

Before you read this, please understand it is my version of these past events. The majority of my gameplay was during the Australian-friendly timezone and on World 145. If you are a former Soul Wars player and didn't arrive there in 2009, it's likely you viewed it differently, more vividly remembering the events that occurred during 2011-2012 and Soul Wars' finale. The below events are true however, many of this has now been close to 10 years ago. It is possible I'm missing or even slightly differing what actually happened. I have, to the best of my ability retold these events.

SCENE 1 – The portal outside of Edgeville

The setting is the Soul Wars lobby area, between the two rustic metal fences, directly in front of the Green Portal.

Let's pick a colour, blue, it's my favourite. Pyrefiends are cool, what are Soul Fragments for? I can't attack Jellies yet, I don't have the Slayer level required to.

Oh dear, you are dead!

I was just killed by three players simultaneously who have a combat level greater than 110, very quickly. My combat level is 95. It looks like there's organised groups here, I should join a group.

We've returned to the Soul Wars lobby area with 1 zeal to our name however, it's now far more noticeable that there are organised groups and there are requirements to join them.

"Glow3:Wave:Soul Rebels1 115+!", "Souls Unity 115+", shout two anonymous high level players. My combat level is 95. "Zealmania 100+" shouts a player in the distance. Two things here took my attention. Firstly, the advertisement requested players with a combat level equal or greater than 100, I'm close. Secondly, the man is wearing full dragon, but it appears he is a lone ranger. It doesn't matter, I must get to 100 quickly and join Zealmania.

SCENE 2 – Soul Rebels1

We're porting back into time now, back to just before I knew of Soul Wars, when its history was rather new still. To understand where Zealmania fits into the scheme of things, it's important to understand those before it.

"Sr1" were the original, only clan on World 145 controlling which team obtained 3 zeal each game. With that sort of power, competition and a clash of opinions caused some tension within its own walls. Some members of the original Sr1 wanted to branch out as a divide had started appearing between them and the others. As such, those members created a clan named "Souls Unity". Some notable players who helped found "Su" were Dadd & Earthcraft2.

It would be short-lived however, within a week, Su crumbled as it couldn't sustain itself. The issue was newcomers were instantly lured to the more reputable Sr1. Why would they go to Su, when Sr1 had everything they needed to ensure 3 zeal? After the Su split, those members were divided again.

Roughly half of those players crawled back to Sr1 and the other half who chose not to return were given a sister clan to Sr1, named Sw Zombies, or "SwZ" for short. It was bitter-sweet for those players, a home away from Sr1 which was ideal, but it was still tied to Sr1, which was not ideal.

Shortly after, the want-away members of SwZ challenged Sr1 and it was not without reward. SwZ managed to force Sr1 into a treaty of sorts. Sr1 allowed Su to come back, this time as their ally but with no "sister" tie. This is most likely due to the reason Sr1 didn't want to have to deal with the nuisance of warring a group of skilled individuals all the time, just because they wanted to have their own representation, without the Sr1 tag.

SCENE 3 – Learning the ropes

We've returned to the present. My combat level is 102. I'm in a private discussion with the owner & founder of Zealmania, Mesa187.

Mesa187: Hsv, I've noticed your activity and because you're Australian, would you mind keeping the clan active until I wake up in the morning? It sucks, every time I wake up, the clan is dead and we end up starting from scratch all over again. If you need some help, get Cowboy to assist you.

Hsv 5993: Okay, but what should we do while you're gone?

Mesa187: Advertise hard, try and get the correct calls from the lead clans and call those in Zealmania. Keep the clan alive!

I set about using multiple newly made alt accounts to try and time my entrance into the lead clans fc's with. I'd leave before they were given the chance to "kick" me from the fc, which would temporarily ban my access. 9 1/2 times out of 10, I would obtain what I was after. I also had lots of help from various members in the clan doing this.

I continued to make friends and gain the respect of those around me, with certain players calling for my promotion publicly in our fc to Mesa. This was awesome, I can't believe people like me here. I'm only here for combat XP... as many zeal a game as possible.

I'm overcome by the thought of leaving.

No. Not at all. I'm here to do a job and help Mesa keep Zm alive while he's asleep. These days were not as tough as they might seem though. The people within Zm kept me motivated and it was overwhelming how many people were so great.

After several weeks of this, a pattern had emerged. Mesa would log on and it would be glorious.

Mesa187: Good Morning all, let's war.

Zm members simultaneously: "right now?" "against sr1 and su?" "with 10 people in our fc?"

Mesa187: "We will war next game, everyone grab your best gear."

We're now inside one of the many U.S morning "wars", at our home grave.

"Failmania 100+!" "Burymania 100+!" "Leechmania 100+!" shout the cries of surrounding mages ice barraging their hearts out. They are a part of sr1 and su. Not just average members either, these are some of their better ranks, resisting us with huge force.

We are becoming a nuisance. We leech their calls, earn 3 zeal when they do and then war them when our fc has a scroll bar full of players inside it, forcing at least 2 zeal. We've got a reputation for being a leech fc, our name is known. Burymania 100+. Haha... Yes we are.

After several months, I met hundreds of players but some notable players include: L0ne druid, Ando ftw, Arrowdemon89, Tlh Killer, Sunnykiller7, You Legends, Muhakma, & Shaun0209. I'd like to focus in on one in particular though, Yioo Mama.

Something really struck me about Yioo. He was well geared, full bandos, a godsword, combat level 125+ and all the trimmings. Why didn't Yioo join sr1 or su? It turns out, he initially did but, you see, clans weren't really Yioo's thing, especially annoying keyboard warriors. He didn't care for wars either. I wanted to learn from him though, he was clearly Zealmania's best player, probably by a fair margin too.

As it turns out, his account reflected the person he was. A very caring, honest and logical person. His intelligent mind in real life reflected to the game and thus, he was noticeably an above-average player.

Another player I'd like to zoom in on is L0ne Druid. This guy was so annoying, a fellow Aussie but he appeared as though he had a real interest in the clan.

L0ne Druid: Hey Hsv :D Can you put in a good word to Mesa for me?

Hsv 5993: Okay I will, but please don't ask for ranks.

L0ne Druid: Yep, np, thanks :D :D

SCENE 4 - Changes

Eventually, what was simply natural progression of time and loyalty, many of these players turned Generals of the fc and became our staple, go-to players whenever we needed them. In amongst our growth, the lead clans had their own chaos. I call it chaos because I feel that's the only word that accurately describes it. To be completely honest, I didn't even know who the leaders of these clans were. I only familiarised myself with the names of some of the usual ranks that were on in my timezone from those clans and of course, their bulky ice barrages supported by their combat levels driving into the skins of myself and fellow Zm players.

I went on a short holiday irl, I came back to L0ne Druid and Ando ftw having been promoted to Co-Owner of Zealmania. Wow, that annoying guy who asked me for ranks is now in charge of me and the others. Mesa later informed me that he would've asked me to fill the position but I wasn't around when he asked.

Yes, Mesa was blasé. He gave off a sense that everything was so simple. Let's give L0ne and Ando co-owner. Let's war in the morning. Let's not forget, my name "Mesa" means "Table" in Spanish.

Mesa187: Woah, Hsv, how did you know that?

You've told us about 10 times, Mesa. I thought maybe he had taken drugs, but as it turns out, the account was controlled by two brothers with one of the brothers not knowing the other had spilled their awesome inside Spanish secret.

With a click, time passes.

It appears as though something is brewing, we've been at it for months now. I've now met both the owners of Sr1 and Su, not through particularly friendly exchanges though. I also now understand this was Soul Wars in World 145. There are also two other worlds with their own respective clans control, World 44 & 143.

The owner of Sr1 is "Flame of Ben". Ben was famous in 145's Soul Wars for being a troublemaker and even though 99 defence was the max, he always seemed like he had 120 defence in-game compared to everyone else stuck on 99 or less. At one point, L0ne and I were convinced XP past 99 continued to improve your defence, because Ben was so hard to take down. But something much bigger than Ben was brewing indeed...

SCENE 5 – Destruction

The fine details these days are unclear to me, but Obbyknights from World 44 (lead clan) were far stronger than anything I'd witnessed on 145, including Ben's Sr1 and Su. Likewise, 143's XxDeathx clan was far superior in strength but, not to the Obbys' point, at least in my opinion. Eventually the boil over came with Morte & ObsidiaQueen, owner of the W44 Obbyknights clan, ordering them to commence a full attack on Sr1 on World 145.

You see, when we warred, it was temporary. We would always be overpowered in the end and our consistent 5-15 players would be online scrounging for 1-2 zeal or leeching 3 zeal. This attack was different. This war was brutal, hugely cashed up players with incredible armour and skill took part and stayed all night. The Obbys' were joined by Pat & Ladykalvin, owner of the Demon Slayers, the other lead clan on W44 also.

By the end of the night, nothing was left. Ben had surrendered, not by choice, but by forced hand. Most of the Sr1 players were so used to winning every game, they couldn't take loss after loss. The loyalty was not there. Obby & DS left without care, satisfied with their demolition job of W145. Obby & DS alike already controlled World 44, neither of them had any interest in controlling 145 as well.

SCENE 6 – Restoring Order

Soon after these events, players from both Sr1 & Su returned to Soul Wars. With bad blood between them, two new clans were born and with that, an alliance that never saw eye to eye. The Sr1 contingent created “B3asts”, or “B3” for short. The Su players created “Ace91345” or “Ace” for short.

This alliance between B3 and Ace went on for a decent amount of time. There was constant tension between the two though, B3 opting to make a mockery of Ace on a daily basis by switching calls around and purposely imposing themselves as the #1 clan on World 145. These were nasty wars between B3 & Ace, which often resulted in draws, returning them to temporary “allegiance”. Meanwhile, Zealmania continued on in the background, leeching calls from the lead clan, warring when we had good handful of people, being a nuisance, a really sizeable pain in the ass.

Zealmania recognised the changes on World 145 and between us ranks, we thought of a plan to aim towards. B3 were made up of a fraction of original Sr1 players. These were the not-so-friendly players who had a chip on their shoulders, at least, in my eyes at the time. Ace were made up of the dedicated want-away Sr1 members, Su. Would those players like the chance at revenge on their old brothers and sisters who daily reminded them of who was the better clan in the allegiance? You bet they did.

SCENE 7 – The Proposal

Zm decided we would privately invite Ace to join us in allegiance, with the idea of a war against B3, to assume control of World 145 together. We knew it was a close battle between B3 & Ace, strength wise. We felt if we teamed up with Ace, together we’d have enough firepower to take B3 out.

I now take you inside the memory of Zanartaa, an ex-Ace captain at the time, after the secret proposal had been laid on the table by the high ranks of Zealmania, to the high ranks of Ace.

LtDare: What do you think about Zm?

Zanartaa: What do you mean?

LtDare: The people.

Zanartaa: They’re all right I guess, pretty chill.

LtDare: Hear me out, I thought I’d get your opinion as one of the first. I’ve been speaking to their co-owner L0ne & I’m thinking of an alliance.

Dare’s continued on to ask me to spend time in Zm and get to know everyone a little. I was still officially an Ace rank & my allegiance was still also firmly with Ace however, I found myself spending quite a bit of time in Zm.

We’ve been in several internal meetings now and it’s taking some convincing. I think we should join Zm, LtDare. Our owner 7thshroud doesn’t want a bar of Burymania but, the rest of the clan seems onboard with it, except the American timezone players. I’m not 100% convinced about allying Zm but, I’m sick of

B3 and their crap. At least Zm has some members that I can relate to and seem pretty cool.

Some of my best mates are in Ace, Dirty W1zard, GInger Ninja, Earthcraft 2, AP Soccer, Faquanx, MrWicked, LtDare, Deceivon, Laila0343... We have a good group of Australiasian players. I am also Australian. I entered into Ace one day, Air (GInger Ninja) & JJ were having an argument. JJ got so mad, he kicked Air from the clan. Air's such a likeable person, he didn't deserve to be kicked. 90% of Aussies decided Ace wasn't the same without Air, so we packed up our belongings and went and knocked on Zm's door. I had already met Hsv and others, I think Zm is actually O.K.

Andy (LtDare) drove the partnership between Ace & Zm, without him, it wouldn't have happened. After the deal was done, signed and delivered, many of those American timezone Ace players I talked of rebelled, choosing not to be a part of an allegiance with a leech clan. Have a guess where they went...Correct, B3. I later found out that Andy irl had been posted to Afghanistan to carry out services. Andy would later return to Zm & upon his irl return, was ranked and ready to join me and his old friends.

SCENE 8 – The Takeover

We return back to me (Hsv 5993), we're preparing to war together in secret allegiance with Ace, our new friends and destroy B3. These are tense times for all involved, with a tinge of excitement. There is no fear of failure.

The date and time was set, our finest players arrived, both from Zm & Ace. It was fairly quick work, we destroyed B3. I remember this war quite well and the ability to win like that was foreign territory both for myself and Zm. It felt like everything we had worked hard for actually came to fruition. We, Zm & Ace are the lead clans of World 145 and control which side gets the 3 zeal. We could now be the hunted, not the hunters, leeches off.

Over the course of a few weeks, Zm & Ace's partnership flowered. To the point where, the ranks in both clans started to mingle and befriend each other. Ace were a 110+ clan and had a range of very strong players, all over the globe. To avoid there being a discrepancy between the two, any potential hierarchy and to be more in-line with a lead clans requirements, Zealmania agreed to up our limits to 110+ also. Most players were given a couple of weeks to get to 110 or be dismissed until they were 110. I just made the cut.

Ace's leader 7thshroud, seemed to be a very great guy in the beginning. It was evident Shroud was becoming a little strange at times, but hindsight is a funny thing. Shroud was actually a bit crazy and misinformed. Shroud entrusted his high rank Clamman45 with the ownership of Ace in Shroud's absence.

SCENE 9 – Self-Destruction

I'm ready to log in to another balmy day of winning 3 zeal, controlling the Soul Wars community on World 145 & ready to mingle and chatter with my friends. My pm is filled within seconds, a disaster is unfolding.

In what almost seems like a blur, Clamman45 plotted a civil attack and kicked every single person from his own clan. Prior to this happening, Ace had previous troubles with certain ranks abusing their power and kicking the fc but this one was much worse. I returned to Soul Wars in panic and disbelief. The word had spread fast, so fast that Sr1 came warring within minutes. The original Sr1. Ben. Where the hell had he been, in hiding all this time, waiting to seize on an opportunity? Rumours circled and some say he'd been plotting around World 143 since Obbyknights & Demon Slayers drove Sr1 out of World 145.

Zealmania had only just become accustomed to winning ways, with many using our new found glory as a way to relax a little and get away from Soul Wars temporarily. Ace was dead and Zm was brittle. Sr1 came in hard and we all went down like dominoes. For those of you wondering, it wasn't feasible to ask the Obbys or DS for help, their allegiance was neutral to us and they chose not to get involved with our problems.

All that work... gone. We'd come so far, actually having a little confidence in our abilities and our combat levels were rapidly rising but right now, we were squashed and again, a leech clan. The events were retold countless times.

SCENE 10 – Back to the Grind

Zealmania decided to continue. The days went on, we continued to struggle but hone our skills and further significant ranks were awarded to players. Sr1 strengthened and re-created their old sub-clan to really cement their position, SwZ, owned by Dadd.

Not too long after, a revolt happened, both Sr1 and Swz were no longer and B3asts were re-born. I understand from a reader's perspective, the above section might seem a little vague. Bear in mind that Zealmania was again just a leech clan, with little say in anything lead-wise on 145. We had nothing to do with the events of Sr1's second downfall. B3asts, or "B3" for short, became the lead clan and created "Monst3rs" or "M3" for short as their sister, solidifier clan.

This was one of the stranger partnerships in Soul Wars. B3 were incredibly tough, filled with many high level players, but M3, they were quite weak. I'd honestly say if Zealmania had a war with only M3 at that point, we might've got the points. Interestingly, B3 were also not as hostile as what Zm was used to, with B3 most of the time actually giving some respect to Zm as a clan. We were still a nuisance but, there was a slightly different complexion about Zm now due to previous events.

Zm had survived through all its ups and downs. It just kept continuing. We kept warring for 2 zeal. Our members would save their hard earned gp from green dragons or the like, buy runes and come use

ancients or ruby bolts (e), everything they had. No one cared for zeal, it was all about pride and being a pest to the lead clan.

I'd love to touch on two players in particular here, Zanartaa & Dirty W1zard. These guys became two of my very closest friends in Zm after they joined. These two fighters epitomised what I said earlier about spending their banks to war without luck, generally. Andy & Glen, your contributions were recognised by myself and the Zm team, it was truly some of my most favourite times, organising wars together with you and cleaning up people inside a game of Soul Wars. Incredible times.

SCENE 11 - Reputation, Less Talk, More Action

Our transition from leech clan to contender was lengthy. We frequently were in contact with the top players around World 145, even having love-hate relationships with some of those B3 members.

Zm actually managed to recruit some B3 players; in came: The Amoral, Im Mango Lol & Expired Ice. It's so weird reading this back now and to think we recruited part of the arch enemy, but, at the time, they didn't feel as though they were the enemy. They were just players who happened to be caught in amongst our regular wars Zm would undoubtedly initiate.

Some of these wars would involve adding the enemy to your friends list, chatting to them and seeing who could kill each other first. It almost turned playful between a group of competitive and experienced high-level players.

Zealmania was building though and as time went on, that feeling began again... The one mentioned earlier. Something was brewing. This time though, it was within the walls of Zealmania.

We were growing very strong, our wars became many hour-long stretches of wins and our recruitments were becoming exceptional. We planned to take out B3, single-handedly. We assembled our best people all at the same time, same date, World 145.

We destroyed them.

In a feeling that I can only describe as taking back what was ours, we downed B3. It wasn't as colourful as Sr1's original downfall involving Obby's & DS, but it was still a damn good feeling.

Unlike the last time we owned World 145, we were now much more powerful and we took control using our own measures. We didn't require help or a sister clan to retain control from warring clans. We had our own anti-war units ready to go around the clock.

At this point, I had changed also. My combat level is 130. Yioo Mama, Shaun0209 and myself would go to GWD1 and fight Bandos for hours. I was geared enough to be revered in Zm, anyone who stood against my commands were given no mercy and every rank in Zealmania respected all of my decisions. I was 17 years old, how cool is that! Swiftkit software made it possible for me to accurately and quickly dispose of any would-be leechers in the clan. Swiftkit could tell you the combat level of a player by just

typing in their name. It was now considerably harder to leech calls. I memorised names and had them as "KOS", standing for Kick-On-Sight.

SCENE 12 – Look who's Back

You would not believe what happened next. We were going on just nicely until...

Swz had contacted us and asked to ally. Their sales pitch was that we were a lone clan, which isn't the norm for any Soul Wars world, we would need their back-up & that their back-up runs deep, very deep. I wasn't fooled though, I knew they were Sr1's little rabbits. I was strongly against the idea of their allegiance. They wouldn't settle being the sister clan to Zm, they'd want the upper hand, surely. Who'd want to be the little sister to Burymania 100+?

They had so many top line players though, it probably prevented any further threat from an Sr1 overthrow and between us both, we had enough firepower to wipe the floor with lots of good clans. We agreed in search of that ultimate protection. Swz were a 115+ clan, as was the case during the Ace partnership, we upped the limit to 115 also.

We've re-introduced ourselves, now as allies. We need to behave like a leading Soul Wars allegiance and introduce systems that support getting our job done well other than the old-fashioned PM.

Swiftkit's IRC channel system was introduced and it was the job of all high ranks to be inside the calling channel that the lead clan(s) owned. This small chat room is where calls were determined & often, where politics were in heated discussion. A bot could be used with commands to set the colour, if a switch was necessary or even a fake switch with prayers on. The active caller in both clans were present and the high ranks were in there 12-24 hours a day.

The owner of SwZ, was Dadd. I found him incredibly rude, no surprise though. Ex-Sr1 trash. However, it'd be wrong of me to say all of the SwZ clan was trash. That's not true, there were some nice people there who I got along with.

Together, we controlled W145 with ease, but it wasn't the same as last time. Zm & Ace had a good friendship, whereas Zm & SwZ had a tainted past. It always felt like SwZ tried to make Zm the little sister clan, just as I had initially thought. Nevertheless, we controlled and had what we wanted, 3 zeal every game. Again though, that winning feeling collected many complacent recruits, where people expected 3 zeal, so the pressure was on all the time to deliver.

Over time and of course, as expected, there would be someone around to try and spoil the party. As cool as being a part of a reputable leading clan is, it was now becoming fashionable to be a war unit. Enter, Darius Silve, Kingsantiag0 and many more random, high-level cashed up players who liked to cause a stir. These crashers were high intensity, low frequency. In other words, short and sharp. In fact, it was even sharper due to a few select individuals who didn't even know what they were apart of!

Enter; Castle Wars, S Spirit & Drumgun. I only ever said Hi to these three players because, they sporadically came to Soul Wars when they felt like it. They were top-ranked overall players in Runescape

(Drumgun later became the #1 overall RS player for a short time), who had no interest in Soul Wars clans, they simply played for XP & fun. When they came, they were a nuisance. S Spirit caused havoc for us all the time in particular & combined in with the random crashers at the same time really pinched.

S Spirit decided she would pursue 200M Mage XP at Soul Wars and she would always take the Blue side. At times when I was calling, I would lean towards Blue just to keep safe from S Spirit, her friends & to nullify the crashers, buying us time. I didn't want to expose any weakness that we might've had controlling the world, not that there were many.

SCENE 13 – The Inevitable

Things were going nicely but after time, some Zm players were wooed by the idea of not betraying the Zm friendship and being more in line with the imposing SwZ. The moment Zm grew slightly fragile, SwZ pounced and we were overthrown. The Swiftkit IRC Channel was cleared and arguments broke out. It was all to no avail, SwZ prevailed. We lost our world again.

This rattled Zm but, we weren't going to fold. Very quickly we went into action, started rallying our people again and befriended more players that extended out beyond our World 145.

Meanwhile...

LOne Druid had come up with the idea to join the WA and wipe out SwZ. What the hell is the WA?

SCENE 14 – World Alliance, Controller of the Soul Wars Universe

Here, we step into the memory of Zealmania's hardworking Co-owner, LOne Druid. Zm has just taken a massive hit and LOne is desperate to piece together a solution.

I decided to make some enquiries abroad about who Darius Silve is and what his people want. I found out Darius was working together with Laila0343 and that they controlled Soul Wars on World 2. These people were the crashers when we held World 145 with SwZ.

The World Alliance (WA) is a mega-powerful alliance between the Obbys, XxDeathx & SwZ. I managed to force a meeting with them and I had a chance to explain our story of Swz's betrayal to SOULSH1FTER, a top rank from World 143's, XxDeathx. SOULSH1FTER explained that although the betrayal was frowned upon the best they could do would be to talk with SwZ. Not surprisingly to any of us in Zm, we would later be told SwZ declines our invitation to re-take World 145, extremely unhelpful.

I had to play my cards well here, I knew this war unit Darius & Laila were apart of wasn't just occurring on our world. They were wreaking havoc on other worlds too, including SOULSH1FTER'S XxDeathx, on World 143. These crashers were of course blacklisted by the World Alliance & although WA was super strong, short and sharp crashes were still enough to disturb XxDeathx until WA's anti-units were called in. They were the sole clan on World 143 after all.

I thought long and hard about my next move, it was complicated. I had to prove to WA that we were worth the investment and now that I had Intel on the crashers, my sales pitch was that we could help

XxDeathx repel them and eventually, given time to grow strong, help WA take over World 2 and disband the crashers.

SOULSH1FTER agreed and allowed Zm to regenerate on World 143. This was really just a consolation prize to me, World 145 was our home after all and it never felt right being on World 143 with XxDeathx. The one obstacle we faced with this plan was that although it allowed Zm to regenerate, SwZ who now controlled World 145 on their own were a part of the World Alliance, the very people who are allowing us to survive, barely may I add.

WA would never help us try and fight off one of their allied worlds in SwZ. There had to be a way.

We return to me (Hsv 5993), I talk with LOne Druid privately and for a long period of time.

So you're telling me, there's a massively powerful organisation that controls many outcomes out there called the World Alliance. A mega alliance of powerful clans who protect each other's worlds should there be any threat. Wow. That's insane. No wonder World 143 & 44 are relatively unchanged...

Don't get me wrong, the other worlds have had their own problems as well but, the WA protected them very well, it was almost impossible to overthrow those worlds.

LOne Druid was the instigator to Zm allying with the WA. Incredibly, that annoying rank-beggar had gained my respect and big clan decisions were now more regularly being referred to LOne rather than Mesa. This was due to Mesa's absence from the game which became far more frequent due to their irl fishing trips.

It took much time for LOne to have Zm accepted into the WA. Why on Earth would the WA want such a crappy leech clan apart of it? WA would have to protect it therein. WA are for specialised forces, not for our shenanigans. You need to be able to protect yourself but if something really big is coming your way, WA would step in. Our acceptance into the WA was monumental.

Eventually we were accepted into the WA and devised to effortlessly take over World 145. Needless to say, it was not effortless. This became a war on a more global scale that prior to; involved many meetings and more bluffs than you could ever pull throughout several Texas Hold'Em poker games. Our pot was worth World 145 ownership. We had to play the game well.

SCENE 15 - Deceit

Using the power of occlumency, we invade LOne Druids memory once again. LOne's just completed a secret meeting with Sw Ancients (SwA), owners of Soul Wars on World 2.

They are a 130+ warring unit, led by Ladacha, Kingsantiago0 & Laila0343, other notables included: B4sil, Earthcraft2 & Totzilla74. In essence, they are a huge firepower group of high level players with vast amounts of experience, war-chiefs if you will, they would take a few games off us with ease. Once our anti units rolled in, we would eventually prevail and they would return to their home world, World 2.

They have been building up and are making their presence felt more regularly. I've just agreed to form a

secretive, second alliance with SwA. We plan, when the time is right, to take down the entire World Alliance, one-by-one.

I didn't feel guilty about planning to take down the people who gave us a lifeline because if they really wanted to help us, they wouldn't have allowed SwZ to betray us the way that they did. In addition to that, it's not like I was fond of SOULSH1FTER anyway, she was just too powerful and a maniac.

This was planned revenge on the most severe of levels. Zm is building strong again. When the time was right, we decided to war. The planned sequence was to pick off weakest to strongest and finally, to achieve our end goal, reclaim World 145.

SCENE 16 – Kill-Streak

The time is right. Operation A: We initiate battle with XxDeathx on World 143, a re-built force of Zm, backed by the power of the war unit, SwA. We dismantled XxDeathx without much resistance of the World Alliance, they know we're coming and are planning big on World 145.

Operation B: Obby's, World 44. Obby's & DS weren't exactly best mates and DS warmed to the idea of getting rid of their big brotherly, long-lasting hometown heroes. DS teamed up with SwA & Zm, World 44 was cleared.

Operation C: SwZ, World 145, but not just yet.

We had momentum, we grew ever-larger and continued to hone down our skills on World 143 & 44.

Again, when the time was right, Operation C's date and time was set. The remaining WA fighters who had been brought down in World 143 & 44 flocked to World 145 to help hold down the world from the massacre that was inevitably coming. This is the biggest war I ever participated in playing a major role. It reminded me of when Obby's/DS swept through World 145 in the early days and cleaned up Sr1. Except, we now have Nex Armour, Chaotic Weaponry & Spirit Shields in our arsenal, well... those of us who could afford it at least, it was virtually brand new at the time.

SCENE 17 – It's nice to see you, old friend.

Here we step back into the memory of ex-Ace captain turned Zm war-mage, Zanartaa. He's at the Grand Exchange and buying supplies prior to our next big war.

I'm not a stranger to all the people involved in this war. I started my journey in Sr1 and soon after found myself with Souls Unity. Dadd and I were in Souls Unity together, we were the life of the party during the Australian timezone. When Dadd joined SwZ, his attitude had changed like a light switch.

These wars became costly but, I'm able to sustain it thanks to MrWicked. As I started climbing the ranks in Ace, our Lieutenant MrWicked noticed my gear was starting to fall behind my combat level and offered to show me how to complete Barrows. His luck was amazing and he was also superstitious about the way he completed Barrows. MrWicked would always kill all the brothers before entering the tunnel and then ensure he killed at least 1 monster in each room he entered prior to the chest.

According to Jagex, that superstition makes no difference but, I still use that same method today because it reminds me of how I managed to scrape in enough gold to fight at Soul Wars.

Come to think of it, Glen, Alemto Mage & myself used to trio-crash XxDeathxX on World 143. Whilst I was there, I gained a lot of respect for certain players on the other side of the fence. One in particular was Seaheart.

We would flame each other for hours on end whilst we crashed. While I was at the Grand Exchange, I saw Seaheart there on World 145. She was preparing to war against Zm, she had come from World 143 to here. This war was going to be big.

Zanartaa: Gearing up?

Seaheart: Yup

Zanartaa: Gl.

Seaheart: You too.

I sold my barrows loot and purchased Blood Runes, Death Runes & Water Runes.

SCENE 18 – Triumph, Making a Difference

After hours of brutal warring, SwZ folded and Zm regained control of our treasured World 145, far more elegantly and imposing than ever before, this time though, it was for good.

It was a consensual decision between our alliance, Zm only ever wanted World 145 to itself, SwA had loved their newfound World 44 and opted to reside there, a legitimate Soul Wars world with a reputation for them to continue to grow, instead of trusty old World 2. This leaves DS & World 143.

DS decided they were happy in World 44 & wished to stay away from World 143. We knew if we had left World 143 open, it would open up the chance for WA to return and build again. It was at this point also that Zm had now created a new tag for itself, the clan who double-crossed the WA. Of course though, this was an outsiders perspective, we knew the real Zm's heart was not at all filled with betrayal.

Determined to make a difference, to show WA and others before us what being an ally is all about, unlike how we were treated when SwZ overran us on World 145, we allowed SwZ to re-form on World 143 and control the world under our allegiance. We were not as heartless as though it appeared, we understood what it meant to those players, SwZ or not. It was a move that was both strategic & remedial. WA would not reform through means of SwZ remaining alive, SwZ always had wanted things to themselves. In this allegiance with us, they were allowed that.

SCENE 19 – NWO, Holding Down the Fort

The clan system has been introduced. It is now possible to participate within a chosen Friends Chat (where all the action had been) & be loyal to a chosen clan separately. Zealmania led World 145 for many months at Soul Wars.

Shortly after completing our heist and re-claiming World 145, the defensive alarm bells tolled. Believe it or not, WA still kept quietly knocking on the door with the occasional crashers but it didn't affect us. Zealmania was now filled with amazing people, all combat level 115+ and many high, experienced ranks. There were times where our Friends Chat had filled to its capacity, 100 people.

To give you an idea of just how extended our recruiting became, I'd like to provide the example of Sire Tedalot, or as we now know him, Ted.

Boxy Pandora, a now esteemed rank in Zm had two loves in Runescape. Soul Wars & Fishing. In fact, so much so that you could almost guarantee if Boxy was not at Soul Wars, she was at the Living Rock Caverns, hooking on to some relatively new Rocktail. It is here that Boxy meets Ted and understands Ted's strong financial position where she sees the benefit Ted could provide to Zm.

Naturally, Ted arrived at Soul Wars and like many of us before him, was caught, hook, line & sinker.

Back to me now (Hsv 5993), our FC is getting huge!

I remember advertising "Zealmania 115+ - be quick, almost full!" We thought of the obvious idea to create a second clan to both; have a home for our members who didn't squeeze in due to capacity restrictions and to solidify our world with a tighter grasp. This was also a chance for Zm to grow a new generation of ranks for the select veteran few such as myself to take a breather and let other people control what was very much our young child, rather than newborn baby, which could now feed itself.

"D0minators" was born, Zm's first accepted sister clan. In an effort to try and give more players a go whilst still retaining the latter section of power, we agreed D0m would be given the level restriction of 100+, just like Zm in the old days.

I used this year to train people and distance myself from Soul Wars. I had spent many years there playing hours on end, setting the Zm calling record of 30 hours straight, which held 1st position for a long time. It almost became natural for me to call for 8 hours+. It was unhealthy and this took a toll on me personally and I tried to break away.

L0ne Druid got to work and came up with the idea for a name of our alliance with SwA, DS, D0m & SwZ – NWO. New World Order (NWO) was a clan and a way for the elite of all the clans in the allegiance to connect. All sides were to remain in their respective FC's but as an anti-unit measure, the NWO CC was a perfect idea.

SCENE 20 – NWO, Corruption, Bot-Nuke, EoC, Heartbreak

Shortly after NWO's inception, Laila0343, leader of the SwA clan decided to hand in the reigns and this was passed onto i9vengeance to run. Over time, Veng's influence within NWO could be felt, particularly by those in Zm & SwZ. Veng had slowly started brainwashing people from Zm & SwZ, it was cooler being in NWO than their respective original clans.

It was clear who had been influenced as those people started to spend more time talking inside NWO than their FC's. LOne Druid decided to talk to Dadd, owner of SwZ and get his thoughts on this as well. Both LOne & Dadd agreed it would be best to turn their respective FC's into legitimate CC's and therefore, pull out our elites from the NWO clan itself.

Jagex then decided World 145 was no longer required and deleted it from their available servers. We were forced into World 44, together with SwZ, SwA & the NWO CC anti-crash unit.

I remember this being a huge hole in my heart at the time. Soul Wars for me, was never the same after this point in time. Many of our elites, even after LOne had pulled them back into Zm's CC, decided to stay with the NWO CC and furthered the corruption that was unfolding there involving Veng and others.

EoC had been announced. Big changes were going to happen in the next year to follow. We now enter the mind of Sire Tedalot, Lrc-found now Zm high rank.

NWO's leaders, now a corrupt clan destined to crash its "allies", had decided they wanted to be rid of either SwZ or Zm. They weighed up their options and decided to take a few willing Zm elites inside their own walls. I obliged and it was my job to become a spy in WarGodd Alexx's "Sw Crashers" clan, another aspiring war unit who managed to pull together some firepower and become a nuisance. My other job given to me was to try to take other Zm members over to NWO. Of course, I didn't do that.

Spying was great. I was given a bunch of free gear like Nex Armour & a Divine Spirit Shield, the very best in gear at the time. I executed my job there well and had Alexx's crew in a world of trouble. I could see NWO becoming corrupt though and before my very eyes, Zm was being accused of betrayal.

We return back to me (Hsv 5993), I've noticed major changes and after years of service my brain is starting to tell me what I should do next.

It was at this point, I knew the golden days were over. I don't know how I knew, I just did. Zm was the only original clan left... All the warring units were made up of players with mass amounts of hatred for Zm from either Sr1 or Su or SwZ or B3 or M3 or XxDeathx. It was no longer "this clan is this clan", because the people were all mixed up.

It was now becoming more and more about the gear you had and entrance requirements into a warring unit was a baseline of 130+, you needed to be kitted out with all the latest and greatest too. RWT played a major role in this.

I tried my absolute best to set up Zealmania with ranks who were capable of continuing on the clan's

great tradition of never-say-die. This was no longer my battle. My IRL troubles coincided with my need to move away from the game and so I thought, rather than move from Runescape completely, I will just move away from Soul Wars.

I'm not going to reveal the conversations I had that day, because, I don't wish to let go of those memories to the public eye. They begged me to stay in Zealmania. "We need you. Please." I turned my back on Zm and continued following my brain at the time, not my heart.

Jessie, you were like the mother to my children in the clan. It was so hard to let go. I actually shed a tear after THAT conversation, you are a special person.

SCENE 21 – Azure Limits

My mind was set, I was no longer willing to wave the flag for Zm, Soul Wars had ended in my eyes. My combat level is 136.

I created the clan Azure Limits. It was named purposely to remind myself this new leaf of mine would involve no headaches. Stress-free, Runescape play. Do whatever I want to do on the game, kind of attitude. I didn't expect a huge contingent of top Zealmania ranks to follow me to Azure Limits.

I warmed to the idea of leading a clan of brilliant players and decided to put some care into it. We grew our new Clan Citadel, those of us who were rich in-game, helped the not-so rich and we were active, skilled players. It was like being in a place full of superstars without a poor attitude. I was humbled. I was content. Most importantly, I was happy.

After many months, we even decided to become a little warring unit at Soul Wars. We went there, hugely kitted out. The very best gear, Spirit Shields, Nex Armour, Ancient Spells, and high amounts of experience. We dominated when we crashed the world. For those of you wondering, Zealmania were no longer apart of Soul Wars at this stage, after I left, the clan changed directions.

IRL, I had major changes. This happiness that I felt in the game was over-shadowed by what was happening IRL. It was clear I wasn't seeking a break from Soul Wars, it was a break from Runescape itself that I required. I left without a word to anyone. This was so rude of me, I wish I had let everyone know but, I was significantly impacted IRL to the point where I couldn't bare logging in to the game.

If any players who were in Azure at the time read this, I want to say sorry for not letting you know of my absence. I speak to many of you even now and I know it's probably at the back of your mind these days, but it still disagrees with me that I left that way. You're all amazing.

SCENE 22 – Returning to Rs3, Zealmania

Soul Wars had died. The mini-game was kept going by bots and when they were eliminated with the controversial 'ClusterFlutterer' Bot-Nuke on October 25, 2011, Soul Wars didn't have enough active players to sustain 24/7 games any longer. It is estimated ~1.5million bots, which was 98% of the bot population were made dysfunctional that day, banned at a staggering rate of 9,000/minute. Due to further updates, the community eventually moved towards more efficient styles of training combat. A large part of our game was now a memory.

On so many occasions, there was temptations to log in, but I didn't. Each time became harder than the last attempt until eventually, I had too, once I had stabilised my life, of course.

Years later, I returned to RS3, very hostile. The moment I logged in, I was bombarded with private messages, everyone wanting to know what the hell happened to me. Azure Limits was alive but, the majority of people from it had either left it due to one of three things; EoC, my absence so they went elsewhere or back to Zealmania.

Zealmania was now a skilling clan lead by J0shster & Co-owned by Ventrenel. Lots of new faces, people I hadn't met before, many of whom who had probably never been involved with Soul Wars or even a single PvP match. I felt very out of place there, but I was convinced to at least hang around there again. Eventually, people's anger at me turned to the fact they missed me. I enforced myself on the clan, saying there was no way I wanted anything to do with a leadership role.

I done my bit. I paid my way. I built the clan. You take care of it! Leave me alone! It was a selfish approach to what was very much a multi-year, team building exercise. I sat inside a meeting with L0ne Druid & Koolkerse, they're trying to inform me of what's happened since I had left and the problems the clan was now facing in its wake. I reluctantly agreed to help and very quickly the face of the clan had changed again, L0ne Druid had re-assumed ownership of Zealmania.

The reasons behind J0sh's departure are not for this story but I felt the right decisions had been made at the time and Zealmania was once again in the hands of its rightful owner, L0ne Druid.

SCENE 23 – 2018 & Beyond

Since I rejoined, I've been on and off with RS3, however, I have remained active for the past two-three years. Runescape is a different game now. The 17-year-olds are now in their mid 20's and so on and so forth. We've all matured. The game has matured. #nofilter.

The new Zm is a place filled with people who all have different interests, perhaps no appreciation for the early days and its member's dedication. Rest assured though, one thing remains the same as it did back then, Zm is still around. It just keeps continuing.

Hopefully, this story sheds some light on this clans past and my past collectively. I look forward to what the future has in store.

- Hsv 5993

Added Notes

I want to thank each and every one of you who participated in Zealmania during the Soul Wars days. I know I've missed soooooo many good people within this story and really, I've just scratched the surface of these events but, you people will never be forgotten by me. Huge shout out to the following people: HazzardAngel, MafiaTank33r, Lsfb Oddjob, Mr StaBBehh, Nothin Toxic, Drfeelgood69, Dr Funkadunk, Moritorio, Paulmank, Xiazaya, Sam xoxox, Wareagleofzm, Nooby Nala, Ionic1337, Badrang Ownz, Braveknight, Chewy Dragon, Fatalsight, ZarosianSeer, Sld Killyou, Typo of Zm, Free Cookies, Kill Avatars, Ciera Taylor, XxPapuchixX, DingoAteMyBb, W145, Yous Ignant and so many more. Many of you impacted on my time there at Soul Wars and although I haven't found a space to mention you within the story, you're all as equally important into the makeup of who were back then and who we are today. Thank you.

Name Changes (that I currently know of):

Yioo Mama = A7X Carry On

Zanartaa = Homagawduleh

The Amoral = Whilst

Sire Tedalot = AnimeTed

XxDeathx = The Godz Reaperz