

Team Liquid

6th Birthday Celebration





Letter to the Sky

[[Link to Original](#)] *Plexa (January 29 2008 21:51)*

Before the crisis

2005 had started brilliantly for Nada. Despite losing a bo7 MSL grand final to Gorush in YATGK MSL, he came back to defeat Gorush in the IOPS semifinals and then went on to win the finals over July in a convincing 3-0. Then things started to go wrong.

Nada had qualified as a seed for both MSL and OSL and a 2/1 finish respectively meant that he was the heavy favourite to destroy in the upcoming season. But as per the OSL curse, he went 1-2 in his group and failed to qualify for the Ro8 in EVER 2005 OSL. But the real snag came in the form of Savior. As mentioned in my very first blog, the game showed a solution to Nada's SK terran style for Zergs and signaled the coming a tragic year.

Nada would then lose to Yellow in the loser bracket of Uzoo MSL and to Pusan in the Daum Direct ODT Rnd 2. Thus, Nada would be absent from both major leagues for the next season. But thank-

fully, he was still around from the Snickers All-Star tournament. On the 16th of July he would fight Yellow for the title, and came up short 2-3 (as written in my blog). But the worst was just around the corner.

On the 18th of July 2005, FiFo reported that Nada's dad had been killed in a car accident. An intoxicated driver preformed an illegal U-turn and collided with Nada's dad.

Life after Death

Nada was withdrawn from the P&C roster for the next two months giving him time to come to terms with what had transpired. The funeral service was held on the 20th of July and was said to be a particularly moving ceremony. All of P&C showed up to the funeral in support of Nada.

About 2 weeks later, Nada posted a poem on his fan cafe. The poem was originally translated by SpAnK[eM] and is in the

format that Nada wrote the poem in.

Return to Star

Nada's first game back was against Nal_ra in ODTR1. He dominated Nal_ra with a pure macro oriented style, lost to Cloud in the winners game, then defeated Nal_ra once more in a similar fashion. Whats important was that even though he had gone through intense tragedy, Nada was able to pull out a win and get through to the next round.

Unfortunately, Nada couldnt get much further. He slumped badly in Proleauge and lost 0-2 in ODT Round 2 and 0-2 in the 7th MBC Survivor. He finished out the year with a roughly 50% win rate in Proleauge, but there was something more special he did in the last months of the year.

Many of you will be familiar with the 'Make a Wish' Foundation who try to give terminally ill children one day where they can leave their illness behind and enjoy life. Nada, still dealing with the ordeal of

his dad's death, did one of the most noble and honorable things a progamer has ever done, he got involved with the charity.

Nada began to work alongside the foundation and helped out their cause by volunteering himself to take some kids out during December of 2005 to treat them to a day of unparalleled joy.

"the experience even though it will be a short one for him, will forever change him. There is nothing more gut wrenching and noble than what he is about to do, he has courage."

- Entropy

Nada was inspired by the death of his Dad to reach out and help other people. When posed with the question about why he wanted to get involved in an interview he said;
"Help before it is too late"

Help others, before they are gone from this world. Like the premature death of his father who was now gone forever from this world. This act earned a lot respect from me towards Nada, it is such an amazing thing to do for the world, especially after a tragedy which could have ruined his life. He turned the negative into a positive, the mark of a true champion.

Dream come true

Nada started 2006 with a bang - going on a 5 game winning streak and passing the first stage of the 8th MSL Survivor. Then, thanks to an expanded league, Nada defeated Shark and Nal_ra in i-Station Dual tournament to qualify for Shinhan 2 OSL. At the same time he qualified for Pringles 2 MSL - Nada was back into both major leagues.

Nada's Shinhan 2 OSL run is something legendary. He 3-0'd his group (containing Light, Zergman and Jy). Went 2-1 against TT, 2-0'd Zergman, 3-0'd Goodfriend and found himself in the finals for a Golden Mouse. (Vods are at the end). His opponent? Anytime[gm] - a protoss abusing the legend of the fall to get to the finals.

After one of the most intense finals in a long time, Nada walked away victorious. He had achieved his goal and won in his fathers name - he had answered his Letter to the Sky.

To me, this story remains one of the the most touching in progaming. After stumbling across Nada's poem, I was overcome with emotion and knew that this blog needed to be written for all the Nada fanboys out there.



Letter to the Sky

*hi this is nada~..
hows ur life goin'?
i am drunk today too~
i am living life with drinks nowadays
u know when u drink, u feel better?
i was walking in the rain after having drinks with friend in the cafe*

like...

*the rain that is...
father's tear..*

*my dad always wanted to do some business...
had many failures because of those tries...
but before all those failures
he wanted the happiness of our family...
but... he couldnt...
no... because of that 1 guy...*

*my dad was very healthy...
very healthy... my dad was very strong...
he wasnt skinny like me
he was big..
and strong..
he never lost vs people
and when we were living in the name of poor
my father fought with gansters only with his 2 hands...*

*oneday my mother came back home with all bruises over her face
my dad grabbed a metal pipe
and gone to the corporation ..
he leaped over the fence to revenge for my mom...
its like that...
thats how much he loved our family
and thats how strong he was...*

but.....

*the 1 guy drinking driving... and by illegal U-turn
dad is in the sky now...
this ...
this isnt a destiny.. its an error of destiny...
an error of the sky...
the error that never supposed to be happend...*

*ha.....i still feel empty...
but not a long ago... when i walked in the rain...
i felt it..
it was like...
my father's tear*

*i...nada...
think i have to get brave back...*

*i talked with my friends in Gumi(state of korea)... alot of talk...
everyone is living a hard life...
i felt it now...*

*i realized how happy life i am living while talking with my friends...
i realize it now... now... now i realize...*

*yes i have to wake up again...
having no practice now is killing me...*

*if i go back to seoul...
practice hard... so no one can beat me...*

*and for sure... i will dedicate all those winnings and honors to ..
my father...*

*i..
im going back ...*

dont worry...

im going back to the real nada...

so

remember

i will take care of my family dad..



A year ago this time, Protoss users everywhere were still busy playing their collective fiddles and commiserating about map imbalance, race imbalance, fibre imbalance, dopamine imbalance, trade imbalance, mental imbalance, estrogen imbalance, cosmic imbalance and pretty much any other kind of imbalance one could imagine. During the darkest hours of the Protoss race's tribulation (basically, all of 2002), Reach blazed a heroic trail by pulling off emotional upset wins over Yellow(Z) and Boxer(T) on his way to taking the SKY 2002 OGN crown. (Reach's 3-2 bo5 win v Yellow in the SKY 2002 semis was pure heart, and Game 4 of Boxer v Reach is pretty much on everyone's top 10 list of Greatest Matches Ever Played.) But, things just kind of fizzled from there, and it looked like the Protoss Revolution, well, just wasn't.

My how times have changed. In the run-up to last summer/fall's MyCube tournament, the Koreans dubbed the Protoss aspirations "Legends of the Fall," and we got not one, but two Protoss users in the final the first ever pure PvP final in OGN history. The Hollywood allusion proved presciently appropriate, too, cuz we now have a sequel PvP Part II. Be careful what you wish for, I guess.

Zeus (Jun Tae-gyu) has always been considered a cagey veteran player. Perhaps lacking in imagination at times, but always a dangerous opponent any way you cut it. Nal_rA (Kang Min) is back for more, making his second consecutive trip back to the OGN final. Aside from his apparent inability to overcome Kingdom, there is simply no one more consistently dominant than this guy right now (this is 3 consecutive trips to a major final, if you count Ra's appearance in the Stout MBC tourney just prior to MyCube where he thrashed Nada 2-0).

03-04 NHN HanGame OnGameNet Starleague Grand Finals

mensrea (April 02 2004 00:25)

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1. Paradoxxx

OGN pulled out an interesting statistic prior to the game: the player with the higher win percentage against his opponent going into the OGN Final had a win percentage of just over 36%. The percentage in the actual Final itself against the same opponent (presumably, OGN's talking about the win % of all games played in the Final, and not the final result). Given Zeus was 0-2 lifetime vs Nal_rA in official OGN play, and considering the shellacking put on by Nal_rA in their last encounter on Paradoxxx in the NHN quarter-finals, Zeus must have been overjoyed to hear it.

Both Zeus (@7) and Nal_rA (@1) open with the now-standard double nexus on this resource-rich island map. Zeus takes the early gas tho, while Ra opts for the triple nexus route. Zeus, goes fast corsair, knowing that he needs to scout Ra asap, Kang's penchant for unorthodox strats are so well know, he was once nicknamed "Freaky Toss" by his fans.

Ra's build has doom drop written all over it. He's warping in a city of gates, while pumping out shuttles like crazy. By this time, Kang has 7 gates to Zeus's 3. Zeus sees Kang's build and rapidly expos his island natural @6. Both players then jump to their respective expos @ 3 and 9. It's a cat-and-mouse game so far, with neither player willing to commit to a frontal exchange yet.

8 out of 10 matches on Paradoxxx will be settled in the centre, it's a strategic lodestone that will either make ya or break ya. Jun takes the early gamble and sets up cannon/gates at the bottom half of the centre island. Spotting this move, Ra quickly shuttles in a large battle group of goon/lots to re-take the centre. This initiates a dizzying sequence of drop-counter-drop battles, giving me a headache just trying to follow the action. Zeus emerges the winner here, despite being slightly outnumbered, using excellently crafted goon/archon/temp combos to wipe out Kang's goon/lot ground forces. Zeus also easily overruns Kang's newly warped in mini-outpost at the top area of the centre. Zeus appears tactically on his game with great control and unit combinations, while Nal_rA seems content to leverage his superior resource-gathering to Chinese Human Wave the opposition. Anyway, Zeus is definitely getting the most bang for his buck.

Alas, as the Vietnam War demonstrated, tactical triumphs do not necessarily lead to strategic victories. Despite Zeus's battlefield superiority, the minimap clearly shows Kang asserting greater strategic control over the map after each knife-fight. Kang's got 6-7 fully loaded shuttles swinging like the Hammer of Thor now and drops the blazes out of Zeus's 9 expo and keeps hammering it until he's taken it completely and for good. In

retrospect, this was the turning point in the game, suddenly, Zeus finds himself without an adequate tertiary source of min/gas anymore. There's another tremendous clash in the middle, with Nal_rA even diverting most of the forces guarding Zeus's 9 expo to the fight. Kang outnumbers Zeus again, but again Zeus manages to beat back Kang's units, this time with well-timed temp storms and timely reaver support. Despite all this, Zeus still looks in bad shape cuz his only major source of revenue is the 5 expo, which he's desperately trying to get on-line. Too bad for him Ra's seen the lay of the land now, and has virtually every other expo on the map locked down. Ra easily targets the 5 expo and with Kang also gearing up for mass carriers Zeus finally concedes the match and types out GG.

An uninspiring win for Ra bereft of much of the style and panache we're so used to seeing from him. On the other hand, scoreboard still says 1-0.

2. Nostalgia

Only one player has ever come back from a 0-2 deficit to win the final of a major OGN tournament, Grrr made a furious comeback against TheBoy(z) (Gook Ki-bong) to take the title in the first (and now defunct) OGN King of Kings tourney in 2001. With that kind of history, Zeus was in no mood to lose this one. And it showed.

Zeus comes out flying and takes the fight to Ra right from the get-go. Zeus (@11) gets the benefit of an early scout against Ra (@7) and sees Ra's safe 2 gate opening and takes the 1 gate fast tech tree build. Meanwhile, Zeus aggressively shoves manner pylons down Kang's throat and catches a bunch of probes not once, but twice. This actually screws up Kang more than it first looks cuz the 2nd MP actually boxes in 4 probes at the same time! Sometimes, it's better to be lucky than skilled! Kang's face remains stoic throughout all this, but it couldn't have been good for his opening.

Ra puts together a small gaggle of early lots and rushes Zeus's 11 position. The zeals manage to punch a hole through a couple of defending goons and the lots begin to pick off a few probes inside the main. The invading zeals get taken down before they can do too much damage and Zeus is able to seal his

As mentioned, this is Ra's 3rd straight finals appearance in a major tournament, winning 2 out of 3. I wouldn't place him ahead of Garimto as the greatest Protoss player ever just yet, but I might consider it if he shows up in another final next time. The mark of the truly great, hall-of-fame caliber players is consistency.

main again. Jun adds some gates now and begins mass producing goons and zeals. He maneuvers them down and sets up a maginot line just across the bridge connecting the center to Ra's natural.

Both mirror each other's natural expansion and there's a lull in the action as the players gear up for their next move. I can see them massing their forces now, but neither has obs yet, so it's a tense moment of second-guessing for the players, do I have enough to push now or do I wait and add more units? Ra seems marginally ahead in unit count, but his zeal/goon ratio is seriously skewed to zeals, while Zeus looks to have more balance in his main battle group. The opposing contingent of troops shuffle ahead towards the center where they play hard-to-get with each other for a while, tip-toeing forward, only to beat a short and hasty retreat at the first sign of a response. Finally, there's a huge head-on collision and the screen explodes with action, with goons melting and zeals getting vaporized all over the place. Damn PvP, can never tell who's winning the fights, high grade VOD or no. Anyway, when the dust settles, it's clear that Zeus has gotten the better of Ra again. Ra's forced to pull back, while Zeus's already beginning to recharge his main battle group with archons. Ra adds more gates, but he's also quietly built a shuttle/reav tech build in the background.

Ra masses again and throws everything he's got against Zeus's massive goon/lot/archon force at the centre area, while stealthily doing an end-run with a lone shuttle to Zeus's main. The timing is perfect, and while Zeus is preoccupied with the centre battle, the real action is taking place at the main where a reaver is busy laying waste to Zeus's work force. But, Zeus doesn't let up and continues to hunt down the remainder of Ra's forces in the center (you guessed it, Zeus won another melee, OMG...). Ra manages to disengage his remaining zeals and tries to lure Zeus into fighting in the confined quarters near the 9 expo. But, Zeus resists the easy bait. He knows he has the advantage now (Ra's reaver at his main's long since been neutralized) and he pushes everything he has right through to Ra's natural. With hardly any defense, Ra's natural folds like a broken tent in a Texas twister. Desperate for a breakthrough, Ra builds up a strike force and coordinates what looks like a



OGN reveals that Ra spent most of spring break analyzing VODs and reps by himself. All of his team mates (including, forU) were away on vacation. Poor bastard. Now that Ra's won and rolling in \$, no choco pie for you, forU!

The win by Zeus on Nostalgia got me thinking about manner pylons. There are pros and cons to it, and its merits have



been argued to no end. On the other hand, although I doubt anyone keeps track of this, anecdotal evidence suggests that the player opening with a manner pylon goes on to win the game far more often than otherwise. Assuming this is statistically true (I don't know that it is, I'm just talking from personal experience observing pro matches), it's difficult to say whether it's the result of the manner pylon itself or that manner pyloning just indicates a higher-than-average level of aggressiveness and preparation for the game. It could also just be a function of the general skill level of the players who tend to employ the tactic. More likely a combination of the preceding, with certain factors having a greater impact in certain scenarios. Just some musings...

brilliant sandwich maneuver by punching out from his main ramp with goon/zeals while attacking the flank with the zeals from the 9. Too bad it doesn't work. Zeus somehow survives the shot and is still left standing, and I can see more units streaming down from Zeus's main. With Zeus adding another expo at the 12, Kang knows it's lost and quietly taps out.

Prior to the start of Game 2, you could see Kang smiling and relaxed, I mean, literally beaming with airy pleasure and confidence. Zeus wiped that smirk off pretty quick and in pretty convincing fashion. Zeus out-muscles Ra in a very impressive win.

3. Namja Iyagi

A key difference you'll notice when watching a pro-level BW match as compared to a random one featuring two buttheads on Bnet is the sense of utter control you feel the pro players have over the ebbs and flows of the game. I'm not just talking about the godly micro-management of individual units. So many aspects of the game seem mapped out in advance, and nothing seems left to haphazard guessing or chance. Still, I sometimes miss the very early days (when vanilla first came out) when I would enter a 3v3 without a care as to what I would do or how I would execute, focusing only on securing as much min/gas as possible and throwing every unit I had at the enemy. None of us really knew what we were doing, and there was no "game plan" to speak of, just make lots of units and beat the tar out of anything that moves. It was a brawl in the purest sense and it was a heckuva lot of fun.

Kind of like this game. Oh, I'm sure both players

had come prepared with painstakingly detailed plans for the game, and it may very well be that everything went exactly according to plan for both of them (except for the losing part). But, this game, more than any pro game I've seen in a while, reminded me of the good 'ol days. If typical pro BW games are like the elegant dance of controlled violence you see in PRIDE or UFC, this game was basically Bumfight USA.

Zeus (@1) had the strategic and tactical upper hand for 90% of this game, even twice levelling Nal_rA's (@5) natural and making me think it was all over. But, Ra showed tenacious grit and had the presence and foresight to build a hidden expo at the 10 island very early. Leaving that expo alone proved to be Zeus's undoing. Aside from that pretty move tho, most of the game basically consisted of the two players just whaling on each other all over the map in an unadulterated frenzy. WTF. It was CRAZY the number units that got wasted for what seemed to me a lack of any will to micro control anything, mostly on Ra's part no less.

In terms of game management, Zeus did a tremendous job (again) of winning virtually every single battle (again) and generally outplaying and out-strategizing Ra (again). But, when all was said and done, Jun somehow still managed to grasp defeat from the jaws of victory (again). Crap, we might have been better off getting Forrest Gump to write this report.

Nal_rA comes back from the dead twice in this one and savages Zeus in one ugly-but-fun-as-hell mother of a fight. I dunno know the stats, but Zeus's kill/death ratio must've been 2-1, and he still lost. Kinad reminds me of Uncle Ho's infamous prognostication on the outcome of American military involvement in Vietnam: for every 10 of our soldiers you kill, we will kill 1 of yours. In the end, it is you who will tire.

4. Guillotine

Man, Zeus is so toast. He must be kickin' himself now in his little space booth for letting Game 3 slip away. Not only is he facing elimination, he has the unenviable task of trying to best Nal_rA on a map that has Ra's name laser-tattooed all over it. Ra's never lost on this map in official OGN play, toying with the likes of Chojja and Jju on it, and I mean TOYING. I haven't seen a player so completely dominate a map since Xellos and HOT moved in, built homes and raised families on Neo Bifrost. Whatever he does, I'm thinking Zeus



OGN had an interesting stage set-up for the final. In a slight departure from the usual arrangement, OGN had a huge obs view screen in the middle, with 2 side screens showing the respective player's 1st person pov. Very cool. Watch for OGN to continue this. The stage lights were also flashier than usual, downright psychedelic.



The crazy brawl on Namja is kinda reminiscent of the jaw-dropping victory by Garimto over The Marine on Neo Vertigo in the SKY 2001 tournament. Garimto, always known as a finesse player, did a Jekyll-and-Hyde and just blitzed TheMarine with wave after wave of zeals and archons until TheMarine simply ran out of resources. Nary a microed unit in sight. Afterwards, I remember TheMarine looking like he'd just been run over by Mac truck. Poor guy never knew what hit him. That game was nominated Game of the Year by OGN (the unforgettable Game 1 of the Garimto v Boxer final in the same tournament ended up getting the honor in the end) and it's still one of the most underrated matches ever. Pure entertainment, it has to be seen to be believed.

needs to win this with a quick-strike victory.

Guess both players realize the stakes now, cuz they both open with a safe 2 gate strat. Nal_rA (@7) tho flies through the tech tree and has robo core up in no time. Ra's going for mass goons, while Zeus(@5) looks to mix things up a bit with goon/zeals. Ra's found Zeus's main now and his first goons make their way to the 5 position. Kang's 4 goons get greeted by a mass of zeal/goons just outside Zeus's main and Kang-s forced to micro them to keep them alive. Zeus has 3 gates now, while Ra's still sending goons to reinforce the front line. Zeus has seen enough and knows he needs to take back the initiative. Jun begins a gutsy expo at 6, while sending a massive push of goon/lots to Ra's front yard. The push looks dangerous cuz there aren't too many units left back at Ra's base. But, here, we see something we haven't really seen yet, Ra actually wins a head-to-head battle! Showing deft control and excellent positioning of units, Ra's numerically inferior force of defenders hold the line against Zeus's stormin' troops. Not only that, Zeus has barely made a dent in any of Ra's buildings. He's got nothing to show for his attack. It's one of Zeus's few mistakes, and Ra makes him pay.

I don't think Zeus was expecting to lose so thoroughly here. He kinda looks bewildered and lost. On the other hand, Ra's been preparing for a reaver drop, but decides to convert the assassin into a battering ram. Ra pushes with all the goon/zeals he has and uses the shuttle to ferry the reaver to the front lines. Zeus knows he's in trouble. He's got more gates, but he's got no tech yet and his ground forces are woefully inadequate to match a strong goon/zeal force with reaver support. Zeus tries to fight a delaying action, but Ra's goon/lot/reav combo slices its way through Zeus's goon/lots like they aren't even there. In the blink of an eye, Zeus gets backed up all the way to his main, where he tries to evacuate his probes to his expo, only to have a single scarab explode them all! With Zeus's world literally crashing down around him, he finally concedes defeat.

Ra does what the best players always do, take advantage of the advantages that present themselves, and decapitates Zeus on Guillotine. In the process, Kang cements his reputation as the most feared player on the map, bar none. Oh, yeah: after a long and arduous journey that started in April, 2002 in the very first match of the very first OGN Challenge League, Nal_rA is finally OGN Starleague champion. Bow down, mortals, before the awesome power of Ra!!!

South side is the best.

Smurg (September 28 2006 13:28) [Original]

South Korea that is...

I've been wondering...when our favourite progamers lose interest in SC, or are no longer 'good' enough to be a professional gamer, what would they turn their interests to?

So naturally I thought 'What if they all became gangsta rappers?'

Here is what I think the result would be.

Kekekeminem

Bio: Kekekeminem is well renowned for his hit singles Rushing Ur Heart and That's My Nexus Hoe. His genius for rhyming is the driving force behind some of the crafty lyrics, his work is especially noticeable in track number 12, Life of Lively (Thx to Shield Battery). He is always known for sparking a little controversy, he had to make a trip to court for assaulting a member of the public. In court Kekekeminem said that the person had said 'U hax, your macro is weak.' He only suffered a \$200 fine, but he stirs up the press and censorship boards by releasing string after string of songs that advocate violence, swearing and cheese rushing.



Word from Kekekeminem: Yo, I am whatever I say I am, I be keepin' it real, big shout out to all them 10gate fans out there, I'd like to say big-ups to all the haters out there, not because I like you, but Ima lull you into a false sense of security, then ima flank yo ass out in the open, gonna get your caps peeled bitches!

Immortal Micro Technique

Bio: Immortal Micro Technique wows fans with his deep and meaningful lyrics, he executes his verses precisely and his lyrics reach out and infiltrate different trains of thought...it isn't all bling and minerals with this rapper, he encourages listeners to take control of their life and that fastexp and pimpin' bitches isn't what all rappers are about. Such hits as The Fourth Expansion exemplify to the world, the true poetic soul that this rapper possesses.



Word from IMT: Turn off the TV and read! Read nigga! Read some strategy guides!



Nostalgious B.I.G.

Bio: Nostalgious B.I.G. said to have become famous through links with 2Hac Forsure. Nostalgious is known for his larger-than-life personality and passion for fried pizza doughnuts. He truly is a gifted writer who has the ability to think of an entire song inside his head whilst he's on the move. He once said to a magazine "I wrote the song Re Plz when I was on my way to the shops to buy a hamburger, as I munched into the crispy lettuce, smooth cheese, fried onions, the oh-so-flavoursome meat patty and the ketchup...I heard the beat, the chorus and the verses all in my head...I was in my own world and it excited me." His distinctive deep voice booms throughout most of the tracks on the new album, he has one of the best flows that the rap world has ever seen and as a result, was crowned Rap God of the Year 2005. This win caused shock all throughout the hip hop world, as arch-rival 'MC Carriers' didn't claim victory, as most people were under the impression Carriers was an instant win.

Word from Nostalgious: Peace be to all the world. We haven't got enough loving in this world, think life as a giant sandwich, full of goodness, family is the juicy beef - your main. The lettuce, cheese and sauce are your friends...and the bread is the woman, you've got to make sweet, sweet love to the bread...I mean the woman. Now bite into a sandwich today and feel life flowing through you. I eat sandwiches everyday, and look at me now...I'm a big, big, BIG rap star. Peace out yo.

2Hac Forsure & LL Gosu Play

Bio: 2Hac is known to be the greatest rapper there ever will be, his lyrics inspire millions, his songs change the masses. He writes rhymes that apply to everyone especially those who've grown up in the ghettos. On the new album his solo track Lost Ghetto is a tribute to all of those who aren't as well off, who grew up like him - the hard way. He is the main man of the GGNORE Crew and his producing and writing talent is evident throughout the entire album.

LL Gosu Play is 2Hac's bitch. (Just kidding, 2Hac's words of course.) LL Gosu Play is a more soulful rapper, and supports 2Hac as the chorus in Lost Ghetto. LLG Play has been attributed to the production of most of the GGNORE Crew's releases, alongside 2Hac. His auto-biography comes out next week.

'Being 2Hac's Bitch: My Life Story' (kidding again), Trapped With 0 ups is the story of LL's poor upbringing, being managed badly by two newbie parents and general life story of how he shot to fame and riches, we suspect 2Hac had something to do with it, but however he got there, we're glad his talent is allowed to be shown to the world.

Word from 2Hac & LL Gosu Play: 2Hac: Only Micro Can Judge Me. LL Gosu Play: *sings* All we need are some changes 1.14.



50 Vesp

Bio: 50 Vesp had a hard childhood, and an even harder time getting established. Being a small time hack pusher he was once lurk dropped NINE times but still survives to see today. He is the freshman of the group and strives to become a better rapper with time, his solo releases Gotsta Get Gas and Luna Pimpin' showed that he was a callow individual. But as he matures his lyrics are strengthening, regarding the messages he is trying to put out.

He was the writer of track 17 21 Expansions on the new album.

Word from Fiddy: Get mins or die tryin' biatches.

Rush Daddy

Bio: Rush Daddy is quite influential but is known for getting famous for being associated with Nostalgious B.I.G. He is more of the mascot for the GGNORE Crew and is known for his absurd dancing and lack of talent. But we'll not hold it against him, after all...every team needs a mascot.

Word from R.Diddy: Hey y'all, I be playin' at the highest of all levels, peep yo gas expansions, big-ups to all the high up playas out thaya in the game. Respec' to all the cheese rushers, hackers and ballers. Buy my new album yo, I'll sign yo autograph and teach you how to board up yo main with photons, peace out nikkas.



Track List:

1. Eat Yo Pringles Bitch - Intro
2. High As My Game Aiii High
3. Move Yo Rax Bitch
4. We Be Vult Raidin'
5. Fuck Ur Choke
6. Z, T or P Gonna Give It To Ya
7. Dumb Ass Goons
8. Bifrost Can Suck It
9. That Bitch is Fine (feat. Tossgirl)
10. 1v1 GoGo Fuck Urself
11. Lost Ghetto
12. Life of Lively (Thx To Shield Battery)
13. Pics of the Girl? (TL.net Remix)
14. We'z Got Upgradez
15. Light Yo Bats On Fire
16. Dilemma (No vesp remix)
17. 21 Expansions
18. GGNORE (No Ally End) - Outro

Final Word: This album is set to rock the world and take the world of hip hop & rap to a new level entirely.

Release: Early winter. Grab it as soon as it hits the shelves.



2004 EVER OnGameNet Starleague Grand Finals

Manifesto7 (November 21 2004 01:19) [[Link to Original](#)]

The hype and story lines going in to this final were mind-boggling. This season has been unbelievable so far, and this is the pinnacle of all the hard work. Both competitors looked fatigued before the games even started, the result of endless practice and the tension of performing against a friend and teammate. The venue for the first ever TvT final was in Taejon, which is in central Korea, 200 km south of Seoul. The venue itself was a large indoor auditorium with the playing booths on a rock-concert like stage. The pre-game interviews from each player can be found [here](#). I tuned in just in time for the first game, so lets get started.

Game 1: BiFrost

Sorry did I say BiFrost? I meant to say Boxer's backyard. The Emperor has had great success here, and it was commonly thought that for him to have a chance of winning he would have to win both BiFrost games. Lim opened with a 2 port build on the right which oov countered with two factories and an academy for scan and goliaths. Feeling secure, he expanded to his natural for his second gas, however Boxer shut it down quickly with a tank and turret on the ledge behind. By controlling the upper right portion of the map, Boxer was able to again shut down oov's expansion at 11 with the same tank/turret combo.

Despite these setbacks, oov was able to

gather a force to move out into the middle map, seiging tanks, laying mines, and patrolling with a wing of wraiths. By having a good position, he was able to expand to both 6 and 12, flipping the tables on Boxer and taking the resource advantage. Both players inched closer to one another, and the game came down to a single mistake where boxer retreated back and a mine followed, destroying a handful of units. With this slight advantage, oov macroed from his superior gas and mowed over Boxer.

iloveoov 1 : 0 Boxer

You know, the manager for SK1 said this series would be like a sword and shield, Boxers offense vs oov's defense, and this game showed that perfectly. Oov was so tough defensively, that despite Boxer's early advantage from shutting down the expos, Lim was unable to dent the armour when it counted.

Game 2: Pelennor

Boxer (@7) again went for the two port build, canceling his second factory to make the switch after killing oov's scout. His plan was short-lived however, as a vulture got into Boxers base and saw the disappearance of the second fac. Again oov countered with the goliath/scan combo as in game one, and then switched to wraiths himself after expanding to twelve and shooing away the early wraith harass. With a much slower CC, Boxer was forced to make a move on 12 and attacked with his 6 wraiths and

2 tanks. Oov brought his scv off-line and fought off the tanks while a goliath and his wraiths countered. Boxer had managed to put up a turret though, so he was able to continue his assault until more goliath reinforcements pulled up.

Again Boxer attacked 12, this time with 4 tanks and his 6 wraiths, which was fortunate as he still had no expansion of his own. He halted mining at 12 however oov counted with vults by intercepting the Maynard line heading to 6, so both players were still almost even in terms of bases. Boxer started a sneak CC at 11 while slowly mining from 6. Oov floated his 12 CC down to a middle expansion, and his wraith count was becoming very scary. Fortune smiled upon him as he caught the 11 expansion with his vultures, buying him more time to increase his hidden wraith

count. Finally, with at least 15 wraiths, oov moved out just as his vultures yet again found another Boxer CC at 5. The wraiths hit eleven, killing the lone turret and then the defending tanks. He followed this up with ground troops that finished the job.

Boxer was in trouble as vultures raided six o'clock. With Boxer's economy in shambles from the vulture raid, oov retreated his army to eleven to defend a new CC, but his tanks got ahead of his goliaths as Boxer lured the goliaths away with his vults and empty dropships. This cost oov dearly as a mine field Boxer had placed at eleven triggered an explosion of tanks. With his army at eleven, Boxer seized his tanks at his nine o'clock expo, cutting off any escape by oov's army. Boxer then used four dropships to hit twelve one last time, leaving oov with only eleven and no scv. GG.



With both players almost done their main bases, resources were becoming a major issue. Boxer had mixed in four vults with his wraith force, and they escorted a dropship to oov's middle expansion. Oov managed to pick off the tank, but with the vult support the wraiths had to depart and the scv were at the mercy of Boxer's wraiths. Oov tried to swoop back in and pick off two goliaths, but he over-commit and Boxer was on him in a second. Valk rockets flew and scans lit up the screen as Boxer decimated the air force of oov.

Just when I thought oov was done, tanks and goliaths came streaming out of his base in a huge line. As if the had magically appeared, oov re-took 12 o'clock, headed south and sieged at the ramp of six. Boxer had two dropships that were heading north which quickly double-backed and dropped their payload on top of oov's force. Guns blazing, Boxer

Boxer was rolling now, with five dropships flying around the map escorted by his vults. Oov simply macroed an army from what resources he already had, desperate to make one more monster strike against Boxer and get the foot off his throat. Another tank/goliath army came south, perhaps ten of each. Boxer flew overhead with his ships, but two were shot down by the goliaths and all of a sudden

iloveoov 1 : 1 Boxer

Boxer was o' so smart in this game, ruining oov early with the vults and being relentlessly aggressive.

Game 3: Mercury

Boxer started up at eleven, while oov started opposite him at five. Boxer went two port for the third game in a row, while oov settled for one factory and one port for tanks and wraiths. With the advantage of early cloak, Boxer was able to pick off all of three

of oov's early wraiths and shut pick off building scv. The game looked to be over as oov had little anti-air, but he then showed why he is in the finals. Eight scv came off the minerals and promptly surrounded the goliath that emerged from his factory. The wraiths, now out of energy, fired at the goliath bringing it into the red, but the repairing scv held on tight and Boxer could not finish it.

Up at Boxers base, three of oov's tanks stormed Boxer's bridge and entered the main. There was little to defend with as Boxer now had six wraiths and had re-attacked oov's main. In a race of destruction, Boxer killed one goliath, but again oov mass repaired his last defender. At the same time, Boxer was fighting with his scv and killed all three tanks with minimal losses. He then took his gas natural, and as his wraiths flew around the map he narrowly missed seeing a hidden CC that was already mining. Again his cloaked wraiths got busy picking off scv which allowed him to bring down some tanks and set up outside oov's base.

With a showdown brimming at oov's bridge, both players traded shots across the span. Oov routed around the containment with 4 gols and 2 tanks in dropships, and then rolled north to take out Boxers gas expansion just as Boxer found the hidden expansion at two. As oov rolled forward, another two ships of units flew in and ended mining operations for Boxer. As Boxer tried to counter at two, oov was forced to retreat, but he had a long way to go and boxer killed most of the scv located there. With his gas natural in ruins, Boxer took eleven and his mineral only to compensate, as oov reloaded 2 with scv from his main and took five.

With almost no pauses in the action, Boxer dropped 2 from the top with tanks and goliaths while oov did the exact same thing in Lim's main with double the tanks. With the remainder of his wraith force, Boxer went head to head against four goliaths and emerged victorious with only two wraiths left. Showing off his macro, another oov army appeared at Boxer's mineral only, spreading destruction everywhere. Both players pounded each others economies, not defending but racing to cause the



most damage. In the end, oov simply had too many units, and his ground forces pounded Lim while his wraiths knocked dropships out of the air.

iloveoov 2 : 1 Boxer

Agreat comeback by oov. His hidden expansion at two was very lucky not to be seen by boxer initially, and it was only this that allowed him to survive the early wraith damage. With only one game to go, oov was looking strong to take away the title.

Game 4: Requiem

Jeebus. After watching this game I was speechless. Boxer started at 12 and then went for two rax/acad build, while at the same time not letting oov (@9) see his strategy. Perhaps sensing that something was amiss, oov made two vults and two marines before a machine shop, which probably should have ended Boxer's chances right there. Boxer's build was very precise, having two scv on gas for stim while only six on minerals. In a do or die attack, six marines and two medics headed south where four marines, two vultures and six scv. Impossible right?

Not if you are Boxer. Oov let his scv slip ahead just a little, and Boxer mowed down everything. After waiting for reinforcements to boost his marine count to ten, Boxer stormed the base, killing all four of oov's marines before a bunker could be completed, something that would have ended the game. Back at home, Boxer was losing his meager scv count to a single wraith, while oov was losing all of his as he tried to fight off the drugged up marines along with his two vultures. He continued to kill courageous amounts of units, but eventually all of his marines fell and two medics were left while only 5 scv remained in his base. Things were looking desperate and even Boxer's mom was clutching her hands as Boxer's last hope, six marines, ran into oov's base, around the bunker, and forced him to float. Boxer had no scv left when his last ten MM hit the bunker, destroying it and the occupants inside. GG.

iloveoov 2 : 2 Boxer

Break out the defibulator, because I think my heart just stopped. At the end of that game Boxer



looked like he had just gone twelve rounds with Ali. The tension in the stadium was UNBELIEVABLE. Even Boxer doesn't know how he did that. It seems that he just had a little bit of extra magic in him tonight.

Game 5: BiFrost

After the last game, Boxer barely looked like he could keep going, and the players actually had a bit of an unscheduled break as the pandemonium settled down. Things were looking good for the Emperor; I mean how many times does he lose two straight on BiFrost?

Oov landed at the right this time, going for his two factories while Boxer, for the fourth time in five games, went for two ports off the hop. Oov built a half-dozen vults early, but then made the switch to wraiths as well, putting up three ports (in a move that gave Nada nightmares). His vultures came in very handy though, because as Boxer moved out with some early ground units and his wraiths, they snuck under the block and hammered Boxer's scv. Boxer ran a dozen to his new CC at the mineral only while scooping up eight more into a dropship while his wraiths came back to clean up the mess.

With Boxer's fleet elsewhere, oov came into the middle with his own fliers, but he ran into a turret and Boxer destroyed him with his returning wraiths, making the crowd go nuts at he loss of eight units. Was this the end? Championship #3? Oov was never one to give in this easy. He got his second gas at his natural, and Boxer inexplicably did not move his troops forward and instead fortified his middle position.

His lack of scv was apparent, and Boxer expanded again, this time to eleven, as oov also took his second nat. Although Boxer was behind on economy, he got much more value for his units early on. That being said, Boxer continued to get raided by vults in his main base, losing more and more scv. As oov harassed with his vultures, his strong economy kicked his macro into high gear, blackening the sky with fighters. It was under the watchful eyes of this airpower that oov tanked Boxer's expo at eleven, while at the same time Boxer tanked oov's gas natural. Thinking tha his opponent had committed his troops behind him, Boxer attacked head-on into oov's other expansion with tanks and goliaths. However, scv rallied infront of his tanks and oov got away unscathed.

Realizing that he couldn't go head on, Boxer took the bottom path and stopped oov's natural again, but it cost him his entire army. With a now obvious

advantage in units, oov rolled forward to Boxer's only expansion at eleven, creating a pinch between the units from



behind and the fresh ones from the front. Although Boxer managed to kill oov's wraiths with three heroic walks, the power of oov's tanks was too much as they relentlessly pushed forward and into Boxer's main. And with that, Iloveoov is your EVER OSL champion.

iloveoov 3 > 2 Boxer

This really was one of the best 5 game series I have ever seen. The games lived up to the drama, and that is a rare event. The two players know each other so well, that the games were balanced on the razors edge. A singel mistake was all it took to win or lose. After the games, the two players were brought up on stage where Lim was unable to contain his emotions as the tears came down. Obviously I can't know, but it looked like the stress of playing in a final against his prot'g' (and friend) Iloveoov. Although it put a damper on oov's celebration, as well as the awards ceremony, I totally sympathize with him. The pressure both players were under was incredible, and it seemed that at the end it all came out in a rush. I thought the most touching moment was when oov went to comfort his friend at the end, giving up his own glorious time for the well-being of someone who has obviously given him so much.

As for Iloveoov, he has cemented his place as one of the greatest players ever, all with less than half the OGN games Boxer has. Three straight MSL titles and OGN champ in the past year is a feat that instantly puts one in the StarCraft Hall of Fame. The post game interview with Iloveoov can be found [here](#).



Until the World Comes to an End

pubbanana (October 31 2007 20:07) [Original]

“Kim Seung Hyun will be the new king of the Proleague.”



Hearing HanBit coach Lee Jae Kyun make such a bold claim instantly reminded me about why I fell in love with the HanBit team so many years ago.

Ever in the vanguard, Coach Jae Kyun formed and led a team to stardom while basing everything off of nothing more than his own faith in his players. His stubborn attitude has since become his trademark and he is, without a doubt, one of the most loved figures in progaming because of it.

Maybe his beliefs will lead him to make the wrong decisions.

Maybe his faith in certain players will lead to him ruining his team's record.

Maybe his love for his players will blind his better judgement.

But until the world comes to an end, he'll be there for that team that he sacrificed everything for.

*All alone in this big city,
Thrown away like an empty can
If love isn't love until we know everything about each other
Then let's just sleep forever.*

Dark skin, thick accents, and poor skill. This was the image of the Pusan gamer in the early stages of progaming.

And even after witnessing the immense gap in skill between Seoul and Pusan gamers during a PC room tournament, Lee Jae Kyun still insisted on forming a game team right in the middle of Pusan with two nobodies he encountered at the tournament (who now go by the aliases of Kingdom and H.O.T-Forever)

Perhaps it's decisions like these which is why he's now called the Hiddink of e-Sports.

From his small team called SM, he would go on to shatter the progaming scene with his stubborn will to succeed against all odds. In a setting so typical of this thing we call "progaming", he gave up what money he had and made the move to Seoul to look for sponsors.

For Coach Jae Kyun and his boys from Pusan, this would be the start of a journey that has yet to end to this very day.

*And so, people seek an answer
And lose something that's irreplaceable
A city filled with desires
Even the stardust in the night sky doesn't shine on us*

Due to the success of the HanBit Soft Starleague, the company decided to sponsor it's own pro team. After seeing that Park Yong Wook (Kingdom) had performed well against Guillaume Patry (Grrr) and Lim Yo Hwan (BoxeR) and that he was apart of an amateur team led by Lee Jae Kyun, they decided to let him manage their team.

In May of 2001, the HanBit Stars were born and debuted with a line-up of Kang Do Kyung (H.O.T), Kim Dong Soo (Garimto), Park Jung Seok (Reach), Park Yong Wook (Kingdom), Son Seung Wan (SonJjang), and Lee Woon Jae ([Oops] Lee).



Kang Do Kyung was the first to start what has since become known as the "Jae Kyun Line". Today, it extends all the way to Daum Starleague winner Kim Jun Yung (GGPlay). For the first 5 months of the team's existence, you would have thought H.O.T was its only member. He placed in the top of the KPGA Tour Leagues and won several smaller tournaments and event games.

The HanBit Stars were living in very modest means, even by the early standards of pro-gaming teams. HanBit Soft's experience was in marketing and selling software, not game teams. Financial instability plagued the team, but because Coach Jae Kyun believed that victory could be defined in 3 letters (H.O.T), they managed to scrape by.

But H.O.T wasn't the first champion to be bred by Coach Jae Kyun. The next one in the Jae Kyun Line was former Starleague winner Garimto. After he triumphed over Lim Yo Hwan in the SKY Starleague finals, the HanBit team had made its worth known. The next month, Coach Jae Kyun recruited Public Enemy Zerg Park Kyung Rak (Junwi), Fireworks Terran Byun Kil Sup (Sync), and Tyson Zerg Jung Jae Ho (Crystal[InCa]).

Within 5 months, the NATE Starleague had 2 HanBit members in the final (H.O.T vs Sync), but it was the Fireworks Terran who would secure his spot in the Jae Kyun Line.

And 5 months after that, the Legend of the Fall would take place for the first time as Hero Protoss Park Jung Seok defeated Lim Yo Hwan in the finals of the SKY 2002 Starleague. Maybe now that he saw his coach was in good hands with Reach (rather than the other way around), Garimto felt it was appropriate to take his leave for military service not long after.

A year and a half together and they had already gained 4 Starleague trophies. But the year of 2003 was ready to bring a new challenge: the Proleague. And Coach Jae Kyun was ready to answer it.

*Before the world comes to an end, please make me listen.
A catastrophe that's well suited to this flower that's in full-bloom.
Though everyone wishes for eternity, nobody believes in it.
Even so, they certainly dream about tomorrow ...*

He refused to let Lim Yo Hwan join his team in 2001 because he had defeated H.O.T in online practice games.

In Coach Jae Kyun's mind, nobody beats his H.O.T in online practice games. He must have been hacking.

Now, he's watching him on the stage as he brilliantly defeats NATE Starleague winner Sync in the first match of the KTF EVER Proleague finals of Dong Yang Orion vs HanBit Stars.

Maybe if he hadn't been so stubborn, he'd be watching a different scenario unfold. Maybe if he hadn't had so much faith in H.O.T, then Lim Yo Hwan would be winning that first match for his team.

But knowing Coach Jae Kyun, he probably wouldn't have had this Proleague end any other way. He'd rather be holding the 2nd place medal with his kids that he hand-picked than holding the 1st place medal with anyone else.

His team would go on to place in the top 4 of the next six Proleague seasons on MBCGame and OnGameNet. However, they would lose their best players to wealthier teams, run into more financial trouble, and struggle with rebuilding what was once a glorious team. Things would get worse before they would get better.

But as the rain poured down on them and soaked their bouquets on that humid August evening during the KTF EVER Proleague finals, the world could have ended right then and there. Coach Jae Kyun would have happily died with the taste of his team's first victory fresh on his lips.

Though they've been facing hard times, the HanBit Stars will rise again. Until the world comes to an end, Coach Jae Kyun won't turn his back on this team that he sacrificed everything for.

*Until the world comes to an end, we won't be apart.
Though I wished it for countless nights,
Why does the past destroy
Even the worn out heart that continues to shine?*

- Wands, Sekai ga Owaru Made wa



2004 Gillette OnGameNet Starleague Grand Finals

Arbiter[frolix] (August 01 2004 18:00)
[[Link to the Original Article](#)]

JulyZerg (Park Seong Joon) v Reach (Park Jeong Seok),
Daegu, Republic of Korea, August 1 2004

And so... the elite of the Korean Starcraft community converged on the southern city of Daegu for the final of the 2004 Gillette Ongamenet Starleague between the swarm's July Zerg and Aiur's champion [Oops] Reach. A massive crowd, perhaps even outnumbering the Busan beach crowd which saw the Pro League Final, had gathered for the titanic final match. The players, with July dressed in a bright red cloak and with newly-dyed red hair and Reach clad in a black cloak, approached the stage on a raised rolling platform, sweeping through the centre of the crowd.

July's manager told the crowd that his charge was nervous at playing before such a huge crowd but that his greatest strength was his supreme confidence that he would emerge victorious. Reach's KTF manager said the protoss player had been practising up to 20 hours a day for the final, while Reach himself said he had been practising hard with Yellow and Chojja to prepare for the final match-up.



Game One on Nostalgia

JulyZerg (zerg at 11) chose a 12-hatch opening, while Reach (protoss at the five o'clock position) opted for one gateway and assimilator. His first zealot thundered across the map towards the zerg base and, ignoring the expansion, headed straight into the main. As the zealot marauded around his main, July was waiting for his first zerglings to hatch out of their pulsing eggs and turned his drones to attack the lone zealot, destroying it in a wisp of smoke and with minimal disruption to his economy.

Reach now started work on a stargate, but July Zerg's scouting drone, still making a nuisance of itself inside the protoss base, saw the warping structure. At this point July still had no extractor and was going up to his fourth hatchery as he finally started to collect vespene gas. With corsairs imminent, July was morphing an evolution chamber so that he could make a defensive spore colony to protect his overlords. However, instead of the expected corsair, the first ship to emerge from Reach's stargate was a scout! The slow-moving but adaptable vessel jetted across the landscape towards the zerg main, ignoring the overlords, now clustered around a single spore colony, heading towards the mineral line in the zerg main. The scout's feeble ground cannon peppered the zerg drones to little effect, although July did have to take time to transfer wounded drones to his expansion.

Reach had now warped in his templar archives and two dark templar stealthily crossed the centre of the map towards the zerg base. Reach started to warp in nexus at his natural but was forced into some hurried defence as July Zerg harassed the soon to arrive expo with lings. A single cannon on the edge of his main plateau helped him fend off the threat. Meanwhile his useful scout had managed to obliterate two roaming overlords before being downed by July's first hydralisks.

July was now trying to take the game to his vaunted opponent but as his ling and hydra force crossed the map they found themselves under attack by dark templar, with the army having left its overlord detection far behind. Four dark templar harassed

the strike force, causing July to retreat his troops to his trailing overlord. July, who now had lurkers available, now took the 12 expansion as Reach, his main and natural now providing him with a potent economy, broke out into the centre. Both armies jockeyed for position in the centre and as battle was finally joined it looked like Reach would have to rapidly retreat, his zealots falling back, but a third psionic storm from an arriving high templar severely depleted the zerg army.

Reach attempted to seal off the ramp at the seven o'clock plateau with three cannons, in preparation for an expansion there but July made a concerted effort to take out the cannons before they finished warping, sending a force of hydras.

Reach just managed to close down the hydras as they arrived at seven, with a small force of dark templar enough to buy time for the cannons. Reach also started warping in an expansion at the six o'clock position, drawing down a massive lurker and zergling assault from July Zerg, by now becoming more and more concerned at his opponent's burgeoning economy. The battle raged back and forth but just as it looked as if the swarm had the upper hand, reinforcements arrived from Reach's main to neutralise the threat.

July had now morphed a hive and was working on upgrading to cracklings but Reach was now warping in the expected expansion at the seven o'clock position and his six expo was completely surrounded by cannons. Ultralisks now made their first appearance on the fields of Nostalgia and they lead a fierce assault on Reach's natural expansion, the zerg army sweeping across the map and destroying the protective cannons. Reach's temporarily out of position army surged across the bottom of the map to rescue the situation. At the same time Reach was dropping dark templar into July's new expansion at one o'clock., destroying it before detection could arrive.

The swarm again attacked the protoss natural but was forced back by a superbly microed combination of corsairs and dark templar. Reach was now in the ascendancy and dropped dark templar into the zerg 12 o'clock expansion. July just managed to hold onto the expansion with a



mass overlord arrival. However, just as he thought he had seen off the threat, Reach re-dropped and was able to destroy the hatchery. For all his aggressive play and attempts at expansion, July now found himself without a source of minerals, as his natural was running dry and his other expos had been sliced to ribbons by Reach's relentless dark templar.

The templar continued their dark reign over the Nostalgia landscape with an attack on the zerg main, although July managed to survive the onslaught and now had a new expansion at the nine o'clock position. The zerg army was sizable, but the swarm's economy had faltered, while the protoss were collecting resources all across Nostalgia. Emboldened by his successes, Reach burst out of his main with a force of zealots, templar and archons. As blue lightning crackled over the heart of July's army he realised it was all but over and left the game.

July Zerg 0 - 1 [Oops]Reach

Game Two on Requiem

Leading by a game after his sensational victory in the opening clash, Reach (at 12) opted for a forge-first build, while July Zerg (at nine) went for spawning pool before expansion. July's first force of zerglings headed towards the protoss base but found a cannon waiting for them. July weighed up his options then decided to attack. Reach still had no zealot and as the lings managed to destroy the only cannon Reach's entire game hung in the balance. A single zealot emerged to save him but the lings had picked off a few probes in the meantime.

As Reach attempted to repair the damage and built a new cannon, July morphed in his lair and followed it quickly with a spire. Reach's growing force of zealots was loitering around outside the zerg position as the first mutalisks hatched out of



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their eggs and headed for the protoss main. They swooped in on Reach's only cannon, destroying it with ease. With no other air defence available, Reach ended his feeble resistance and typed gg.

July Zerg 1 - 1 [Oops]Reach

Game Three on Namja lyagi

Playing on what is purported to be his favourite map, July Zerg (at the eight o'clock position) opted for a 12-hatch opening, while Reach, continuing his quest for the unorthodox made a centre pylon and gate, smack in the middle of the map. As Reach warped in a forge at his main, his first zealot headed down towards the zerg position. He built a pylon at the edge of the zerg expansion but was forced to cancel his cannon rush as the first zerglings scurried out of July's main to defend.

Reach now started cannon construction and a new nexus at his natural as July finally found the centre gate with his lings and destroyed it, along with its powering pylon. July had morphed in his lair and was working on a spire, while Reach started warping in a robotics facility and a stargate, followed by a second stargate. July went for multiple tech as he morphed his hydralisk den. Meanwhile, Reach had been warping in a fleet of corsairs and had one reaver waiting at his base. July now had lurkers available and was starting an expansion at the five o'clock position. He was dominating the skies with an ever-growing flight of mutalisks. Reach had reaver and shuttle but could as yet do little to take the fight to his zerg opponent.

As Reach continued to wait in the hope that an opportunity would present itself, July had a hive and was working on a greater spire. Having dropped off a probe at the five position, Reach started a massive cannon construction project on the edge of the new zerg base. However,

before he could do any damage, July's newly arrived guardians obliterated the cannons. Reach's giant fleet of corsairs was more than matched by July's flights of mutas, devourers and scourge, which were roaming the map menacingly.

Reach tried to catch the devourers without muta backup but ended up drawing July's forces into a massive air battle the outnumbered protoss ships could not win. As the corsair fleet was obliterated, having achieved nothing the whole game. Reach's natural was at the mercy of the swarm. Hydras arrived to assist in the demolition project and headed into the protoss main. Reach had been working on two dark archons and high templar, but their arrival was much too late to do any good. A single maelstrom did little to delay the devastation as July took the lead in the match.

July Zerg 2 - 1 [Oops]Reach

Game Four on Mercury

And so, after two defeats it was do or die time for [Oops]Reach. Could he take the match to a fifth game?

Reach (at three) again opened with an early forge as he looked to go double nexus. July (at six), on the verge of the Starleague title, morphed in a pool and an extractor. After his forge had arrived, Reach set to work on two cannons and an early second nexus, while July took advantage of the hiatus and started a hatchery at the 6.30 position. Reach had again opted for unusual positioning of his gates, starting two gateways at the left centre position. Unfortunately for the protoss army, July discovered the gates almost immediately and attacked them with his first force of zerglings, forcing Reach to close the warp rifts and leaving him with no gateways at all.

By this time, July had his hydralisk den and was morphing his lair, looking to be well ahead of his protoss rival even at this early stage. Reach finally warped in gateways at his base as July, showing once again the aggressive nature of his play, his trademark throughout this Starleague, started a hatchery at the right centre position, just a short distance from Reach's natural. Two lurkers were on the way and July started yet another expansion at the low centre position. The swarm was already taking over the map. July had a spire, while Reach was waiting for two stargates to arrive.

Reach had sneaked a probe to the 11 position, where he had warped in a number of gateways and was working on a new nexus. As July's first flight of mutalisks patrolled the Mercury skies, July discovered the new expo and attacked with mutas, scourge and

zergling. However, Reach had been busy warping in a force of dragoons and some corsairs and sent the attackers fleeing, following some ground/air skirmishes.

July wasted no time. He had the advantage and knew he should try to take advantage of it before the protoss economy kicked in. His mutalisks swooped down on Reach's three o'clock main, obliterating the defensive cannons and delivering death from above to the innocently mining probes and destroying the nexus. Reach's entire game was faltering but he tried to counterattack with his dragoon force at the left centre position. July wasted no time on defence and delivered blow after blow to the protoss infrastructure, his mutas destroying the 11 expansion. In a last desperate move, Reach's dragoons continued their advance down the map, only to found themselves caught in a vice between two armies of hydralisks, ending all hope of victory.

July Zerg 3 - 1 [Oops]Reach

July proves himself the champion of the entire swarm by becoming the first zerg player to win the Ongamenet Starleague. After speeches by Korean actor Jo Jae Hyun and a German representative of Gillette Korea, who entertained the crowd with his faltering Korean, July Zerg was presented with his winner's cheque for 20 million Korean Won, roughly 9,400 British Pounds or 17,100 US Dollars. In recognition of his second place finish, Reach received 10 million Korean Won.

July, who finished with a record of 11 - 4, truly had a phenomenal tournament, 4-pooling Casey, and knocking over Zeus, Xellos, Oov and Reach to take the ultimate prize. Throughout the tournament he eschewed defensive play and always took the game to his opponent, his performances against Oov a particularly striking example. Reach, who finished 8 - 7, had a good tournament, showing flashes of his old brilliance, particularly in the semifinal, and defeated Nal_Ra, Nada and Silent_Control on the way to the final.

This is Arbiter[frolix] signing off from the 2004 Gillette Ongamenet Starleague.



