

THE ZWEIHANDER

ISSUE # 2 2016

Costume Shop



The Character of a Man

A Social Commentary by Tristan Anlezark

Recently I was in a conversation with the president of SUTEKH, Mr. Brendan O'Shea, when I was struck by a sudden realisation.

The tilde is my favourite ASCII character.

The ASCII characters are a set of 128 symbols that can be displayed by a computer. ASCII is a way of describing these symbols with numbers, such that a long list of numbers could describe a text file. This allows for text to be handled in binary by computers. They're the symbols on your keyboard. Anyway, as I was typing away, I used the tilde key (~), and had a flash realisation of two things.

1. The tilde is my favourite character
2. I could write an entire page of text on this subject.

With these two things in mind, I set out to enquire of my family what their favourite characters are. When I asked my father what his favourite character was, he responded with "In *Call the Midwife*?", as that was airing on TV at the time. After a bit of struggle, he understood the question, and he looked at me with an expression beyond words and declared that he hadn't ever considered such a thing, and would need time (And a keyboard for reference) to decide. In order to help him come to a decision I showed him the table of ASCII characters.

He pauses for a while, staring at my keyboard, whilst I repeatedly point to my computer screen where the table is displayed.

After a long pause, he looks up, and answers.

"Possibly space..." Again, a long pause.

"I like space." Another pause, but he clearly has something more to say.

"Spaaaaaaaaaaaaace"

I asked my mother and sister, and they immediately responded with 'Q' and '-' respectively.

A Hunger for Books

A fanfic by Brendan O'Shea

Clara leaned on the railing as the Doctor did his little dance, flicking switches on the console. She'd tried helping him out once before, but that had ended after only a few seconds. He'd called her "pudding brain". Not an experience she was excited to repeat.

"Where are we going, then?" she asked as the TARDIS groaned and wheezed. There it was on the Doctor's face – that smug expression of '*now I can tell you what I wanted to tell you*'. It was all about the eyebrows.

"Well Clara, we're going to a library."

When they stepped out of the TARDIS, the Doctor was already fiddling around for his psychic paper. It wasn't a habit exactly, but Clara had come to know that this Doctor with his wild grey hair and soul of punk rock didn't resort to the psychic paper on a whim.

"Keep an eye out, Clara. There'll be suits running around with extermination toys – and they're oh so trigger happy."

"Are you sure, Doctor? I can't hear anything."

The Doctor pulled his hand out of his coat. With those absurdly owl-like eyes of his, he peered ahead through rows of bookshelves - and saw nothing. Clara felt him grip her hand tightly with bony fingers. Ducking behind the nearest shelf, the Doctor crouched.

"Don't make a sound, Clara. Do you think your ego can handle you shutting up?"

Balling her hands into fists, Clara shook her head. She pushed a book gently to the side and peered through the gap. Rising through the darkness, with a body white as milk, was a long segmented body. As her eyes wandered up the creature, Clara realised it was a giant, monstrous worm. Thick saliva dripped from thin teeth.

“That’s called a book wurm, Clara,” the Doctor whispered. “They’d infested the Great Library of Alexandria. Turns out they’re highly flammable - I might have accidentally set one on fire.”

The creature’s mouth tore into a shelf. Pages floated through silence.

As a bony thumb rubbed her hand, Clara turned back to the Doctor. His eyes glistened – there was something sad in those old features. “I think it’s best if we go. I don’t want to burn down another book wurm, not if it means losing another library.”

The Doctor tried to pry Clara from her spot. Clara continued to stare through her peephole, watching as the monster gorged through books. Stories, work and legacy, all dissolved by corrosive hunger.

-Brendan James O’Shea



It will eat you. You will die.

The biggest carnivore to ever walk the planet, the Gigantosaurus was discovered in Argentina in the Late Cretaceous. The average jaws of one are big enough to fit you and a friend comfortably inside.

Star Wars: The Force Awakens

A Review by Thanura Ravindra



Remember that time when Disney bought Lucasfilm for 4 Billion Dollars? Well the fruition of that came to pass in a little movie called *Star Wars: The Force Awakens*. And after I walked out, I felt that the Force was truly strong with this one in terms of filmmaking, character and story. Let's hope Rian Johnson succeeds with Episode 8.

The movie takes place 30 years after *Return of the Jedi*. Luke Skywalker has vanished and because of this, the evil First Order (known formerly as the Empire) rose to power and seek to wipe out those that oppose them. From here, we are introduced to new players in this galaxy far far away such as Poe Dameron, a skilled pilot, Finn, a turncoat Stormtrooper, Rey, a scavenger with a destiny and Kylo Ren, the crimson lightsaber wielding villain of the story.

Familiar faces also return to the fold be it Princess Leia, Luke Skywalker and especially Han Solo and Chewbacca. It was really something seeing older versions of these characters and what their stories are like.

The interactions between the characters really solidified this movie. Everyone truly bought their A-game to this and even left some of us laughing at the witty dialogue. At the same time, the interactions humanised characters and shocked audiences (I'm talking about THAT

scene).

What also grabbed the awe of many of the audience were the action and visual effects. Be it on the ground or up in the air, the cinematography that went into the movie's action scenes were well done especially when Finn and Rey piloted the famed Millennium Falcon or the grittiness of Rey and Kylo Ren's Lightsaber duel. They really did well with the "show not tell" approach unlike 3 other Star Wars movies.

Overall, how many stars can it have? It can have them all.

-Thanura Ravindra

The Quetzal

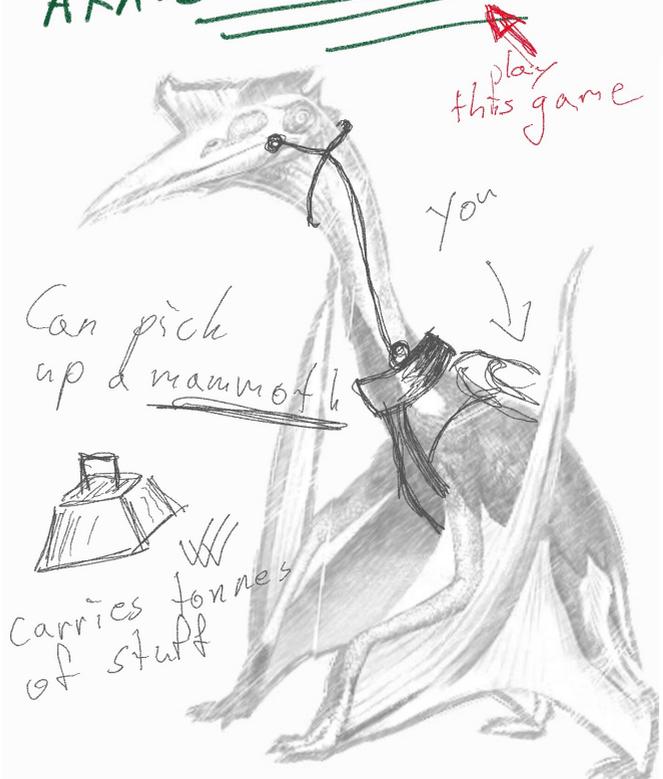
Best flyer in
ARK: Survival Evolved

play
this game

You

Can pick
up a mammoth

Carries tonnes
of stuff



The Adventures of Nygmy-boo and Sammy J

PART III

Pam had set up her china tea set on Eric's throne. It was guaranteed to piss him off, and that's exactly why she did it. It was Thursday afternoon which meant that Samuel L. Jackson was over for their weekly catch up.

'The problem is, I just don't know where I stand. I mean, this all started as a way of getting back at Firenze for screwing us around for so long, but now I feel like we've really grown close. I love him. But does he love me?' Samuel L. Jackson took a sip of tea to try and calm himself down.

'Have you tri-' Pam was cut off by the back door slamming shut. 'Tried talking to him?'

'Pam! What the fuck have you done to my throne?' Eric appeared by her side, towering over her and holding up one of the lace doilies.

'Those are doilies, Eric. A necessary part of high tea.'

'Pam. Dungeon. Now.'

She rolled her eyes at her maker as she slowly finished her tea. 'Finish up without me,' she said as she stood up extra slowly to further irritate Eric, and left the room.

'Sammy...' At the sound of his name Samuel L. Jackson looked up. 'I do love you.' The Riddler stood by the door, staring lovingly into Samuel L. Jackson's eyes. Samuel L. Jackson stood up quickly when he heard the words he'd been wanting to hear for so long. He lunged forward to embrace the love of his life.

At the very moment that The Riddler was confessing his love, Firenze and Leslie were making dinner. They had been spending a lot of time together ever since that fateful day when Firenze had first attended Herdless Centaurs Anonymous.

'Make sure you make enough pasta for three,' Leslie told Firenze as she stirred the sauce. 'Ben's joining us for dinner.'

‘Ben?’

‘My husband...I’m pretty sure I’ve mentioned him before.’

Firenze stopped what he was doing and turned to look at Leslie. ‘Wait. I thought this was going somewhere. I assumed we were on the same page. What did you think the candles were for? I may be a centaur but I’ve adapted to the modern world well enough to know about electricity.’ Firenze stomped over to the closest light switch, flicking it on and off. ‘What did you think these were for? Decoration?’

Leslie strode over to Firenze and held his head between her hands. ‘Listen to me. We are on the same page. Ben and I are in a polyamorous relationship. We were going to talk to you about this over dinner but you galloped away with your own conclusions before we got the chance.’

Firenze removed her hands and placed them over his rapidly beating heart. ‘Polyamory, huh? That sounds perfect.’ Just then, Ben walked into the kitchen.

‘Hey guys, I brought ice cream! Do you have any idea how hard it is to find Forbidden Forest addresses on Google Maps?’

‘Firenze’, Leslie said, ‘this is Ben’.

‘So how is that carriage scam of yours going?’

Pam, I haven’t used that scam for, like, a hundred years. You know, since they stopped making carriages. It’s a long-lost cousin scam these days. You gotta love the internet.’

‘And you’re sure you don’t want to work at Fangtasia? You’d have a steady, reliable income and you know us already. It would be fun!’

‘Eh, I’ll think about it’, Carmilla said dismissively as she drank her blood.

‘Oh by the way, Eric bought some new toys. You should join us in the dungeon sometime soon. It’s been a while’.

Carmilla pulled out her diary and flicked through it. ‘How about Wednesday night? Fangtasia will be closed for Thanksgiving, won’t it? And that way I can help you make a human dinner...as in dinner *for* humans, not *of* humans.’

‘Remind me again why we’re doing this Pam?’ said Eric as he looked around the newly redecorate Fangtasia.

‘Because it is important to our human friends,’ replied Pam as she straightened out the last paper turkey. ‘Plus Fangtasia is the only place big enough to host this thanksgiving dinner. Now stop sulking and move your throne over to the table if you insist on using it tonight.’

Eric opened his mouth to argue some more, but the doorbell conveniently rang in time to cut him off.

Pam opened the door to find Leslie, Ben and Firenze.

‘Hi Pam! Thank you so much for inviting us. I brought five different kinds of pie!’ Leslie said in her usual overly enthusiastic way.

‘Come in,’ Pam replied ‘are the three of you together now? or is Firenze your mode of transportation?’

‘We’re together now, though he does like to be ridden. It turns out that I was right, and Firenze simply required more people in his primary relationship to make up for the herd that he lost.’

‘The Force?’ Samuel L. Jackson asked puzzled as he approached Leslie and her companions. ‘I didn’t realise you were coming to this thing. Are we still up for our usual Black Friday shenanigans?’

‘Wait, Leslie, YOU are The Force?’ interrupted Firenze. ‘Why didn’t you say anything about it when we first met?’

‘Acting as The Force is just one of my side projects. Working for the government doesn’t actually pay that much, you know?’

Just then, Carmilla announced that dinner was ready.

Everyone sat in their allocated positions while Eric dragged his throne over to the table in the slowest and loudest possible way.

‘Now that Eric has finished redecorating, let me start by saying what I’m thankful for.’ Pam said sitting at the other head of the table. ‘I’m thankful for the giant dildo Eric gave me.’

-Sabrina and Anahi

GET YOUR GAME ON

- HELEN MUNRO

Roccat Kone XTD Laser Mouse

Temperamental settings but great customisation options and smooth movement.

When using the Roccat Kone XTD make sure you have a working mouse on standby, especially if you're setting up the Roccat Kone for the first time. I, like many other reported cases, had to jump a few hoops in order to get the drivers working. Once the drivers were functioning the mouse would still 'crash' sometimes while changing settings. When one of these malfunctions occurred I would have to re-plug it in several times and sometimes load another profile.

At first the mouse seemed a little uncontrolled but after calibrating the tracking control unit, movement was incredibly smooth. There is a large range of options when it comes to button assignment including audible timers, media settings and as expected the ability to create your own macros.

There is also a selection of premade macros for specific games/programs although it is fairly limited. Some of the button configurations allow the user an optional voice that dictates the setting change. When this change is CPI the voice gets quite excited at higher CPI settings; adding an extra layer of entertainment.

The mouse may only have 8 buttons but EasyShift[+] makes up for this by allowing the user a second set of options for each button. Basically the down button, on the

Pros

Ergonomic and stylish
Comes with adjustable weights
Achievements
Optional Settings Narrator
Easy Shift[+] almost doubles button use

Cons

Temperamental with setting changes
Lights lose gleam up close
Hard to get drivers working
Achievements don't work properly on a Mac



left side of the mouse, when pressed, results in a change to the control scheme of the other buttons. The scroll can also be pushed left or right, creating 2 more customisable buttons, or 4 with EasyShift[+].

The mouse has 4 customisable LEDs; 2 within each streak down each side of the mouse. All of these LEDs have 33 possible colour settings and their colours mix in the middle of the streaks resulting in a wide spectrum of possible gradients. There are also other options such as having them pulsate, 'flow' in a certain direction and Alien FX which causes the mouse to light up based on in game events. I tried out some of these and was disappointed with the flow effect. I assume it is supposed to look like the colours are moving across the mouse but due to there only being 4 LEDs and 33 colours each light change is obvious and jarring. On top of this, the lights, although beautiful, lose some of their lustre up close. Underneath the clear plastic that covers the streaks there are visible lines reflecting the light differently and even what looks like tiny specks of dirt.

Overall if you are willing to put up with the extra time spent getting the drivers working and occasionally having to reload profiles due to malfunctions then it is worth buying. There are many hidden features and button configurations that it can work well with almost any game.

Features

8 buttons (plus tilting scroll)

Up to 8200cpi

1ms response time

10.8megapixel laser sensor with 12000fps framerate

Lift distance 1-5mm

30G acceleration

Wired

Official Minimum Requirements

Windows Vista to 10

Mac OSX 10.7 to 10.9

Linux (unofficial drivers)

USB 2.0 Port

Internet Connection (to obtain drivers)

Visit www.roccat.org for more info

SteelSeries Sensei Professional Gaming Laser Mouse

Old but cheaper than many gaming mice. Easy to set up, plug and play.

The SteelSeries Sensei may only have 8 buttons (including scroll) but it is great for beginner gamers as it is cheap and easy to set up.

In order for it to work with my PC I just had to plug it in. Of course without the drivers the user cannot add any custom profiles but it comes with 5 pre-selected profiles in box. These profiles are actually stored in the mouse and can be cycled through with the triangle button and thus software is not required for this.

The bottom has a LCD display which not only adds charm but also makes it easier to know which profile is currently selected. However, since the LCD display is on the bottom it is a little hard to access mid-game. Even without drivers this mouse has a lot to offer, however with them a whole range of possibilities opens up.

Installing the drivers enables the user to create custom profiles. These profiles enable the changing of the light colours, button functions, polling rate, CPI and more. Speaking of CPI, your game accuracy will increase dramatically using this mouse as it effectively has 11400cpi due to the 32-bit ARM processor doubling the mouse's sensitivity.

Like many gaming mice you can create custom macros for the buttons to initiate. You can even set up certain buttons to launch games/programs. On top of the usual profiles can have visual effects on the mouse.

There are a few things you can do to change the way the mouse looks. You

Pros

- High CPI
- Cheap
- Doesn't require drivers
- LCD screen

Cons

- Cannot physically stand the test of time
- Not many buttons



can actually design your own text for the LCD screen to display upon selecting your profile, making the mouse just that little bit more customisable. The mouse has 3 lights which each can be set to one of 16.3 million colours. I found the light colours to be did not match the colour selected on screen exactly but this is expected all screens display colour slightly differently. These colours combined with the stylish shiny silver look great but over time this changes.

The SteelSeries Sensei might look good out of the box but just a year of use causes the silver finish to rub beneath the buttons, causing the beautiful glowing SteelSeries logo to become a glowing mess. Much further down the track, after 3 years of average use, the mouse would spontaneously disconnect due to deterioration of where the cord enters the mouse. However, it is likely that someone would have moved to a more advanced gaming mouse by this point.

The SteelSeries Sensei may be cheap and not last over 3 years of use but it is a great mouse for those just getting into gaming. You do not have to be extremely tech savvy in order to use it and the interface is straight forward and simple to use. It also works for those playing a lot of first person shooters as the extremely high CPI can vastly improve accuracy. This mouse does not do anything spectacular but is inexpensive for a gaming mouse; especially one with such a high CPI and I would recommend it for that reason.

Features

8 buttons (including scroll)

Up to 5700cpi (x2 due to 32-bit ARM processor)

1ms polling rate

10.8megapixel laser sensor with 12000fps framerate

Ambidextrous

Wired

Official Minimum Requirements

Windows XP to Windows 8 (more details on website in FAQ)

Mac OSX 10.6 to 10.8

1.5GHz processor

USB 2.0 Port

300MB Hard Drive Space

1GB RAM

Visit www.steelseries.com for more info

SteelSeries Apex M800 Keyboard

Beautiful light up keys. So many ways to customise, you could spend hours fooling around with it.

The SteelSeries Apex M800 is a wonderful keyboard for not just gaming but general use too.

It takes a while to get used to the keys as with most keyboards but once you do your fingers can just fly across the them. The spacebar does not light up but is double the size of your standard keyboard making it easier to use. The keys require quite a bit of pressure to press them. This means you are less likely to set off unwanted keys if an intense moment in a game causes frantic mashing in the general vicinity of the wanted key. On top of this the keyboard has an extra processor that is dedicated purely to computing keypresses meaning up to 256 keys can be pressed at once no error but human error.

When typing the keyboard makes a satisfying clatter, although being a mechanical keyboard this clatter is quite loud and may disturb anyone trying to concentrate or sleep.

The most impressive feature presented by this keyboard is the lighting. Every single key along with the SteelSeries logo can be set to one of 16.8 million colours at 8 different levels of brightness. This alone is not what makes the keyboard shine but all the different possible effects.

You can have a rainbow pattern sweep across the keys, a simulation of the falling green numbers in the matrix, keys which change colour when pressed and slowly fade back to normal and even keys which act as a timer through colour. You can mix these effects somewhat but sadly an individual key cannot have more than one effect. This means that if a key changes colour on its own you cannot set it to change when pressed too.

The keyboard can be set to have an idle pattern; kind of the equivalent of a

Pros

Amazing lights

Great customisation of both key colours and presses

USB Hub

GameSense

Cons

Expensive

Not Portable



screensaver. This includes all the options when active except of course changing colour on press and timers.

There is also the option to turn on GameSense, this feature basically causes what is happening on screen affect the keyboard. For example, as your health lowers the number row may show this by changing from green to red. There are not many games that support this but the ones that do are major ones like Minecraft.

Like most gaming mice and keyboards you can create your own profiles with your own light designs and custom control schemes.

Of course keys can be reassigned and even set to do other things like OS shortcuts, running programs/games and more. In fact, the keyboard can become a game itself.

The keyboard comes with 3 games, snake, lights out and minesweeper. Snake and minesweeper are somewhat difficult to play due to the constraint of it being a keyboard but they still highlight just how much this keyboard can do.

Another cool keyboard feature is that it can act as a USB hub, however in order to do this you need another USB port.

There is actual quite a few physical extras that come with the keyboard. You can swap the rubber back legs of keyboard with taller ones if you prefer your keyboard on an angle. It also comes with a set of Mac keys with which you can replace the more PC oriented keys such as the Home key.

The keyboard is very expensive but definitely worth it. It performs amazing as a keyboard and its extra features not only make using your computer more personal but games more absorbing.

Features

Light up customisable keys

6 quick-access keys

Full numpad

Dual Processors (one dedicated purely to processing key presses)

N-key roll over of 256 keys

2 USB 2.0 port hub

Official Minimum Requirements

Windows 7 or later

Mac OSX 10.8 or later

A powered USB port (2 to use the USB hub)

120MB disk space for drivers

Visit www.steelseries.com for more info

Microsoft Xbox 360 Wireless Controller for Windows

You don't have to own an Xbox 360 in order to use an Xbox 360 controller. However, it is recommended that you own a PC as third party software is required to get it working on a Mac.

Mac Driver Guide

There is a great guide on how to get the Xbox 360 controller working on a Mac located at the following link:

www.tweaking4all.com/os-tips-and-tricks/macosx-tips-and-tricks/xbox-360-controller-on-mac/

On the PC the controller is relatively easy to set up, however you need to acquire the drivers (either by CD or download) and install them before the controller can be used. Sometimes if you have drivers for other controllers or tablets you can have issues with Windows misidentifying the controller and may have to remove these. Linking the controller and receiver is not

difficult although if you have an actual Xbox 360 nearby it may try to connect to that instead.

I was raised a PlayStation player but found the Xbox 360 controller surprisingly comfortable to hold and use despite it being far bulkier than a PlayStation controller.

The controller worked well with platformer games like Ori and the Blind Forest and Mark of the Ninja (although both of these were published by Microsoft Studios so good Xbox controller compatibility is expected).

Most controller compatible games will implement Xbox controller button icons in place of the usual keyboard icons making it easy to learn the controls. However, if you're using a Mac this is not the case, since the controller is not natively supported. In fact, often you end up with the PlayStation controller icons instead; luckily some



games, like Don't Starve, have mods to fix this.

Sadly, it wasn't all good news as the controller would often have issues differentiating button presses on the directional pad. This can be very frustrating in some games such as Don't Starve where different actions are chosen by the D-Pad meaning it is easy to accidentally eat your pet rabbit. Some Googling indicated that it is a design flaw causing many people to have the same problem.

The controller claimed to work up to 30 feet (9.14 metres) away, I tested this and found it worked well over this so if you want to play games from the neighbour's yard you can. Despite being wireless the response time is great and it was able to keep up in the fast paced levels of Ori and the Blind Forest.

The battery life is reasonable lasted days of heavy gaming. This was tested with AA batteries but you can buy an Xbox 360 Play and Charge Kit which allows you to charge the battery from a USB port like a PS3/PS4 controller.

Besides the D-Pad issues the Xbox 360 Wireless Controller for Windows is a great edition to long gaming sessions.

Pros

- Comfortable
- Far wireless range
- Easy to set up

Cons

- Complicated to get working on a Mac
- D-Pad not very precise
- Requires AA batteries (included)

Official Minimum Requirements

Windows 7 to 8.1
 Pentium 300 MHz Processor or better
 128MB of RAM
 10MB of disk space
 Powered USB 2.0 port
 CD Drive or internet connection (to acquire drivers)

Features

Vibration
 2.4 GHZ wireless (works up to 9.14m away)
 2 thumbsticks
 15 buttons (excluding wireless sync button and thumbsticks)
 Player indicating light

Visit www.microsoft.com for more info

Queering the Air

Part 2 (The Unintended Sequel)

Spoilers for The 100 follow.

Massive shout out to The 100 who killed off their openly lesbian character in between the last issue of the Zweihander and this one, proving, once again, that the trope of queer characters, particularly female ones, dying, is enduring.



We've known from the outset that Lexa, the commander of the group known as the Grounders, is gay. Her girlfriend was killed by a rival faction. But Lexa is a fighter (we have seen her fight in battle and it was glorious), and she protects her people as best she can, considering this is post-apocalyptic Earth and there are people who occasionally fall from the sky. She falls in love with one such Sky Person, Clarke Griffin, and for about 30 seconds, shippers everywhere indulged their gay little hearts as Clarke and Lexa, after a season of tense relations, finally have their moment.

It's great. Clarke and Lexa get to release all that sexual tension they've been (barely) holding back the entire season. It's a sweet scene - nothing garish

or overdone, and it's over fairly soon.

And then the writers fuck it up. In the very next scene. Clarke gets into a fight with Lexa's advisor, and Lexa, hearing the commotion, goes to investigate. A colossal mistake if you are a queer woman in any form of television or film.

She gets hit by a stray bullet. And dies in Clarke's arms.

Ok, sure, Alycia Debnam-Carey, the actress portraying Lexa, has work on Fear the Walking Dead, and won't be out of job just because The 100 killed her off. And sure, her death is essential to part of a greater plot, and this is the kind of world where people die brutally and unfairly all the time. But that isn't the issue.

The issue is how and when she dies. The trope of queer people dying is made all the more obvious by a show like this. Let's break it down. Queer characters get their moment of happiness with another queer character, and everything is fluffy and sappy for a while. And then the queer characters dies. Immediately. Clarke and Lexa didn't even get to enjoy a time in a proper relationship. Lexa dies in the scene immediately following the one in which they have sex. Because, y'know, gay people don't get happy endings.

The show caused an uproar in the aftermath of her death, with the head writer, Jason Rothenberg publicly apologising, and claiming that he was unaware of the trope and the backlash the show would receive; despite claims in the past that The 100 would not be like other shows in regards to its queer characters.

And it's a shame to see this happen again. People have boycotted The 100. People have been furious. And for good reason.

And The 100 is not the only show. The Walking Dead recently killed off another of their characters, this time one who was also a lesbian. She and Lexa are the latest in a long line of female queer characters who have been killed off, much to the disgust of fans everywhere. There does not seem to be a bright future for queer characters in television.

-Mersini Karkoulas

Editorial

I was delighted to see so many contributions to this mid-sem Zweihander, it's a rare thing that we get a Zwei out in the middle of the year, and it's thanks to the contributors that it happened.

I'd like to thank Brendan, Thanura, Anahi, Sabrina, Mersini, Bernanda and Helen for their contributions, you guys made a Zwei, and this mid-sem Zwei is 18 pages long! 18!

There's been O-Week editions with less than this. I am delighted in what you've all produced.

I started off my role as editor with a wish, that's right, I have a dream! A dream for a Zweihander with four issues in a single year! A rising ambition to put out a magazine so full of the goodness it hurts to look at. A hope that my beloved SUTEKHer's could produce enough content to fill a Zweihander worthy of remembrance, and faith in those very members of SUTEKH to deliver, and deliver they have. Now, with two Zwei's under my belt, I look forward to Re-O-Day, and I dream of greater things yet. In the past we've released lesser Zwei's in the middle of the year, we've not been as proud or as delighted in what we are.

We can't be consumed by our petty differences anymore!

We will be united in our extremely varied interests

We need to make a Zwei bigger and better than ever before, but to do this, I'm going to need the help of all of SUTEKH, everyone needs to think of the Zwei, what could I write?, what could I create?

Together, let's make the Zweihander great again!

Submissions for the Re-O-day Zwei close on the 4th of July!

Extensions available on request.

If you have questions, content, suggestions, theories or just want to chat, contact me at submissions.zweihander@gmail.com