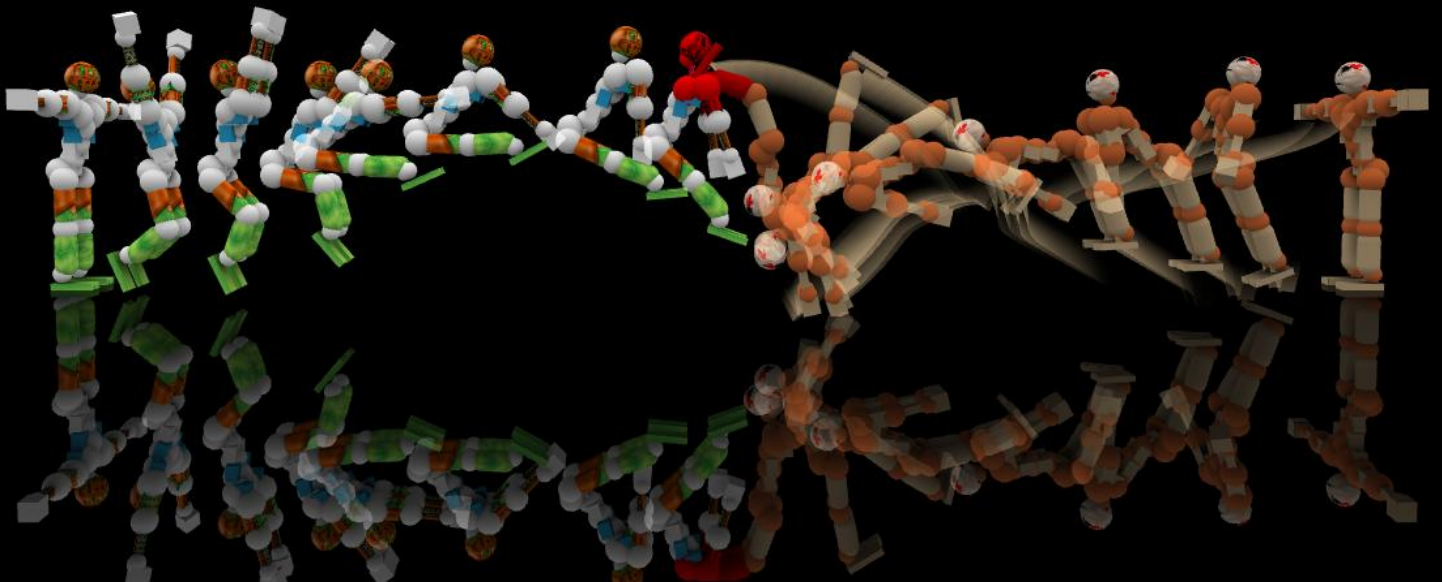
1<sup>ST</sup>



MADMANMAD

2<sup>ND</sup>

MELMOTH



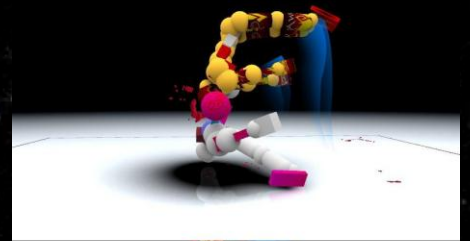
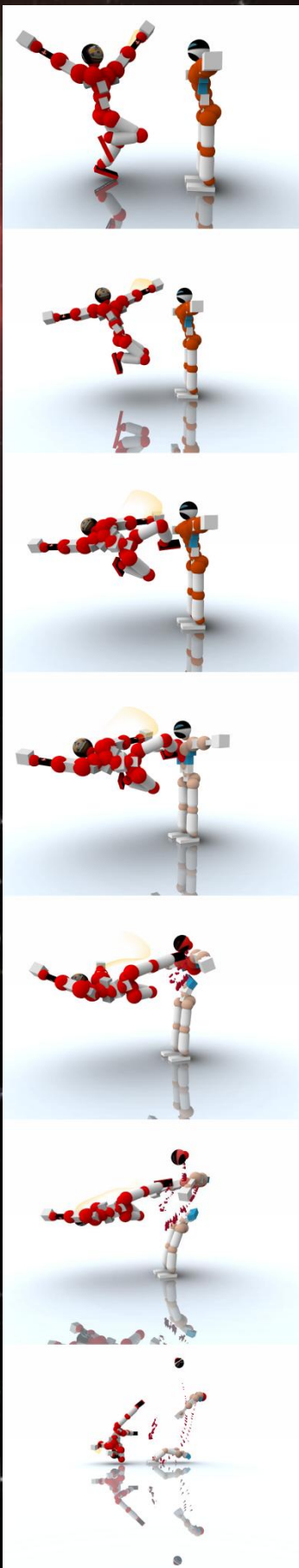
# CATEGORY : SEQUENCE

3<sup>RD</sup>

DEATHAWAITS

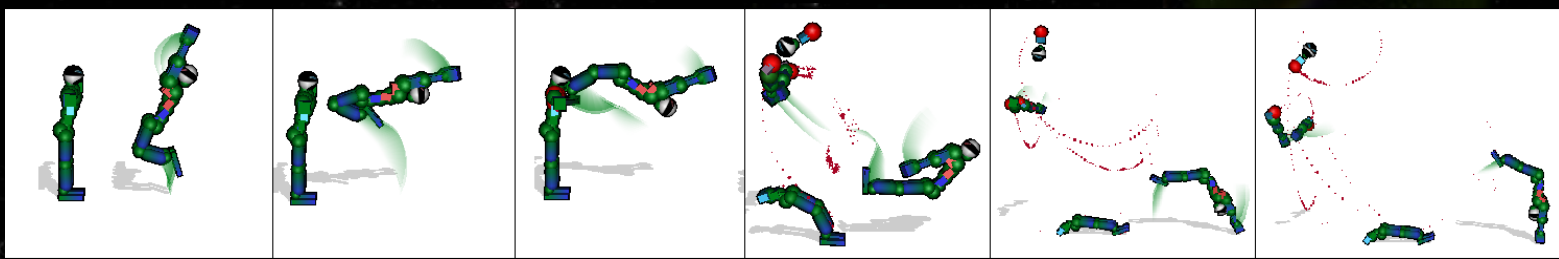
4<sup>TH</sup>

BENDOVER



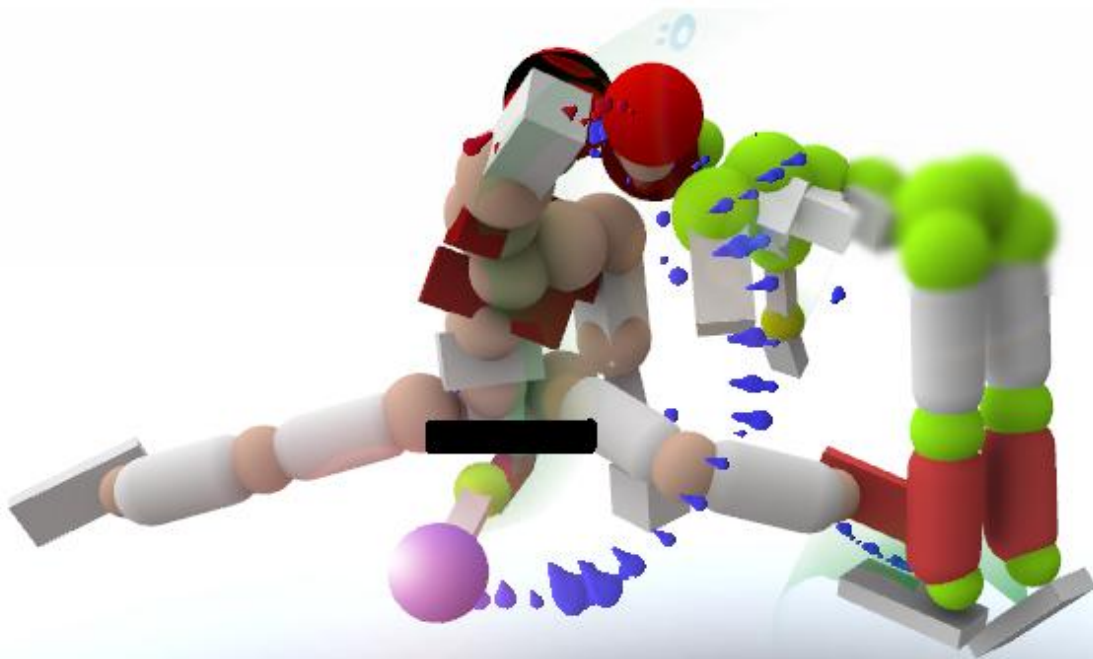
5<sup>TH</sup>

MASTERPPV



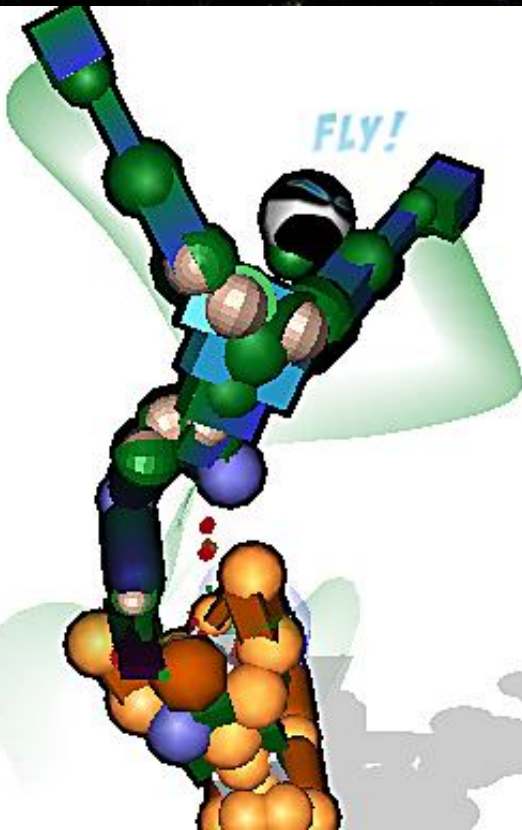


CATEGORY : FUNNY



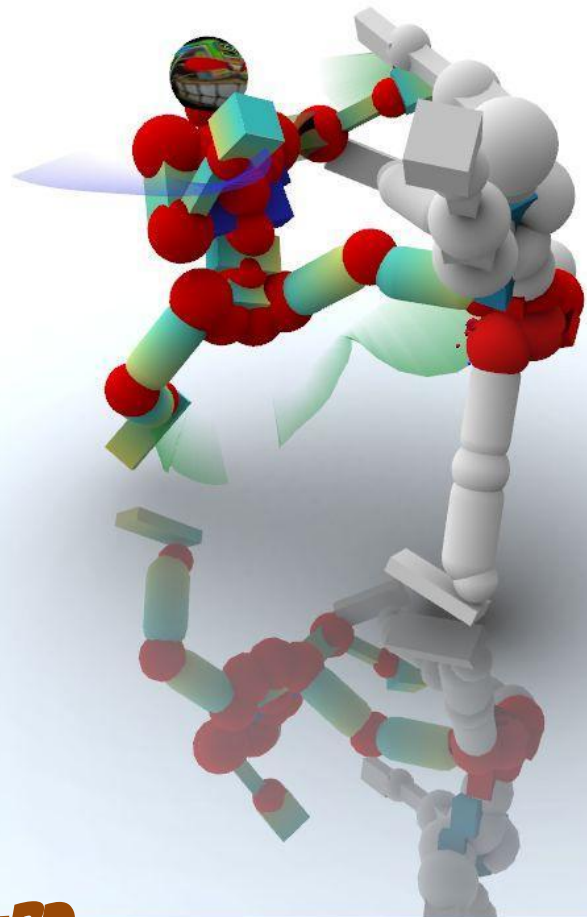
1<sup>ST</sup>

NOTYWQ



2<sup>ND</sup>

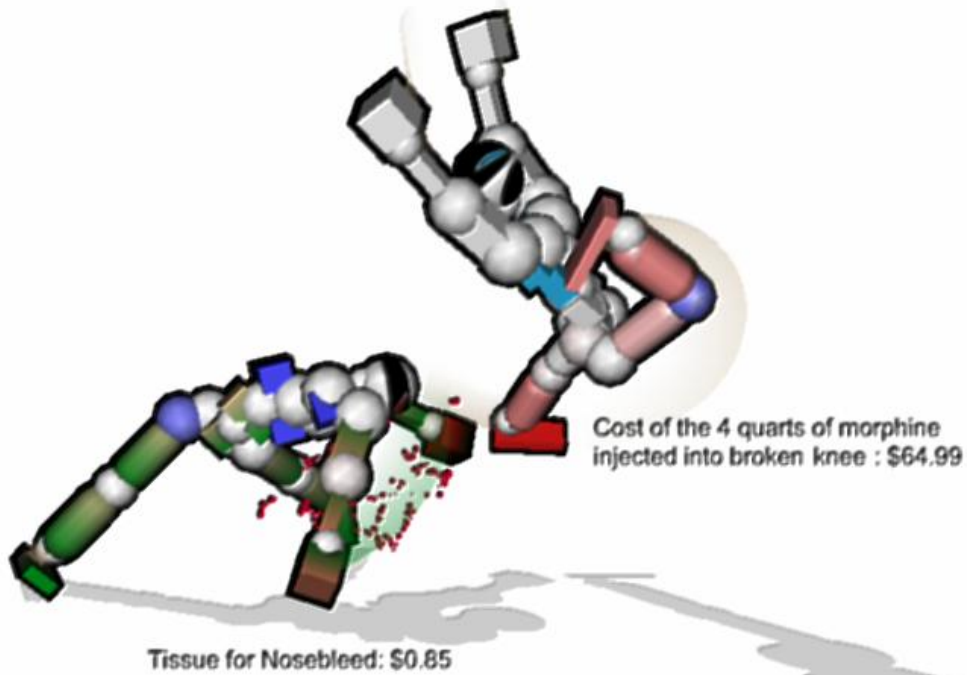
MASTERPPV



3<sup>RD</sup>

STEAM61

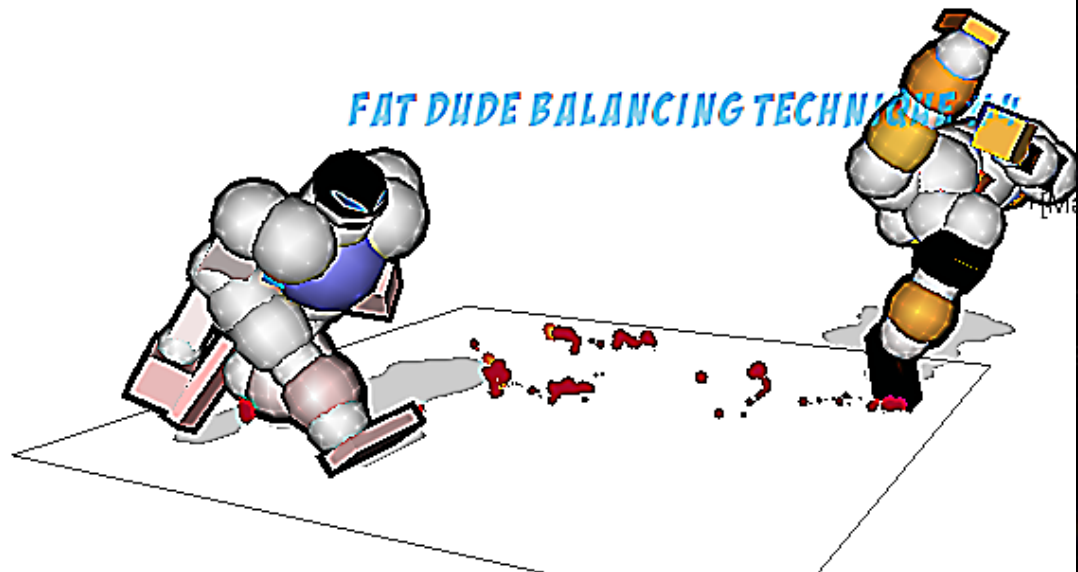
# CATEGORY : FUNNY



The experience of having your nose bleed and your knee breaking: Priceless

4<sup>TH</sup>

KAMICIDE



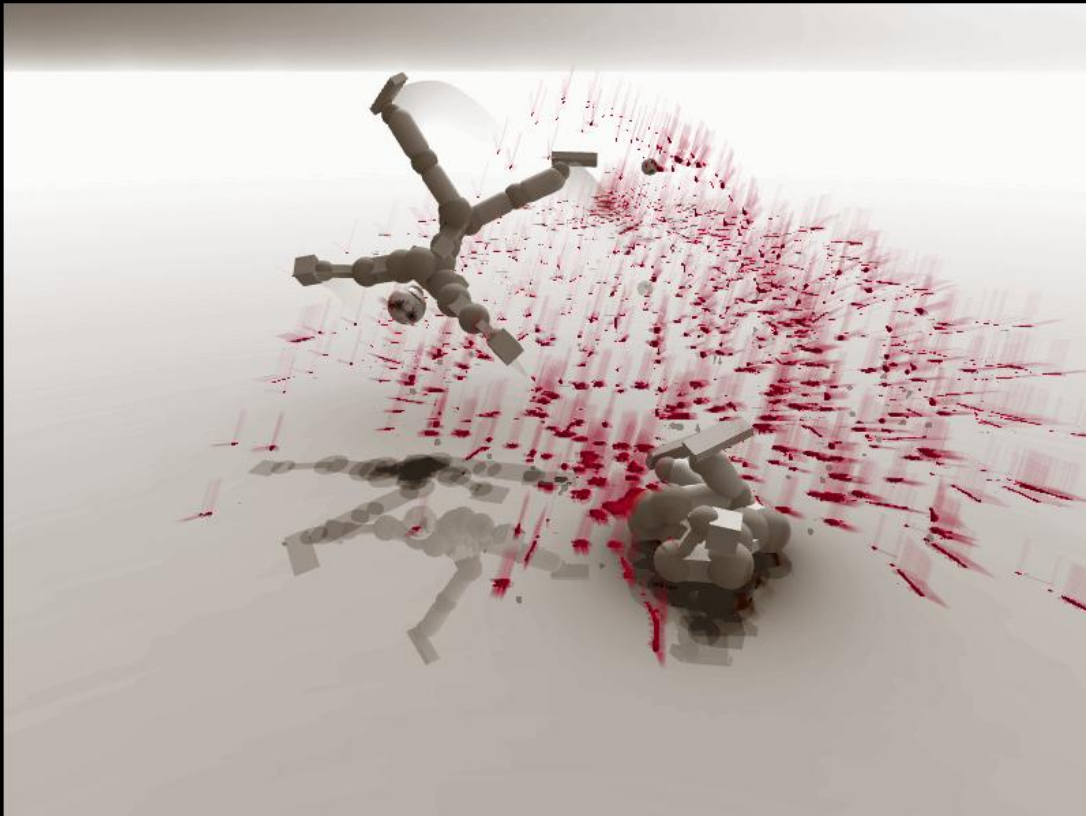
5<sup>TH</sup>

MASTERPPV

# CATEGORY : BONUS

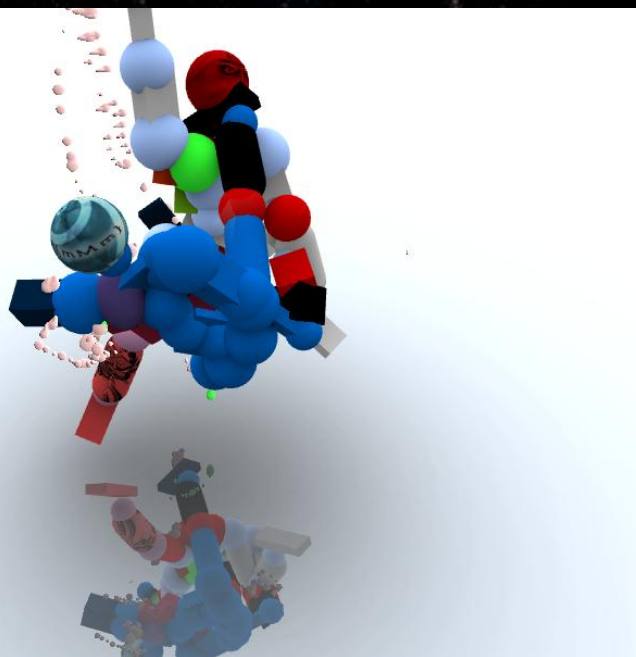
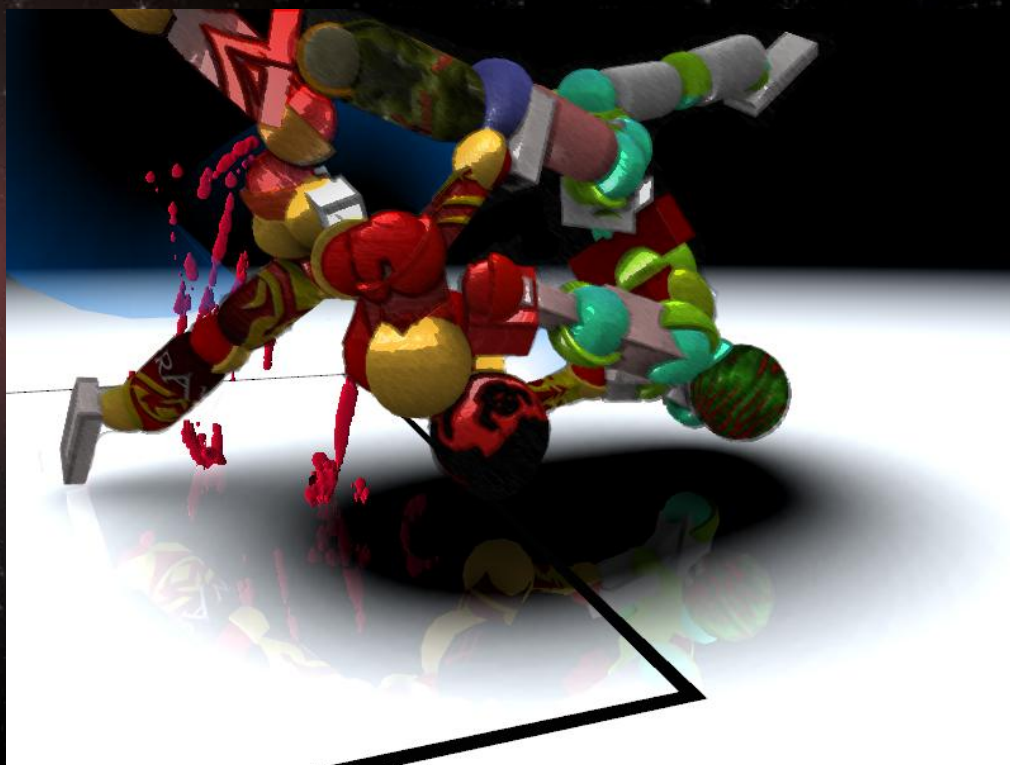


SLITH

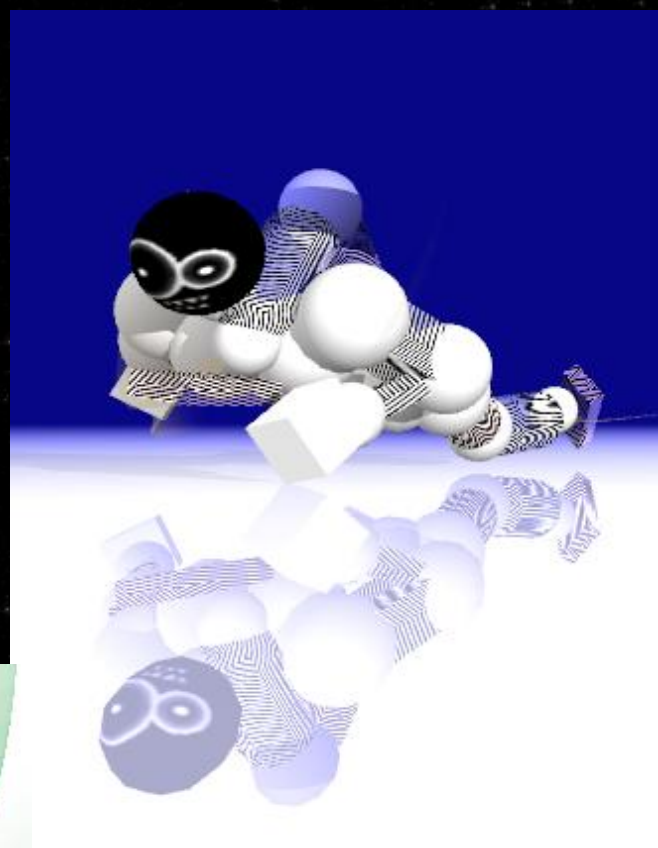


MELMOTH

**BENDOVER**



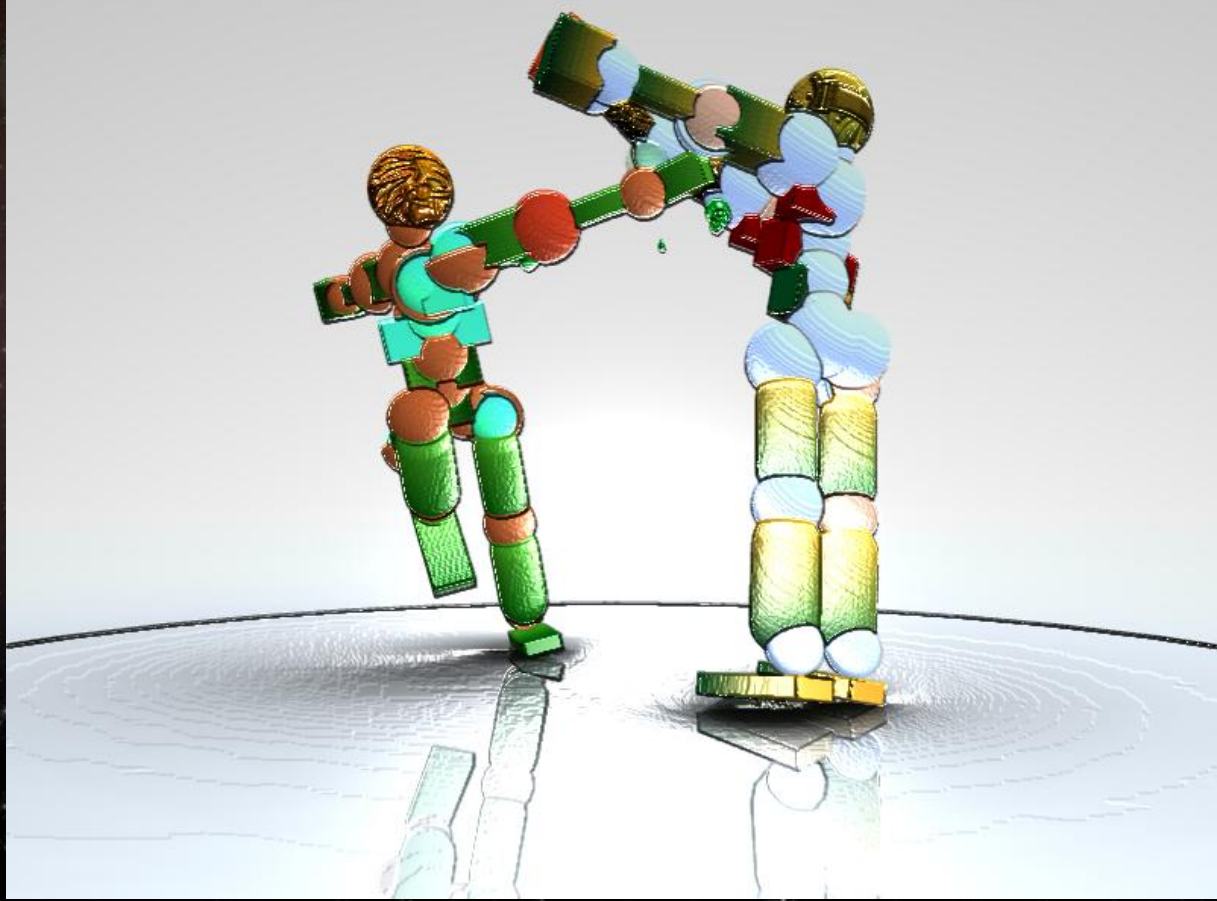
**MADMANMAD**



**PAVLIN**



**MASTERPPV**



THEBEANER 1



NOTYWQ



VELVE



# HAMPA

## THE MAN BEHIND TORIBASH

**Juntalis:** Okay, well first, let me thank you for sitting down with us today. Now, not many people in our community know much about you. As a matter of fact, all I really know is that your name is hampus, you're married, and you're a black belt in judo. Would you mind telling us a bit about yourself?

**hampa:** Actually, soon to be married with a cute Korean girl. I come from Sweden, moved to Singapore couple of years ago. Before making Toribash I worked a couple of years as a developer, mostly linux related projects

**Juntalis:** Ah. Some great developers come from a Linux background, I've noticed. What originally gave you the idea to start your own gaming company? What's more, what came first, Toribash or Nabi Studios?

**hampa:** I did develop the game first. Then having a company is more a necessity. It makes things a lot easier when you need to handle money, write contracts and stuff like that.

**Juntalis:** Understandable. Has Toribash and Nabi Studios met your expectations thus far?

**hampa:** No, after each release I keep raising the expectations.

**Juntalis:** If you don't mind, could you tell us a bit about Nabi's Next Game, GlitchRacer?

**hampa:** All features for glitchracer are preliminary and still being developed. For the promotional videos we have put build, race, crash and share as the tag line. The game has a ghost just like toribash, but during this ghost you can add environment objects. I have removed the .tbm format and switched to a pure Lua based implementation. With that, a level can also change the winning conditions and add remove GUI elements of the game. A big problem with the current toribash is the synchronization between different CPUs. For glitchracer I have removed .rpl formats and using a MPEG exporter instead, something similar to movie.lua in Toribash.

**Juntalis:** So it's going to be a lot more modifiable than Toribash, when it comes to level development and scripting?

**hampa:** Yes, the loop levels for instance you see in the video is just a for loop printing out objects using the circle formula.

**Juntalis:** Is this going to be like your classic driving game, or are you going to do the same take on it as Toribash, with frame-oriented movement?

**hampa:** The similarity with toribash is that you can pause the game and view a ghost of what is going to happen after your add/remove environment objects. You control the environment during freeze mode, not the bike or driver.



# HAMPA

## THE MAN BEHIND TORIBASH

**Juntalis:** So it's basically dynamic gameplay at its finest. Are you using the same ODE engine as Toribash, or have you scrapped that for a different engine?

**hampa:** It's the same engine, but the latest version. For toribash we are still using 0.5 of ODE, which has a couple of years behind it. With this we get some new geometric shapes. Straying away from other more traditional racing games, there is no upper speed limit on how fast you can drive. You can drive as fast as your bike can hold, but 2,000 km/h seems to be a limit before you self dismember.

**Juntalis:** I'm not too familiar with the capabilities of ODE, as I'm just barely getting back into C++, but are there more options to the primitives like twist, hollow, etc?

**hampa:** I have only added cylinders so far

**Juntalis:** Hm, if I know what I'm talking about, which I usually don't: By changing to an MPEG exporter, that would also allow you to edit the game engine with each update, due to the fact that it wouldn't destroy previous replays, etc.

**hampa:** Yes, that is also another reason

**Juntalis:** Well, GlitchRacer sounds like it's going to be awesome, and just another great game that can be expected from Nabi Studios. Moving back to the community, is this the turn-out and skill level you originally expected when you created Toribash?

**hampa:** Yes, it has by far exceeded what I thought was possible. Deerslayer and I struggled with figuring out how to do a decap in the beginning, and default DM was 80 back then. We didn't even know if it was possible to decap.

**Juntalis:** Don't feel bad, I still struggle at decaps. I'm impressed at all the new players that do it with ease.. Are there any members of the community that specifically impress you, whether they be scripters, modder, artists, or just players?

**hampa:** Yes, I see great stuff every day. Blam and Dafe do great scripts. I am naming the next release after MrPoptart. Artists like Cevius and rich impress me. Some players are just way to good.. Chezda for instance.

**Juntalis:** I have to agree completely. I didn't think I'd see half the stuff I have come out of Toribash when I first began in the community. Finally, are there any major plans coming for Nabi Studios in the future? After the release of GlitchRacer, of course.

**hampa:** I was play-testing Toribash Wii today with grarr, it looks great.



# HAMPA

## THE MAN BEHIND TORIBASH

**Juntalis:** So it is going to Wii! Mind if I ask whether it be will an actual game, or release on WiiWare (Or whatever the thing is called). Also, will Wii-users be able to fight PC users?

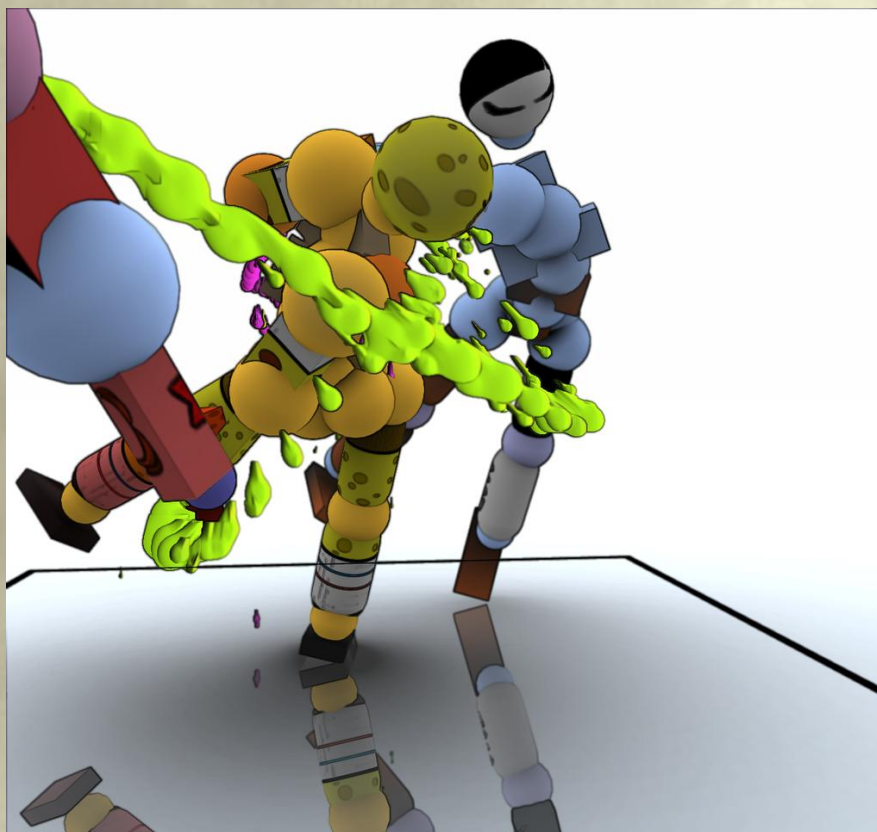
**hampa:** It's going to WiiWare. Wii users won't be able to fight PC users, because the Wii hardware is very different from Windows, so we really have use and optimise what we can there and at the same time break compatibility with Windows. For the Windows version we can be quite flexible with features and try new stuff. For the WiiWare version it is one release only where everything has to be in place and work. With that in mind we just bring the very best features of the current version and implement them. With some additions, of course. We have velocity envelopes built in from the start. It looks very cool.

**Juntalis:** Any estimated release for that, or are you waiting on further development?

**hampa:** The development should be done by the end of the year. When it ends up on the console it could depend a bit.

**Juntalis:** Well, let me thank you for your time today, hampa. I'm sure the community will appreciate the new information.

**hampa:** No problem. :)





# NABI GRAVITY WEEK # 1

## [ GRAVITY TAEK KYON : VIDEO COVERAGE ]

### The Tourney

11th May, 20 GMT Server #26 RAWR server

#### Prize:

10k TC + Texture of choice

If the winner has already a complete set the prize is 35k.

#### Mod:

This week's mod is **Gravity Taek Kyon**

Matchframes 120

Turnframes 10

Mod sambo.tbm

Dismemberment 1

Fracture 1

Disqualification 1

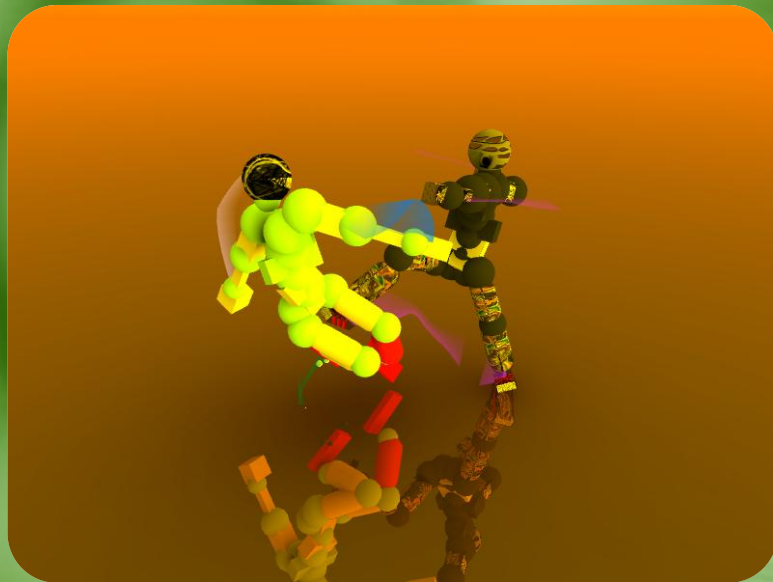
Dismemberthreshold 140

Fracturethreshold 100

Engagedistance 165

Sumo 1

Combine the TK gameplay with sambo gravity. Kicks are a bit slowed down but punches can be much more powerful.



To see the Video Coverage: Ctrl + Click on the picture above

### Results :

#### Finals :

Mistikal 3

Jepoy 1

#### Qualifications :

Jepoy 8

Mistikal 5

Melmoth 4

Icypants 1

Aaronsasori 1

VolcanoX 0

Siku 0

Pawned 0

Korvin 0

777revolt 0

*"I feel very happy winning this tournament, it wasn't very easy, and by the way it is the first tourney that I have won. About these types of tourneys I just love them. People like Jepoy, Tonakai, NutHug (That's all host of the tourneys I visited) are very great. They just give away money, that is just very kind of them. Anyone who is a Black Belt or higher can challenge that tourneys and can win it. All you need is skills of course. Atmosphere of the tourney is just magic, it is a real survival(if you know what I mean) and that just makes you feel the intrigue, and that feeling is just amazing. About the finals I knew that it won't be easy, as you all know Jepoy is a really skilled player, and besides that he won lots of tourneys. As for me I played the mentioned tourneys and my best progress was the final in Tonakai's Nabi Weekend Tournament x3 #2(mod was classic) and the final was against Amok, and I lost in a one-sided game 5-0.About the prize it is great that you can even choose what texture you want that is perfect, well, as for me I choosed right shin texture, it will fit me just great. I think that will be all,thanks again to people who make these tourneys .Have fun and good luck all."*

Mistikal

# The Furry Organization

INTERVIEW WITH TERTYWERTY, LEADER OF THE FURYGROUP (EXCERPTS)

## What is the 'Furry Organization'?

Well, it's a type of life style it's not just some stupid fetish. A furry is a person who is more in touch with nature and their inner being. Basically the human nature is quite corrupted, most furries would rather be there fursona then a normal human being. It can also be an alternative state of mind when you are dealing with a lot of stress in your life. I have been studying these forums for quite awhile now. Most furs have been discriminated in the past, being called furfags and such. I have taken it into my hands and have created a group for these beings to rise and come out of the closet.

I am a furry and I'm proud, and I expect all the furries to, so to speak, come out of the closet, and join the Organization.

I hope a lot of members will get a better understanding about us. :D

I would like to thank Vox. He knows what I'm thanking him for.

*Remarks by Tertywerty compiled by Dalir*



# WHAT IS IRC

Alright folks, todays subject: IRC.

This beautiful chat protocol, working as a spot where various people from various communities gather up and talk about various topics. The specific IRC channel in my heart is, of course, #toribash. As you may already have figured out, this is the channel where many members from [www.toribash.com](http://www.toribash.com) gather up, and chat about whatever they feel like. If you're a fanboy/fangirl, this is the place where you can find many "old schoolers" (hooray). The IRC is both a place where you, if you want to, can ask for help about serious matters or issues with Toribash or the forum, as well as a place where you go to relax, have fun and bond with other members of the community. The humor is often harsh, but never too harsh for someone who has spent more than a few hours on the internet. If you're easily affected by insults and take everything personal, you need to lighten up because this is a place for ordinary people who enjoy socializing lightly with others. IRC works as a community extender, there's more personal interaction than on a forum, but less hassle than MSN when a huge amount of people are to talk at once. It has been used for long, and it would be nice to see some new faces there occasionally. Don't be scared to peek in once in a while, it might seem hard to fit in at once but you will be more and more accepted. Give it time, don't take anything personal, obey by the rules from the URL below and you will enjoy yourself. If you have no experience with IRC, then there will also be an URL to SlainVeterans excellent IRC tutorial! See you there.

URL to SlainVeteran's IRC tutorial on the Toribash forums:

<http://forum.toribash.com/showthread.php?t=1902>

URL to the IRC-rules on the ToriWiki:

[http://wiki.toribash.com/index.php?title=IRC\\_Rules](http://wiki.toribash.com/index.php?title=IRC_Rules)

**BY DALIR.**

```
<CMon> Siku: it can be refreshing to talk about something else than mudkiepz and mounting Foxie once in a while  
<SlainVeteran> CMon: thats a lie
```