

CYBERSHADOW

Why have you decided for Worms?

I liked Worms because of its amazing replay value. Every game is different, thanks to its landscape generator, and its customizability allows for lots of different game styles.

When did you start playing Worms?

I started playing WWP offline against friends a long time ago, when I bought a cheap pirate CD around 2003 (there were no official distributors around here by then). I got a "real" W:A CD in summer 2005, that's also when I got online for the first time.

How much time do you spend playing Worms?

Not much lately. Most of my games are with alpha-testers, to test a new feature or bug-fix. Sometimes I go on WormNET under another name and play random games.

How long does it take you to code, make website etc.?

I work on W:A when I have time and I'm in the mood. Usually I work on W:A for a few days or weeks in a row, and then spend a few weeks doing something else.

Your beloved weapon?

Firethrower.

Favourite scheme?

Tough question. I'd say Capture the Flag on a blown-up map, we've had a lot of fun playing those when testing the large maps feature for 3.6.28.0.

Favourite speech?

Like Deadcode, I use CyberWorms due to my programming background.

Do you or do you not use WormKit? Why?

Only when testing new modules. Having the W:A source code allows me to do anything without using hacks like WormKit ☺

Your vision of WA in 5 years?

4.0 and everything that's been promised to be part of it completed.

AFK hobbies?

Drawing (although I do most of it on the computer).

Favourite book?

Электроник (a Russian book).

Favourite movie?

The Matrix. Cliché, I know.

Favourite food?

Anything made out of potatoes.

Favourite drink?

A well-made fruit milkshake.

Your annoying habits?

Knuckle-cracking.

Your idol?

Linus Torvalds.

Life motto?

Tick-tock.

Place you'd like to visit?

The Moon.

What makes you laugh?

A good joke.

The most stupid question you've ever been asked:

I can't recall anything. Of course, "stupid" is subjective.