

54. Title given by Jarls in Skyrim

55. Mads Mikkelsen, e.g.

56. Pokemon GO, e.g.

57. Rosebud, to Kane

59. Cupid, by another name

62. Killer of Cleopatra

63. Girl in "It's Always Sunny in Philadelphia"

65. Number of seasons "Dead Like Me" had

Editorial

Another year, a new editor. The Zweihander has a lot to live up to this year, and this editor isn't going to back down from a challenge. Thankfully, as you would have seen in this edition, we have many fantastic creators, writers and story tellers within this society who contribute fantastic works to this publication/newsletter/magazine/bits of paper/whatever you wish to call it.

I'm sure there's many more of you hidden in the shadows, waiting for the time to come when you'll submit your fantastic works for publication. I look forward to the day when you chose to do so.

This year is gearing up to be a good one, and I look forward to not only playing games and watching movies with you at different events, but also working with you all when creating each edition of The Zweihander for 2017.

-Petra Cranshure-Player, Editor 2017.

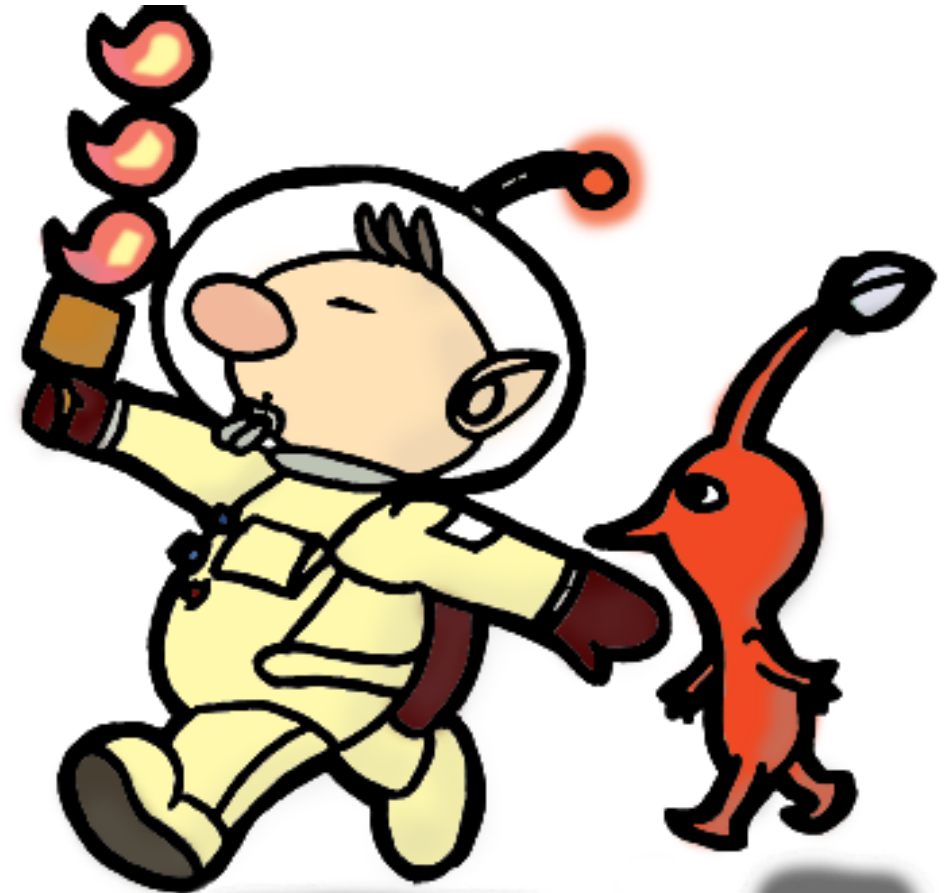
Submissions can be sent to: editor@sutekh.org.au

Connect with us on Facebook at [SUTEKH-Sydney University Pop Culture & Games](#)

[Society](#) for upcoming events and your semi regular **Zweihander** spam.

THE ZWEIHANDER

EDITION 1 2017-OWEEK



Answers:



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SYDNEY UNION

Sponsors for 2017

SUTEKH is fortunate enough to have both returning and new sponsors for 2017. Below you'll find out details about our sponsors, as well as some of the benefits they also offer to our members this year. We highly recommend you check them all out.



Good Games has a chain of stores around Sydney with a variety of table top gaming wears. This year, they offer a 5% discount on certain products to our members.



Games Paradise: 10% discount



Kinokuniya this year offer all university students \$5 card membership from the 23/02 through to the 10/03. You can find Kinokuniya on level 2 in the Galleries on George Street.



Legend is a cyber café located under the George St McDonalds. This year, our members can purchase a membership with them for \$20, and also get a bonus \$5 and 2 hours extra for free!



Galaxy Bookshop specializes in Science Fiction, you can find them on York Street. This year, they are offering a 10% discount to Sutekh Members.



Nerd Cave also offers our members a 10% discount. (Excluding food and some items) Find them down near Central Station!

36. Baltar's Chief of Staff

38. What the Johto and Kanto regions do to each other

39. Glee star Michele

40. Tom Clancy hero

41. Ancient One's (real) homeland

43. Useful tools in RPGs

45. George Michael's actor

46. What Elsa does?

48. ___-jongg

50. Retcon, perhaps

51. Batman and Robin e.g.

53. Like a see-through Xbox or Gameboy, abbr.

56. Star of a show with over 955 episodes

58. Like Princess Peach

60. "Take on Me" group

61. What many characters in "Boston Legal" do

64. Doctor _____ (Big blue dude)

66. Old in itself?

67. What Harry has, but not Ron?

68. Bernard's lolly ingredient in "Black Books"

69. Mary Jane, by another name

70. Currency in Moshi Monsters (sounds like pieces of earth)

71. Number of Seasons "Firefly" had

Down

1. Brian De ____, director of "Scarface"

2. Where Apocalypse was seen as a god

3. Punchline for Borat

4. Nemo's creator

5. Philip J., Yancy Sr., and Yancy Jr.

6. Where many a console are found

7. Aired of "Sherlock"

8. Romulan ____, "Star Trek" beverage

9. Classic N64 shooter

10. He died in Episode 7

11. Archer's agency, formerly

12. Nationality of "Settlers of Catan"

14. Garfield's least favourite day, Abbr.

16. Paul Feig comedy, with "The"

20. Hebrew translation of "The Old New Land" with "Aviv"

25. Band's gear

26. Verb in Star Trek III's title

27. Basic victory card in Dominion

28. Without delay, for short

29. Polaris, for example

30. What the USSR put on monopoly?

31. The first death

32. Spiderman but not Batman, arguably

34. Puppet friend of Mr. Noodle

35. Super-Sargasso ____, dimension to which things are lost

37. "___ Ng" (They Might Be Giants song)

42. What Bender's secret ingredient was (besides water)

44. Where you craft tools in ARK

47. Crom, e.g.

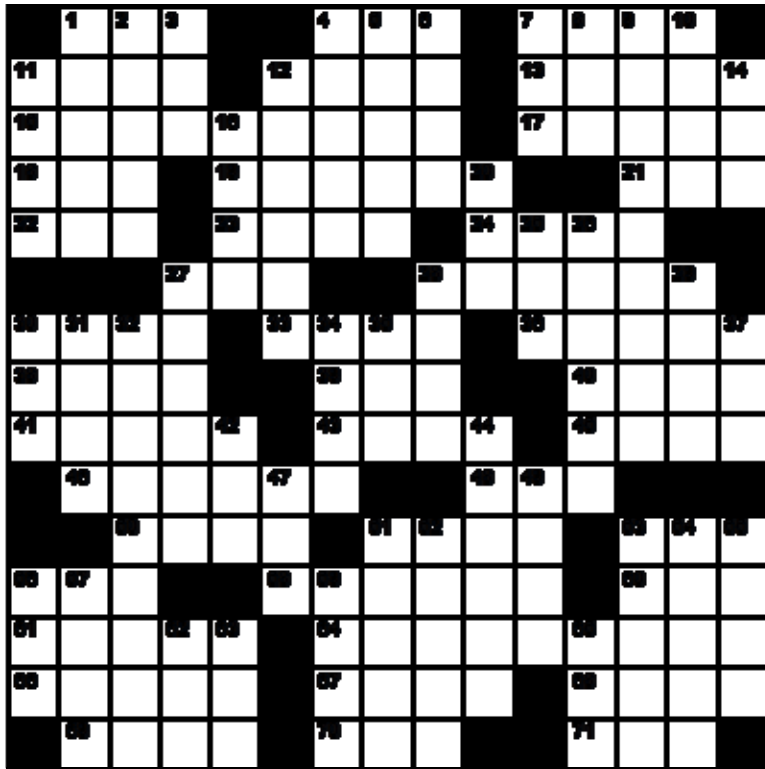
49. Only character with a POV chapter in every "A Song of Fire and Ice" book

51. Schroeder's instrument of choice

52. 32-Down who is powered by prosthetics

53. The language some Wizards' spells are based on

Crossword -created by Zplig

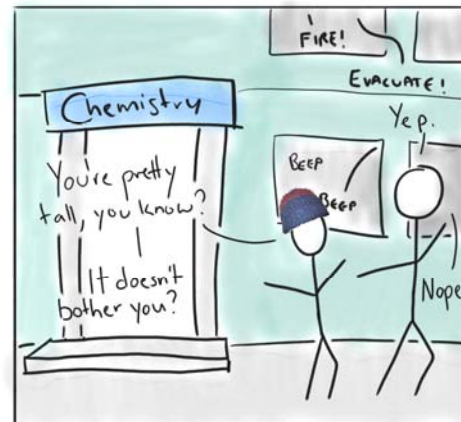
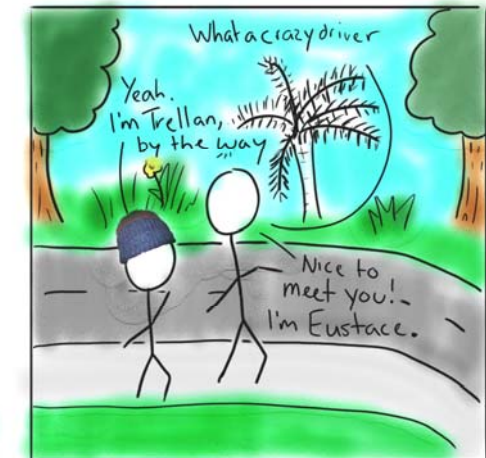
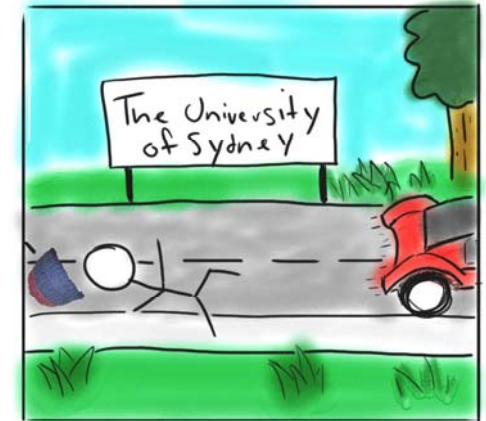


Across

- 1. What a bomb is made to look like in 9-Down
- 4. Cryptic initials in "A Series of Unfortunate Events"
- 7. Objects for holding far more than physically possible, in D&D
- 11. Jafar's sidekick
- 12. Human lead in "Hachi: A Dog's Tale"
- 13. Famous portrayer of Thranduil's son

- 15. The Cursed Child's house
- 17. The 30-Across player's initial instrument in School of Rock
- 18. Tyrion's nickname with "The"
- 19. Jack's famous pseudonym in literature
- 21. Vito or Michael Corleone
- 22. Eric Forman got 800 in this test

- 23. Creator of 'Bored to Death' and 'Blunt Talk' Jonathan
- 24. Gaelic
- 27. What keeps getting delayed in Planes, Trains, and Automobiles, Abbr.
- 28. One of the few sequels considered better than the original
- 30. See 17-Across
- 33. Smash brother with a baseball bat



A word from SUTEKH's president for 2017...

Hey everyone :D

Welcome, or even welcome back, to Sutekh!

We're the immortal Pop Culture and Games Society that never goes out of fashion.

This year we have a few new possible large events on the table such as the Computer Game Olympics as well as all our regular large events such as Video Game Olympics.

We've also thrown in some Twisted Favs, as Arnott's Biscuits would like to put it, with adaptations to Movies and Munchies and Monday TV time.

We're going to be trialing Movies, Munchies and Meals, where we provide more filling food in addition to snacks. Don't worry we know not everyone can't stomach two pizzas a week so this would be something like Thai or Subway subs.

For Monday TV Time we've also booked 2 hours in and plan to spend one of these hours watching the same show each week and the other for the usual watching of a different show each week.

Be sure to check out our library as we've had many new books added to our catalogue including some Doctor Who. Borrowing is free and we're less strict on return policies than other libraries.

Seriously though please return our books unless you want a lava teleporting command block specially for you on our Minecraft server.

So some new people may be asking what is Sutekh?

Well to me it's many things.

Chronicles: China. Also Tomás de Torquemada played by Javier Gutierrez is clearly inspired by Rodrigo Borgia from *Assassin's Creed 2*.

The climax was great with the assassins rebelling and taking the facility briefly, it is here that Callum gets all of the abilities of Aguilar and I admit the fight scene was very well done. During the ending we get homage to many *Assassin's Creed* games, such as *Unity* and *Chronicles: China* to name a few. There are also many Easter eggs in the movie such as a costume that looked a lot like Arno's and many hidden blades including one that looked a lot like Ezio's!

As a film it had flaws, as an *Assassin's Creed* movie it was very good, if you played all the games you will understand/like this. This movie was made for the fans, but it could have benefited from more character development, more focus on Aguilar and Maria and longer running time, yet it was visually stunning! So with the flaws I'll give it 6.8 out of 10, however if the flaws were fixed then it will be 8.5/9 out of 10. As far as video games movies this while not perfect it did many steps in the right direction!

- Mazesta Mehrabi

In this movie Marion Cotillard plays Doctor Sofia Rikkin and she was alright, except for small segment at the start which she was annoying. So far into the movie, there is a minimal character development/backstory and I honestly wanted to see more about each character, especially Maria. For instance, I wanted to learn more about Aguilar De Nerha and his life before the initiation! One way the movie could've been improved was to increase the running time, and focus on Aguilar, what he did before becoming an Assassin and how he found about the order. However, the film would show us the modern times in between to drive the plot and show the motives of Alan Rikkin! Jeremy Irons was actually quite good in the movie, given he had very little to work with, but that falls back on him being a great actor. With regards to Maria (played by Ariane Labed) she was killed off in the movie, this was a mistake and she would have been a great assassin. I wanted to see more of her and she could've been a master assassin and mentor to Aguilar! Thus in my opinion her character was wasted and should've been explored more in this film and future films, because she had potential and was great in all the actions sequences!



During the Spanish Inquisition fight scenes, stunts were visually amazing and are one the highlights for me as they were clearly lifted from the games. The said fight scenes had elements from *Assassin's Creed Unity*, *Assassin's Creed 3* and *Assassin's Creed Syndicate*. There were many air assassinations and two leaps of faith which were impressive given the stunt was physically performed!

Many fans of the video game franchise recall that people who spent time in the animus will get the bleeding effect and Callum will eventually tap into all of Aguilar's abilities! Certain things were obvious, for instance I wouldn't be surprised that the character Lin ends up being descendant of Shao Jun from *Assassin's Creed*

It's the place where I made a network of close friends, many of which I hope to keep for life. Without this network I do not believe I would have survived University.

It's the place where I go to geek out over the latest Nintendo game or rant about Steven Moffat. A place where I can find other people who are just as enthusiastic about fandoms as I am, if not more.

It's the place where even when bureaucracy is problematic or opinions clash everyone can pull through and work together to keep the society going because in the end, we all want the same things for the society. We want it to allow people to have fun, make friends and improve the sometimes rough journey through University; the only difference is we want to achieve this in different ways.

It's the place where I see people consistently helping others settle into University and helping them find a place within University society and culture.

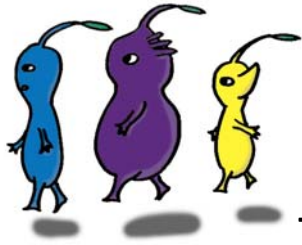
It's a place where I can go to forget my assignments and quizzes just for a few hours as well as the place where I can sit in the background working on them knowing my friends are within reach.

However for me the most important thing about Sutekh is, is a place where people don't feel alone and realise it's ok to be different and have different interests.

Anyway enough sappy stuff.

I and all the Executive (except Simon) hope you have a fantastic time this year!

Helen Munro - Current President of Sutekh



The Executive

Every year, SUTEKH members vote on a group of volunteers to run the society and it's events. Here you will find the names and roles of all our executive members for 2017. Feel free to come and say hi to any one of them during OWeek or at any of our Semester 1 events. They're here to help you get involved, and feel welcomed into the society. Each one can also be contacted through our Facebook page, [SUTEKH-University of Sydney Pop Culture and Games Society](#), feel free to direct any questions or queries there.

Helen Munro-President

Hey, I'm Helen.

Feel free to talk to me about anything although some things I love talking about are Avatar the Last Airbender, goldfish, Spyro the Dragon, Doctor Who, coding, Star Trek, Minecraft, science, Stargate, Stardew Valley, Pokémon, Magic the Gathering and cats.

Hope you have a great year and make heaps of close friends through Sutekh or other means!

Matthew Miller-Vice President: Library

Matthew Miller is SUTEKH's very own librarian. His job is to painstakingly keep five square inches of floor space inside the cage available for people to walk around in. When he's not reminding everyone who will listen that SUTEKH has a library which, though well-hidden, is extremely impressive and well worth your time to check out, Matthew does a B.Sci majoring in That Thing Where People In Laboratories Pipette Tiny Amounts of Testable Substances Into Very Small Testing Arrays. He likes Duran Duran, Zack Snyder's Sucker Punch, and he WILL cry if you beat him at Magic: The Gathering.

Review: Assassin's Creed the Movie

This video game adaptation begins with explanation of history between Assassins and Templars, unfortunately the movie would have benefited from showing us this through the plot rather than the route taken! We then cut to initiation of Aguilar De Nehra into the assassin order and him putting on the hidden blades and having his finger cut off for the blade to work. The issue at hand is while removal of finger was required during the time of Altair Ibn La Ahad (first Assassin's Creed game), it is not necessary in the film, (which set in 1492), as Ezio Auditore Da Firenze (1459-1524) did not require such initiation earlier.



The movie then cuts to modern times, where young Callum Lynch witnesses his assassin father kill his mother, before Templars take his father away and Callum manages to get away! I felt like this could've been shorter and maybe the plot could have been used to explain this better! The next scene we're taken to 2016 and Callum Lynch's (Michael Fassbender) execution is being faked by Abstergo/Templars. He later wakes up in an Abstergo facility. It is here that we get a glimpse of Animus, which is quite different from the games! I actually liked the design, this is obviously the first attempt at such a device and it involved Callum mirroring what Aguilar did in 1492.

But (and here's my meta-theory, or for all your tumblr-ists out there, my headcanon) what matters is that someone from the tribe, someone representing the tribe, was willing to hand the Heart back as an apology, to show that they've learned from their mistake.

And gestures do matter, otherwise blackface would not be offensive, Kevin Rudd's apology to the Indigenous would have not been a major political issue that helped him get into power, and representation in Hollywood would not be such a huge issue.

I believe that gestures obviously cannot stack up against real action. And some gestures are empty, placating ones. But some are not.

I believe Moana *the gesture* isn't empty.

On Scar

Even the ultimate villain, the lava goddess that the audience is tricked into thinking is the villain Maui needs to defeat, ends up being the very goddess that she must reconcile with. But metaphors surrounding the environment aside, it feels fitting. It feels right.

And this is where Moana departs significantly from the Lion King.

There is no righteous vengeance. There is no Scar.

We might still be convinced that we're special, and we might still cling to flawed narratives that impose order on what we see of the world.

But I think that perhaps we've become a little more forgiving.

-Betty Zhang

Bernanda (Bernie) Telolavic-Vice President: Events

Bernanda (Bernie) Telolovic is only here for the free food. That's why she runs all the events as VP: Events. She's also entirely untrustworthy and will steal a slice of your pizza if left unattended. Luckily she's a third year Physics/ Maths major and easily distracted by phrases such as 'quantum mechanics', 'bloody python' and 'god damn LaTeX formatting'. Use this to your advantage. If all else fails, mentioning the game ARK: Survival Evolved or metal music should start her on at least a ten minute rant, providing ample opportunity for your escape. Mostly a nocturnal species, Bernie can be found lurking at events on Thursdays and Fridays and is best approached when not cursing at her laptop.

Matthew Watts-Secretary

Hello Sutekh. I am your Secretary, Matthew. I enjoy writing code and Mathematics, but you can find me infrequently playing some Machi Koro or Werewolf, so come and find me at events if you need an extra player! My favourite event is Pizza and Games, but hey, I'll probably be floating around somewhere at all of them.

Sonia Robertson-Treasurer

Hi, I'm Sonia, third year medical science student and SUTEKH treasurer. I'm responsible for ensuring that we have funding in order to host a wide array of events over the year. I'm a keen Magic and board games player, and am looking forward to seeing you at events.

Petra Cranshure-Player-Editor

Hey Everyone! I'm the person who's been semi regularly posting in the Facebook group about writing for the Zwei (You totally should write for the Zwei). If you want to talk about anything Star Wars, Star Trek, Mass Effect, or any fandom to do with space or aliens really, come find me. I'm always down for some MtG or board games, and I'm always happy to learn new games or teach others ones I already know.

I also cosplay as a Twi'lek on odd occasions. It was a childhood dream of mine. (Did I already mention I really like Star Wars?) If you think Knights of the Old Republic is the best Star Wars video game next to Battlefront 2, then we're going to get along splendidly.

Simon Koch-Publicity Officer

Studies Trellis

Investigates Trellis

Monitors Trellis

One could call it stalking...

Not really.

Essentially, I break things, I fix things, and I draw silly comics about my friends. I didn't say I was any good at drawing...

Mazesta Mehrabi-Sponsorship Officer

My name is Mazesta and I'm the Sponsorship Officer of Sutekh. I'm the one who makes sure Sutekh gets cool prizes for our video game marathon and gets you discounts at various stores. I'm a movie, T.V, board/card game, book and video game nerd, however I've been branching into comic books recently! I spend my days keeping pieces of Eden out of Templar hands. I also have considerable skills in tank and naval warfare. I prefer any of the following terms; "Master Assassin", "Rear Admiral" and "Major General".

Ellis Armitage-New Member's Officer

I'm Ellis, and as the New Member's Officer, I'll probably be there to help you out when you come to your first event! I first came to SUTEKH for my love of games, on cardboard or console, and stayed for the great friends I've made here. I'm a scientist by day, and I'm always eager to talk about the latest breakthroughs in technology, astronomy and all sorts of cool stuff like that. I'm looking forward to meeting you all!

Thomas Selvaraj-IT Officer

```
Thomas@SuteXh:/$ cat introduction.txt
Hello, my name is Thomas Selvaraj!
I'm the IT officer of Sutekh. I help maintain the SuteXh
server and assist with other IT problems Sutekh members
may have.
```

sponsible, to study medicine/law/finance/engineering as opposed to fulfilling your crazy dreams of becoming a pilot with significantly worse than 20/20 vision or filming gay bondage porn in your basement?

That is perhaps an exaggeration, but I digress.

The flaw of the trope of the Chosen One is that it feeds into the narrative myth of fate, destiny, and special-ness.

Unlike Moana, we are not special.

We have no birthright.

In the book *Status Anxiety*, Alain de Botton, an author much more accomplished than I, argues that the birth of a meritocracy in the Western world has enabled a lot more freedom and opportunity, but at the cost of certainty and stability. In the past, if you were a peasant, you knew you were a peasant, and if you were a noble, you could usually be sure you were a noble.

But nowadays, who knows? Nobody knows.

Who is Maui without his hook?

This is the question the film poses, in the blustering yet brittle ego of the demigod, the mighty immortal who was born as an unwanted and unloved boy.

Maui cracks his hook once, which sets up his own internal conflict in his own character arc: does he risk his identity as a demi-god, his source of power, of adulation and admiration, for Moana the Chosen One and her quest?

Yes. Yes he does.

But the film, and by extension Disney, never pulls the gut punch. Maui never has to learn who he is without the hook. His sacrifice was merely a gesture: the fact that he was willing is, for this Disney movie, enough.

And admittedly, if you really read into it, that's all Moana the movie is. A gesture.

Think about it: the quest itself is of no importance. If the ocean *really* wanted, it could pick Moana up while she's swimming, shove the Heart-rock-thing into her hand, drag her unwillingly to the island of Te Fiti, make her restore it, and be done with it. Hell, the ocean doesn't even need Moana. The ocean is water. The ocean can restore the Heart to the goddess by itself.

One”.

The thing about Chosen Ones is that they are *chosen*, passive form, they are not active, that is they did not *choose*. Or perhaps to use the terminology of the film itself, they do not way-find. Their destination is set; the path and obstacles are usually set as well, by wiser old wizards or destiny itself.

Moana is no exception. She recites what she has to do over and over again, like a mantra. The steps are laid out to Maui as thus:

*“I am Moana of Motunui.
You will board my boat.
Sail across the sea.
And restore the heart of Te Fiti.”*

It’s just a matter of getting there.

Destiny as birthright

In some ways, then, you can argue that Moana carries some legacy of an era mostly bypassed but not yet fully gone. Class is still a thing, yes, but the iron-hard entrenchment is not. The destinies of reality, unbound and released by meritocracy and chance rather than fate, are more fragile.

The conflict between Moana and her father has an obvious answer to us, the audience: the chieftain is wrong. Decidedly wrong. The very ocean itself is rooting against him, for his daughter Moana is able to both walk on water and part the seas. An old cave is filled with massive, awe-inspiring ships of a by-gone era, a legacy of their people long denied. His land is dying. His people are dying.

But this seems so blatantly obvious because as an audience, we have the benefit of omnipresence that the director grants us. We have our prior knowledge of all the stories we’ve consumed, and the implicit narrative patterns we’ve seen. We have the knowledge that this is not only a Hollywood movie, but a Disney movie.

We don’t have that benefit in reality. In reality, the chief Tui has a point.

Isn’t it more responsible to stay before the reef, where it’s safe?

Isn’t it?

Isn’t it more responsible to stay, to stay on the path you’re on, to do what is re-

Friedrich Sarah E. Thompson - Pronouns: He/His and She/Her - Queer Officer

Your Queer Officer this year is a second-year linguistics student with a ridiculously long name (but doesn’t mind just being called Fred) with a passion for Nintendo games, fantasy fiction, and being spectacularly bad at playing Hearthstone. Feel free to come to me with anything at all regarding being queer, being in SUTEKH, being queer while being in SUTEKH, or if you just feel like seeing an adult human being cry about Phoenix Wright: Ace Attorney. You can find me under the gaming tag CommanderFreddy, or wherever a game of Betrayal At House On The Hill is being played, or just by looking for my wonderfully dorky commander’s hat.

Isobel D’Cruz-W*men’s Officer

As SUTEKH’s Wom*n’s Officer, my aim is to uphold member’s’ rights to feel safe and respected as part of our happy nerdy family. I act as representative for women-identifying and non-binary members of our society.

What call is there for a wom*n’s officer within a pop culture society? Tributes to Carrie Fisher at the end of last year stood as testament to the positive and empowering contribution of wom*n to popular culture, yet it is clear we still have a ways to go. The recent releases of Avengers: Age of Ultron; Guardians of the Galaxy; and Rogue One figurine sets are just one example of the unequal status wom*n still experience in this space. Notable absence of their prominent female leads (Black Widow, Gamora, and Rey respectively) in the official merchandise diminishes the achievements of these equally kickass characters, and highlights the gender gap when it comes to geekdom and wom*n. As a society we need to value the contributions of all, and as such, Wom*n’s Officer is just one way in which our society strives to meet exactly this goal. Feel free to approach me regarding issues which may be preventing you from feeling welcome here – I would love to help in any way possible.

In my ever-allusive free time you’ll find me enduring Marvel marathons, adding to my Disney soundtrack repertoire, and taking games of Age of Empires way too seriously. Hope to meet you around soon!

James Chiraphatnachai -General Executive

James here: third-year student and first-time exec, specifically one of the General Executive roles, which basically means to help out w/ the society's activities wherever experience lets me, be it setting or packing things up, making sure everyone's happy and/or tipsy, etc. Fun fact: like a shiny Pokemon, I'm probably the only deaf member you'll encounter around here—don't hesitate to ask me any questions.

People and things I like: William Faulkner, books, caffeine, puns, PTCGO, MCU, HP, DFW, Oxford commas, and too many initialisms. Dislike: too many people talking at once. See you around!

Aaron Samuels-General Executive

I'm one of the general executive/grunt workers of Sutekh. I'm in charge of moving chairs around, opening the cage, dragging people into board games I hope they'll enjoy, and encouraging everyone to have a good time. My interests include video-games and anime which I know well, but have basic experience in comic books and Magic the Gathering. I hope to make the best of my time in this society and ensure the members can have the best experience that they can.



If you see one of these friendly faces, feel free to come and say hi! We're all here to help you out, and welcome you to Sutekh!

Please note that we will not be dressed as Red Power Rangers, or rocks.... Yet....

Moana is about fulfilling a predetermined destiny. There's a weight to her royal position which isn't evident in any of her three predecessors. Does it *really* matter to the kingdom if Rapunzel returns or not? Is Merida ever shown leading? And, let's be honest, for all his narcissistic and psychopathic tendencies, Hans was doing a pretty good job running Arendelle, e.g. supporting the citizens during a blizzard Elsa may or may not have contributed to.

(Hey, maybe this bodes well for Trump. You never know.)

Moana the Princess

Moana, like Simba, has a responsibility to her tribe/pride. Moana, like Simba, has a mission. In Simba's case, his mission is challenging the rule of his unjust and brother-murdering uncle, whose reign plunges his kingdom in an unending drought slowly killing everyone and everything. In Moana's case, her mission is righting an ancient wrong done to a goddess, one which has led to their island being gripped by a curse slowly killing everyone and everything. Both of them also have important figures from their past that appear in glowing, spiritual forms to give them important life advice.

There is no question, in the audience's mind, what *should* be done.

She should save her people. She should restore her island, the Island of Motonui. She should sail out beyond the reef, and restore the Heart.

It is her destiny.

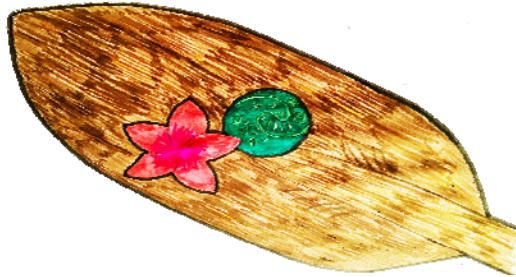
Moreover, it is her duty.

The Myth of the Chosen One

So what qualifies Moana? What makes the sea choose her? We'll never know: we're never shown. I'll admit she's smart, certainly, fairly responsible, plucky. Out of all the little kids that gather in the very beginning, she's the only one not cowed by the myths of monsters. That's *something*, I suppose, but maybe not necessarily much of something.

Moana the movie pokes a little fun at predetermined roles. Like, for instance, when Moana insists she's not a princess – that clichéd role, that inherited tradition– and Maui says, “You've got an animal sidekick. You're a princess.”

Another existing trope that the movie pokes fun at through Maui: “The Chosen



Moana and the Heroine's Journey

"To realise one's destiny is a person's only obligation" – The Alchemist, Paulo Coelho.

Let me first confess: I have not read *The Alchemist*. I was looking for a quote though, and I glanced upon my shelf, and there it was, on the back cover. Adding quotes to the beginning of an article from another renowned person or work allows me a veneer of legitimacy and/or pretentiousness.

A lot of think-pieces have no doubt been released on:

Whether Moana is progressive,
 Whether the film is culturally appropriate or culturally appropriating; and
 The very laudable fact that there is *no* romance in the film at all (shippers aside).

This isn't one of them. Sorry.

This also isn't a review. But if you want one, here it is. Competent story. Fun. Visually beautiful. Nice songs. Go see it. (Spoilers below).

Moana the Movie

Moana the movie is the continuation of a long and proud tradition of Disney Princesses. Moreover, Moana the movie is also the inheritor of another recent but no less important sub-trend, the rebranding of the Disney Princess as feminist, empowering, and representational of differing cultures.

But I argue that Moana thematically resembles *The Lion King*, more than any of her similarly-animated sisters, be it *Tangled*, *Brave* or *Frozen*.

Semester 1 Events

Did you want to get involved and join SUTEKH for some fun, games, movies and more? Here's your guide to SUTEKH's events this semester! Please note, these events are subject to change, so join our Facebook page: [SUTEKH-University of Sydney's Pop Culture and Games Society](#) to keep track of our weekly events, and any special events the society will take part in. We hope to see you there!

Monday TV Time

Why have lunch when you can satisfy a more basic need, like watching incredibly addictive TV shows. The first hour is dedicated to the regular show we'll watch one episode a week of. The second hour is for you guys to pick whatever random episodes you'd like to watch from whichever show takes your fancy.

When/ Where? 1:00-3:00 pm, Holme Reading Room, week 1 and 1:00-3:00 pm, Holme Meeting Room 2 (The Media Den), week 2-13

Tuesday the Gathering

Tuesdays are magical. They untap your mana, let you gain life and let you cast all sorts of spells while you walk the many planes of... uni. So come and command your way to victory. Play *Magic*, *The Gathering* with SUTEKH.

When/ Where? 2:00-4:00 pm, Manning Meeting Room 1, weeks 1-9, 11-13, and 2:00-4:00 pm, Manning Meeting Room 2, week 10

Wednesday Beer and Cards

On Wednesday we drink cards and play beer, because damn it it's been a stressful week so there's nothing better for it than throwing some cards on a table, *Munchkin* some chips and *Couping* a feel for the friendly SUTEKH atmosphere.

When/ Where? 4:00-6:00 pm, Manning, Isabel Fidler, week 1-13

Thursday Movies and Munchies

The week is almost over! What better way to almost finish it than joining us for a movie of your choice and loads of junk food. So. Much. Junk. Food. Oh, and the movie is fun to watch with friends too.

When/ Where? 6:00-8:00 pm, Holme Meeting Room 2 - The Media Den

Friday Pizza and Games

The week actually is over! What better way to celebrate than a cheap pizza (from \$2 for members!) and loads of fun with dozens of board games! Let your imagination take a *Ticket to Ride* to *Civilisation*, or *settle your own Catan* and *Dominion*. Create a *Monopoly* on... no wait, not that one. Why not try becoming the *King of Tokyo* instead? Join us and kick off your weekend with loads of pizza and loads of games!

When/ Where? 6:00-10:00 pm, Holme Meeting Room 2 - The Media Den, however at 9.45pm we'll move to go play a fun game of Werewolf. The location will be dependant on the weather, so it'll be announced at the event.

Steamy Saturday

Are you unable to attend events during the week? Do not fear, we have you covered! Every Saturday SUTEKH jumps online to play some multiplayer games! Every few weeks we'll try a different game, from old classics you know and love, to new and exciting games we've never tried before, to, well, *Minecraft*. Find out more below!

When/Where? 8:00 pm until late, at your own place of comfort in front of your computer!

Steam Saturday Schedule from weeks 1-6: Weeks 1-3 *Minecraft*, 4-5 *Age of Empires II HD Edition*, 6 *Transformice/Town of Salem*.

I understand that in 5 working days, I may yet still not have a reply.

I understand that if I still don't have a reply by the start of semester, it won't really matter.

I understand that in the end we can only do so much, and our efforts, no matter how valiant, may not have any impact on the price of bread at all.

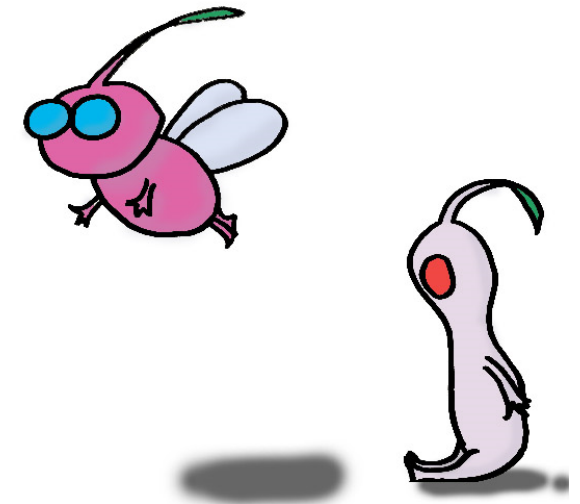
I understand that in the face of bureaucracy, any alternative is preferable.

I understand that if I don't get a reply, the University might not give me my second major.

I understand that it might be better to just ignore the entire issue and go to lunch.

I understand that lunch will probably be a sandwich.

-Tristan Anlezark



I Understand

“We are currently experiencing a high volume of enquiries, and will endeavour to respond to your email within five working days.”

Well then.

That’s how it is.

I understand.

I understand that words are hard, and that administration is complicated, and automated emails are easy.

I understand that in these troubled times, not all can stand up and fight for the small administrative problems of a student.

I understand that there is only so much a single person, a single faculty, can do in the face of the swarm of emails that accompany the start of semester.

I understand that my problems are just yet another in a huge, ever expanding mass of problems, and that only so many can be solved each day.

I understand that in the face of extreme load, compromises have to be made, that when push comes to shove, short response times are the first to fall.

I understand that on the scale of problems faced by a university, my misallocation of a unit to the wrong collection during enrolment is trivial.

I understand that the University has more important things in mind, like getting rid of the SCA and messing with Salt.

I understand that there comes a day when the courage of men fails, when friends are forsaken and all bonds are broken.

I understand that this is not that day.

I understand that there will come a day when automated emails will become so advanced that they can solve my trivial admin error.

I understand that this will likely cause the loss of many jobs.

I understand that by being a tech enthusiast, I am complicit in this change, and am partially responsible for such job losses.

Special Events

Throughout the semester, and even during semester breaks, Sutekh members gather to keep the fun and games a live with special events. Here’s a quick breakdown on some special events coming up at the start of the Semester. More details about each event will be confirmed on the Facebook page, [SUTEKH-University of Sydney’s Pop Culture and Games Society](#), so make sure you’re following to get all the juicy details, and for any updates.

Logan: At the Movies (Thursday Wk 1, Time, Location and Pricing TBC)

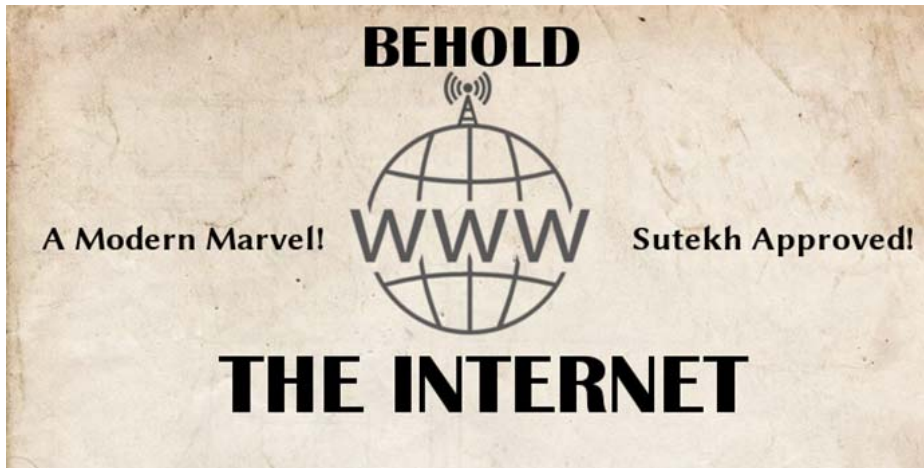
This semester, Sutekh kicks off its special events with an in theatre viewing of *Logan*, which follows the story of Hugh Jackman as Wolverine in his old age (and the glorious return of Sir Partick Stewart as Professor Xavier) . This is a great opportunity for Marvel and general movie fans alike to gather and attend the latest installment of *Wolverine the Franchise*, more commonly known as the X-Men franchise. *Details will be confirmed later in the semester, so keep an eye out for the Facebook event, or ask at our O Week Stall.*

Lego Batman: At the Movies 2.0 (Date, Time, Location and Pricing TBC)

Do you like Lego? Do you also like Batman? If you answered yes to either of those questions, then this is the Sutekh event for you! Join Batman, as he gets yet another movie, however this time he’s a Lego Figurine! Explore Lego Batman’s Lego Gotham, where everything is sure not to be awesome, as yet again, Batman faces his most famous, most recognisable enemy, The Joker, as well as many more! *Details will be confirmed later in the semester, so keep an eye out for the Facebook event.*

Project Sleep: the Sleepening (Every Evening, not actually a Sutekh event, just late night editor ramblings).

There was just some space here, so I’d like to take this opportunity to remind you all of the importance of sleep. Sleep allows you to dream of all the fantastic events Sutekh has, and imagine all the fun that could be had at said events. Sleeping is important to keep you alert and healthy, so please remember to try and stay well rested during the semester, so you can get the most out of not just your studies, but also all the excitement involved with Sutekh. Good night.



Always keeping up with the technologies of the modern age, Sutekh has harnessed the power of internet in many fantastic ways! Follow me as I show you how we use this marvellous invention to keep in touch with members, ensure efficient operation of the executive and to enjoy the latest video game novelties.

Online Presence

Sutekh's online presence takes two forms: The splendid banner of our public website and our exciting Facebook group.

The public site (sutekh.org.au) stakes out Sutekh's claim on the internet. It serves as the go to spot to find information about the society, the events we run, our library, the code of conduct and links to the sponsors that support us.

The Facebook group (SUTEKH – Sydney University Pop Culture & Games Society) is the place to be to find out about upcoming about society events and news, keep up with other members or check out events in local area that might be of interest.

Just saw a great (or not so great) movie? Searching for new Magic players to challenge? Starting new game? Then be sure to share in the group!

To keep up with society events, be sure to add the friendly "Sue Tekh" on Facebook to be added to them. Invited for pizza over the internet, what an age we live in!



Grimslingers also offers a much quicker competitive mode that pits you against one or more other players in a magical duel. These are all about second-guessing and tricking your opponent so that you can try to counter their ice attack with a fire spell, and ultimately bringing their hit points down to zero while keeping yourself alive. Everyone has very similar capabilities, so bluffing and using spells strategically is essential to getting the upper hand.

While the rule book offers some of the game's most entertaining content, it can also be quite frustrating to read. The instructions are littered with call-forwards to later pages, so it took me several readings to understand how everything worked. There are also some rather lacklustre unique spells, which make for disappointing games when you're careless or unfortunate enough to choose them over their more useful counterparts.

Luckily, it's possible to avoid or work around these issues. It will likely take a couple of attempts before you can enjoy Grimslingers to the fullest, but it's such a fun, interesting, versatile game that I think it's well worth the effort.

Oh, and did I mention you can play as a *cat* or a *dog*?

-Ellis Armitage



a certain panel room's set up, see below) are easy for even the most casual of fan to get into. The after hours events also offer exclusive content from the company, with 2017 offering both the last episode of season 4 of RWBY and the regularly First Members only content, Theatre Mode Live.

-The Bad: You need to have a grasp of Rooster Teeth content to get the most out of the convention. Unlike PAXAus, which is all about gaming on top of Penny Arcade, RTX focuses on Rooster Teeth and it's fandom. There is limited other content, such as Hideo Kojima and the Nintendo Switch in 2017, but almost all the panels focus on some aspect of Rooster Teeth. Organisation could be better. Landmarks get picked up on the day, and if you want to be in the convention right at the start, be prepared to line up early. Rooster Teeth fans are extremely dedicated, so even early might not be good enough. One of the theatres for the panels was also not tiered, which made it quite difficult for some attendees to see the content, such as the RWBY screening.

-Overall: As it has been so lovingly referred to by some in the fan base, RTX Sydney is basically a game of Line Simulator. *So if you're into that, this is the convention for you!* However, it's going into it's third year in Australia in 2018, and only it's second year at the ICC, hopefully it'll find it'll finally feet.

-Petra Cranshure-Player

Grimslingers

Have you ever felt like playing as a magical gunslinger in a monster-infested desert? Grimslingers is an indie card game that offers this to its players, and for me, it's one of those rare games that I never knew how much I wanted. It's a lot like an electronic roleplaying game translated to the tabletop, complete with an immersive backstory, well-crafted themes, and various random monsters and bosses to cooperatively fight. The narration in particular is excellent; I can almost hear the thick, drawling accent when they introduce the Forgotten West, "a land beyond God's reckonin' housing the damned, the mysterious, the unfortunate," and most of the story booklet is filled with writing of a similar caliber. The game plays out in four sessions of about 90 minutes each, and in that time you'll pick out the best spells and weapons for blasting chupacabras to bits, plan out the best route to your next destination, and decide what to do when you arrive at Llama Llama Sip Sip (yes, that's a real place in this game).

SuteXh Server

In addition to the public site and the Facebook group, Sutekh makes great use of their personal server.

The server has a few uses. Firstly it hosts the executive forum, the main platform by which executive communicate and organise the society. It is a crucial resource, providing the executive with a way discuss society matters quickly and easily.

The SuteXh server also hosts our public site. Having this site on our personal sever makes it easy to customise the content and control site availability.

While these are both useful, SuteXh also has a much more exciting purpose...

SuteXh Game Servers

While we may be keeping up with current technology, we haven't yet abandoned the days of Steam!

The SuteXh server is additionally used as a private server for several games at our weekly Steamy Saturday online gaming nights. Enjoy all your favourites such as *Terraria*, "*Mining and Crafting*", *Team Fortress II* and "*Garry's Modification*".

Players can also join in with voice using our Mumble group, hosted on the SuteXh server as well. Mumble acts as the online lounge room for Steamy Saturdays giving voice communication for those playing. It's a vast improvement over sending Morse code or updating a chess game by mail! Details for joining the Mumble server can be found on the public site, while details for joining game servers are typically given out prior to Steamy Saturdays.

Sutekh's has certainly made great use of our various online components. As current IT Officer I would love to ensure that we continue to keep up with this trend and expand our uses in the future!

-Thomas Selvaraj (IT Officer)

Sutekh's Obsession with Minecraft Continues

Do you like Minecraft? Yes? Well good. So do we. Some would say obsessed, most would say *overly* obsessed. As our fantastic IT Officer mentioned, Sutekh has it's very own server in the game of "Mining and Crafting". Here you can build a house, sheer some sheep, or, even, punch down a tree. If you're really keen, hunt down the End Dragon and then whisk yourself away to a hidden purple paradise, where the boats float and the residents make you fly up, up and away.

Wait, what's this? You want to play it outside of Steamy Saturdays? Well you're in luck! After Steamy Saturday in Week 1, the server (barring any technical difficulties, because, well, they happen from time to time) will be available to members 24/7. Does that mean you can play it during class time? Well, yes, (but we do not recommend this).

Do you also like talking to others in game? Sutekh also has it's very own Mumble server, where you can converse with other players. All the details you need to access the Minecraft server and Mumble can be found below:

The server details for Minecraft are:

Server: minecraft.sutekh.org.au

Port: 25565 (default)

And for Mumble/Mumble:

Server: mumble.sutekh.org.au

Port: 64738 (default)

-Steve



**Editors note:* The wonderful little comic you have just read was put together by our publicity officer, Simon. If you'd like to know more about Trellis, ask about them at our stall during OWeek, or at one of our events this semester.

PAX Australia Vs. RTX Sydney

Australia is fortunate to be the first to welcome these two conventions internationally. However, when attending, one should be prepared. Here's a short run down of the good and the bad of both conventions to help you decide.

PAX Australia (Penny Arcade)

-The Good: PAXAus is well organised. Lanyards are sent out a month in advance, and they offer a variety of passes to suit your needs (including a BYOC pass if you intend on bringing your computer along for some fun and games). PAXAus commits a wide range of interests, including console, pc, handheld and table top gaming. There's a nice variety of panels to attend throughout the three days, and plenty of stalls selling a wide array of merchandise in the Expo Hall. The Melbourne Convention Centre is fantastic, with lovely tiered theatres perfect for panels and a massive expo hall which is organized depending on content, such as an entire section dedicated to table top gaming.

-The Bad: There is so much to do! If you want to make the most out of your three days, you need to schedule it well. Be prepared to stand in lines (like most conventions) and to leave to buy food, (or bring your own in. Food stalls at conventions are expensive). PAXAus's dates are also not university student friendly. This years date fall within the last few weeks of the semester, so unless you've managed to secure your Fridays off, be prepared to miss classes to go for the whole three days. Also, it's found it's home at the Melbourne Convention Centre, which isn't necessarily bad, but as a Sydney Sider, I can't help but be jealous of the Melbourne locals.

-Overall: Penny Arcade brings the best to Australia each year. The convention is marvelous, and going into it's 6th year in the country, it's only going to get better!

RTX Sydney (Rooster Teeth)

-The Good: Rooster Teeth has a strong sense of community. If you know where to look, you can find community events leading up to, and after the convention. Lines are also a good chance to meet new friends in the community, as everyone has a common interest. For a fan, the content is fantastic. The panels themselves (minus



THE SUTEKH CONSPIRACY EXPOSED!!! Pt.1

To The Zweihander,

A troubling messages was forwarded to me from *non disclosed source* that I believe the members of SUTEKH need to see! Early in the University holidays, my source intercepted a message between what was believed to be the President** and a VP**.

The contents are indeed troubling, a grand scheme to take over the world? What could this bring? Mass **board games**?! Being forced to watch *Doctor Who*?! What a dastardly plan!

If this plan comes to fruition, who knows what could be next?! Forced *Dungeons and Dragons* campaigns? Or, even, dare I say it, massive *Magic the Gathering* Commander games, that involve more than 6 players?!?! Just the sheer thought of playing Magic the Gathering for longer than 1 hour at a time makes me shudder with fear!

And just imagine year long events! SUTEKH already consumes it's members by enforcing events almost every day of the week during the university year. Image being forced into playing board games every Friday evening or watching movies every Thursday night, (the horrors from watching *Mr Bean's Holiday* upside down still haunt me **to this very day**)!

What else could the executive be plotting against us? Only time will tell and I will not remain silent!

- Detective Sue^

Editors Note:* The decision to make this public was not taken lightly. This Editor will remain impartial until all evidence has been analysed for proof of legitimacy. We have included it to let you, the members of SUTEKH decide on whether you believe this *Detective Sue*^ or not. At this stage, we are unable to determine if aforementioned President and VP** are current executive members at all, we are also unable to confirm who *Detective Sue*^ is. If more information is uncovered, we will let our members know in the next edition of The Zweihander.

