

# THE ZWEIHANDER

EDITION 4 2017



Thank you to all the hardworking executive this year!

Sponsors for 2017



Good Games offers a 5% discount on certain items to Sutekh Members in their Sydney chain of stores (does not extend to online purchases).



Games Paradise offers a 10% discount to Sutekh members members



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Sutekh Members who purchase a \$20 membership at Legend Cyber Cafe also receive a bonus \$5 and 2 hours extra for free.



Galaxy Bookshop offers a 10% discount to Sutekh Members this year.



The Nerd Caves offers Sutekh members a 10% discount on certain items



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# President's Address

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**Actual President's Address:**

Good news everyone! Summer is coming and soon we'll all be free from assessments (sorry Summer schoolers).

We kicked off this semester with our brand new Mario Monday event, where video gamers can unite to shoot Spartans and drop banana peels together.

With our gaming skills honed we teamed up with PokéSoc and held our annual Video Game Olympics in Week 4. Here gamers from hardcore to casual, experienced to newbie and platformer to shooter, could join in and have fun.

We had 8 game stations set up, 3 of which were tournaments for games such as Super Smash Bros to satisfy the more competitive minded while other games focused more on interaction between players such as Little Big Planet and Mario Kart. We had consoles from various decades from the nostalgia inducing Nintendo64 to the hype inducing Nintendo Switch.

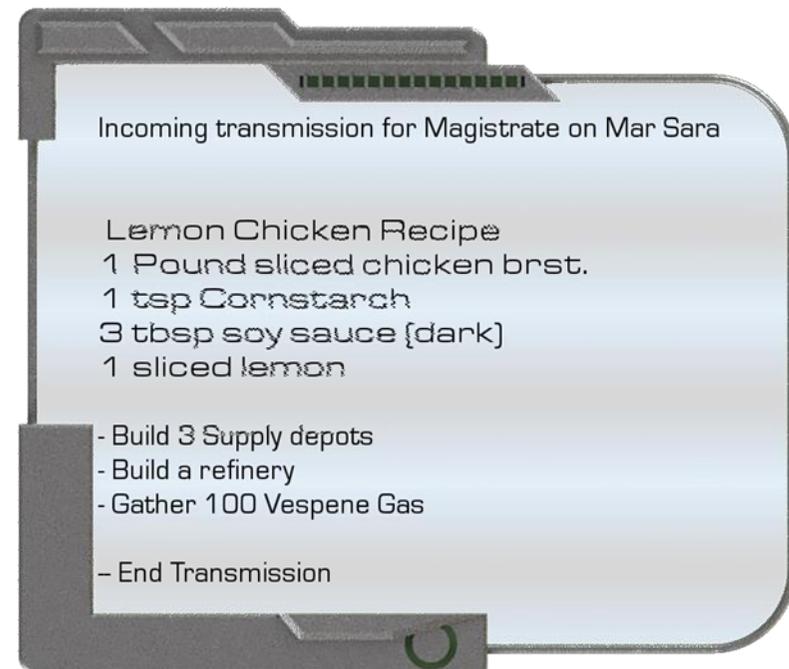
During the mid-semester break Sutekh held its first ever camp (at least in recent history). On Wednesday the 27<sup>th</sup> of September we braved public transport before surviving the uphill hike to the campsite. Here cries of "[INSERT NAME] is a Cylon!" could be heard breaking through into the serene bush ambience. Amongst bushwalks, board games and dodgy rice much fun was had making the trek home all the more harder.

During Week 10 with our comrades PokéSoc and DisneySoc we held a pop culture trivia night where nerd and geeks alike could answer a range of questions to win prizes.

This week (week 11) was infiltrated by Blade Runner 2049 making us question the very meaning of what it is to be human so we can feel existential at the AGM.

I hope our events have provided some solace from the assessment induced hell that can be University at times and that we'll see you next year!

- Helen Munro, President 2017



## ***So You Wanna be an Executive Member? Well, Whoopy-Doo...***



*So you've heard of this awesome society called SUTEKH and have decided, "I want to help!" Well, to help make your decision somewhat easier, here's a quick guide to SUTEKH's Executive Roles:*

**President**-This is a role not for the faint of heart. It is a role that takes a lot of commitment, time, and effort. The President is both the figure head and the glue of the society. They are who people seek out for collaborations and the person other executive members go to with issues. There's been a long line of fantastic Presidents, could you be the next to fill those shoes?

**Vice President Events**-SUTEKH runs events almost every day. As Vice President Events, you get the power over them. Can you organise 6 events a week, excluding those special events, and still keep on top of your university work? Maybe you're the person we're looking for.

**Vice President Librarian**- More about the actual Library itself later, but do you like organisation? Does rearranging board games and books and all the little nicks and knacks SUTEKH hordes sound like a good time? Then you're probably perfect for the role of Vice President Librarian!

**Secretary**- A tedious role, one that requires a lot of trust and commitment. You're in charge of keep minutes, organising meetings and making sure correspondence is kept. Without the Secretary, documentation will be lost, so this role is of utmost importance.

**Treasurer**- Much like the Secretary, the Treasurer is a role the society simply cannot function without. You are in charge of money and funding. You are what organises our funds and keeps the society afloat. You tend to our post events, and make sure everyone gets paid back. If you're good at handling money, this role is for you.

**Editor**- There is a tiny little publication called **The Zweihander**. I'm not sure if you've heard of it, but basically the Editor manages it. They spend hours formatting the publication and pestering others to write for it. It can be a gruelling task, but it is one that is definitely rewarding.

**Publicity Officer**- Each and every week, the Publicity Officer steps up, creating Facebook Events and letting the people know what SUTEKH is all about. If you like to design banners, yell information at others, and brag about everything SUTEKH does, then you should run for Publicity Officer.

**Sponsorship Officer**- Where would SUTEKH be without sponsors? Answer: Sponsorless. Sponsors offer member's perks exclusive to SUTEKH, and the Sponsorship Officer is the one in charge of those, sometimes tedious, negotiations. If you're good at bargaining and getting the best deal, we need you as our new Sponsorship Officer.

**New Member's Officer**- Each and every year they come, fresh and bright eyed, yet to be ruined by the tedious tasks set by the university. As the New Member's Officer, your job is to welcome these bright eyed newbies to the society and to make them want to come back next week. This is a role perfect for you if you have a warm personality and a passion for meeting new people.

**IT Officer**- SUTEKH is blessed to have a good presence on the internet. From the Facebook page and multiple servers to a classy website, the IT Officer maintains, updates and manages anything that involves the internet and technology. This is a role suited for the tech-savvy problem solver (*but we all know most solutions are to try "turning it off and on again"*).

**Queer Officer-** Now more than ever, SUTEKH needs a Queer Officer. With the recent survey on most minds, we want to let our members of the LGBTQ+ community know that they're welcome, and provide a space where they feel safe. As Queer Officer, you are the first point of contact for any issues those in the community may come across, not only in SUTEKH, but also in general.

**Wom\*n's Officer-** There once was a time when Pop Culture and Gaming was seen as an exclusive boys club. Luckily, we're living in a generation of changing norms, and as Wom\*n's Officer, your job is to make sure that the women of the society feel welcome and comfortable. You are the first point of contact for women who need someone to talk to, whether about issues within the society, or within their surroundings.

**General Exec 1-** Better known as Grunt Number 1. This is a role perfectly suited for the person who's never been an executive before, but wants to jump in and give it a go. Your job involves moving chairs, collecting food, and playing board games from time to time.

**General Exec 2-** Better known as Grunt Number 2. Again, the same as Grunt Number 1 but with a 2 instead.

*It can be intimidating to run for an executive position. But, as a current executive member myself, I can guarantee that the overall experience is both rewarding and a good way to learn how to both organise events and learn good time management skills (at least in my case). And fear not, you won't be alone, past executive will be there to teach you the ropes of each position, and training days with the C&S will fill in the rest.*

*Good luck to everyone running, and thank you again to the 2017 executive for all your hard work! ☺*

## THE LIBRARY CLEAN OUT

**But first, an in depth detailing from our 2017 Librarian:**

Greetings SUTEKH!

It's about time you knew what the SUTEKH **Librarian** does for the society. And if you don't already, you really need to know that we have a library.

The SUTEKH Library is located in a cage in the Holme Building, and you access it by - you know what, just follow an executive while they set up an event. It contains all of the games, books, and other paraphernalia SUTEKH has collected over the years. The Librarian's job is to maintain the library, keep it tidy, and if possible, expand the collection.

I confess, I knew the SUTEKH library was large, but I had no idea that it was 2000 books large. So instead of expanding it, I focused on reducing clutter, culminating in a collaborative effort between semesters where about eight of us got together to throw all of the existing junk - none of which was books - out from the cage. Result: the board games fit on the shelves now, albeit in a very compact, Tetris-like way. All games, including multiple copies and expansion packs for the same game, have been recorded in the catalogue. The SUTEKH TV screen (used for Monday Mario, Thursday Movies and Munchies, and formerly Tuesday TV Time) now has its own shelf. The books are now less alphabetized, but they don't obstruct other books. And to cap it all off, the library now has floor space that you can actually walk on!

If you are interested in becoming a SUTEKH librarian, keep a few things in mind: SUTEKH is a society with a long and extremely complex history, passed down mostly by word of mouth, or from whatever you discover in the library. Do not throw anything out if you can avoid it. Keep the old paperwork safe, including copies of **The Zweihander**. Lastly, the SUTEKH library sorely needs to be used more, so don't hesitate to borrow from it!

Have fun, and see if you can find the Barbarian Rat which was once a SUTEKH Library mascot! Bring back the rat. Why not?

*-Matthew Miller, Librarian 2017*

## THE GRAND CAGE CLEAN OF 2017

“That’s it, the cage needs to be cleaned!” Proclaimed Aaron on multiple occasions throughout semester 1. We didn’t take it seriously, “Yeah, nah, the cage will be fine.” But it was not fine. The cage was a gross, rat poop filled mess. And despite little cleans here and there by our trusty Librarian Matt M. it was a job that was simply much too large for one man.

So during the last week of the holidays between the semesters, Cage Team 1 was formed, with the sole purpose of cleaning the cage before semester 2 rolled around. Comprising of Aaron, Tom, Helen and Petra, Cage Team 1 gathered across 4 days, rearranging selves, sweeping up rat poop and organising game after game after game until there actually a floor again. A floor! Oh how that floor had been missing for such a long time.

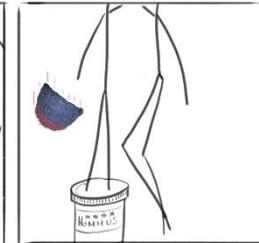
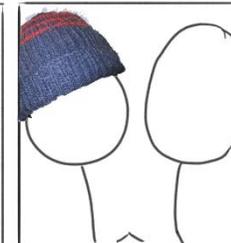
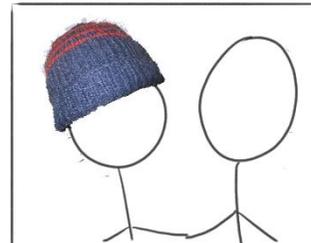
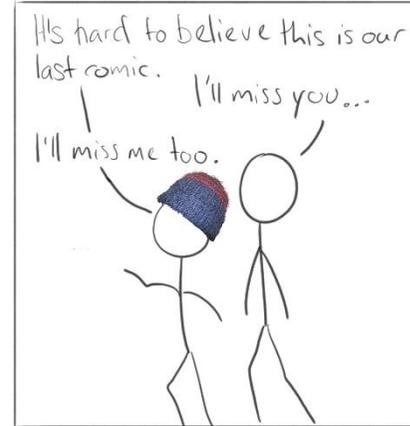
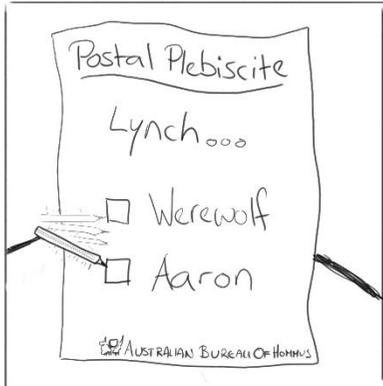
After the Grand Cage Clean of 2017, the executive gathered, to decide on what needed to be removed and thrown, and what needed to stay. Of course, the severed fingers were to be passed on members at a later date (find us at O-Week next year to find out more!). But to part with any books - SUTEKH could do no such thing!

Overall, the Grand Cage Clean of 2017 was an overwhelming success, *albeit the cage may be a bit disorganised once more*. A huge thanks to Matt M. for cleaning through semester 1, Aaron for driving everyone into action, and Tom, Helen and Petra for giving up multiple days of their holidays to spend those days with Aaron cleaning the cage and making it presentable once again.



And to this day, Helen, Tom and Aaron are still locked in the cage.





## Why Dungeon World Is Great For Lazy GMs



For a while now I've wanted to do a review of Dungeon World, the fantastic RPG system published by Sage Kobold Productions, and I've never been quite sure of the perspective to take on it. I like the system a lot, it's great for one shots, few sessions of play but can support some longer campaigns with a bit of work.

I will be the first to admit that I am pretty lazy (and that's just about the only thing I'd be first to do, what with being so lazy) and I think that's probably why I like Dungeon World so much, I can put in minimal effort into a few things and still have a game running in about an hour.

### Basic dice mechanics

Dungeon World has a very simple set rules and mechanics which makes the game incredibly easy for both players new to the system and players new to RPGs. It also makes it very easy for new GMs to pick up the game, which is great for giving everyone in a play group a chance to play and a chance to give the GM a break and maybe run a game.

Dungeon Worlds uses a straight forward "roll dice and add a modifier" system. For any action a player will roll 2d6 and add the relevant ability modifier from

the six (Constitution, Strength, Dexterity, Wisdom, Intelligence, Charisma) in the game.

There is no proficiencies or skill related bonuses so to speak since often many actions can just be performed by a player character e.g. vaulting over a flipped table, repairing special equipment or asking a guard for help, should be easy tasks for adventurers, the player simply needs to describe how they do something and it happens.

When a character would have some advantage or disadvantage to a task based on their skills, appearance, background, equipment, personality or other factors, then rather than adjusting a DC the GM can simply add a positive or negative modifier to their roll e.g. -1 for trying to run up polished stone stairs in the rain.

### Success and Failure

The success or failure of an action is split into three categories: total success, partial success and failure. The wonderful part of Dungeon Worlds is that rather than each task being assigned some arbitrary target roll or a DC from a 3 page long table fixed limits are used to account for these classes.

A roll+mod of 6 or less is a failure, a roll of 7-9 is a partial success and a roll of 10+ is a total success.

A failure means that the players action does not go ahead. A total success means that a player's action goes ahead exactly as planned.

A partial success means that the player's action goes ahead but with some penalty for example you manage to cast a fireball, but the light it makes draws the attention of the Naga shamans who now commands their vipers at you.

All actions follow the same roll system including spellcasting which I feel helps integrate magic using better into the game unlike in other systems where magic can often feel like a completely separate system for the GM and Players have to manage.

Between the fixed failure and success values for rolls and partial success system, we are given fantastic tools for laziness. Gone are the days of having to think up a DC for every trap in a dungeon, no longer must I try to find the table that describes the best number for how hard it is to stand on a slippery boat deck in a hurricane while fighting a kraken. Instead the outcome of an action is simply determined by the rolled value.

Additionally, the success and failure rules provides room for introducing new challenges into a scenario on the fly and the result of a bad roll doesn't need to be considered until one actually happens

### The magic of moves

The rules for actions in the game world are managed by what is called "moves". Players simply describe the actions their character takes, and when one of these lines up with the trigger for a move, then the relevant rules are applied.

For example, consider the "Hack and Slash" move.

#### Hack & Slash

When you **attack an enemy in melee**, roll+Str. On a 10+ you deal your damage to the enemy and avoid their attack. At your option, you may choose to do +1d6 damage but expose yourself to the enemy's attack. On a 7-9, you deal your damage to the enemy and the enemy makes an attack against you.

This rule would apply when a player describes their character making melee attack. Only then would the text be invoked and resolved.

The fantastic part of moves is that it lets the GM sit back and enjoy, without constantly thinking about how the rules are affecting the game and whether the players are breaking them. It also lets the GM defer explaining the rules until they are needed, so more obscure rules can be left until later and some may never even appear.

The design of moves allows this decoupling of each action from the rules and means basic mechanics can be explained quickly, saving players and GMs time before getting into a game.

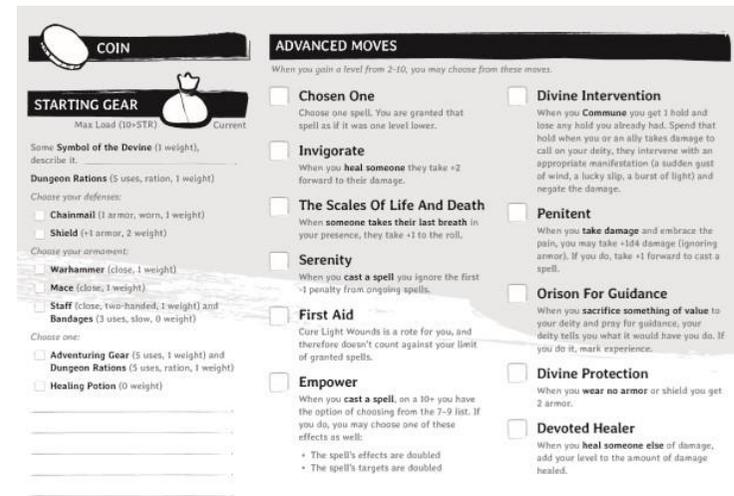
### Character Creation

Character creation in Dungeon World is fantastically easy for GMs. It takes about 15-30 minutes and with a group who has played before can be left to the players while you enjoy the snacks (or otherwise prepare stuff for the session I guess)

Character sheets have all skills and abilities available to a class printed on them as well as the rules for using those abilities. Each sheet consists of two pages for most classes and five for spell casters (including convenient spell lists and descriptions so players aren't constantly asking you how much damage fireball does).

Additionally character ability scores are taken from a starting array which is printed on the sheet as useful name, race and appearance suggestions.

Most of the character creation process is self-explanatory and be completed by following the character sheet. Players pick a class, a race, name and then any relevant abilities or spells.



As shown on the prior page, character sheets read like a check list, all the rules are readily available and players can simply make selections as they go.

The best part of character creation is that most of it is offloaded to the players which again minimises the effort the GM needs to make. Character creation typically happens in the first session as it includes describing how the characters know each other. Since it takes such a small amount of time players can also go in pretty blind to a session zero.

### **Seamless and Simple Combat**

Unlike other systems combat in Dungeon World is not really a different mode of play. There is no set start or end of combat and rules still apply as normal thanks to the move system which means which reduces a lot of the explanation needed.

The game doesn't use an initiative system, the players simply act when they want to and the GM simply interjects as needed for NPC actions and responses to the players rolls. On paper this sounds terrible but it comes with some great advantages.

Firstly there is no need to track initiative orders or turns which makes life much easier for both the GM and for other players. There is also no need to break down what the players describes into the types of actions e.g. (Minor or major, Half or full actions) or clearly defined turns which gives players more freedom and means the GM spends less time doing basic math.

Additionally it also makes balancing fights significantly easier. If an enemy is too strong then slow it down and make it act less. If an encounter is too weak then ramp up the enemies.

It also helps with managing player balance since often the GM can simply pick who goes next. This is great for new players or quiet players who might not always get a chance to act, as well as balancing out strong characters by letting more NPCs or weaker characters in the party act more.

It also removes huge hassles when resolving player disputes. If one player is trying to do everything, then the GM has the tools to switch focus onto other players simply by directing the action towards them.

### **Damage Die**

Another simplification that is made to combat is that use of damage die. Each class is given a damage die that determines the amount of damage a character deals when they make a basic attack regardless of any weapons or equipment's they use. For example for wizards this a 1d4 while for fighters its 1d10.

This greatly simplifies the way attacks are performed in different contexts (anything from attacks in combat to breaking down a door) since damage is

simply taken from the characters damage die rather than requiring a look up of a weapons table, accounting for multiple attacks or attacking conditions.

### **Why being lazy is great**

So I guess by now a lot of the take away from this is that Dungeon World is a

much simpler system than other fantasy systems and is suited for people who just want to run a game and put in minimal effort, and in some respects that sounds like a bad idea, GMs should be enthusiastic about the game, willing to teach people and there to manage the complexities of the game, but for all the laziness Dungeon World allows, what it really does is free up the GM to make the fun, meaningful and exciting aspects of the game.

For all the time I save letting players building their characters is time I spend working out how the party meets each other and how they fit into the world. The time spend not looking up DCs or save targets is spent on making obstacles that challenge and reward the party or make important changes to them.

I think that's where having such a simpler system shines through. It's not that I want to be lazy, is that I don't want to do all the boring stuff like reading about

water combat (or how it interacts with hiring carriages or something) or how this spell interacts in this scenario I want to spend my time world building, making an exciting story for players and facilitating their enjoyment in the game.

I also don't want to spend the player's time explain how the mechanics dictate the freedom they have in the game. I want them not to have worry about those things and let them be creative with the game. Having a system that forces me to take a backseat and limits the involvement I need in the game gives player's space to interact in the game world and gives time for me to plan out the next part of their adventure.

Overall I love Dungeon World. While its easy to learn and use rule system is what drew me into it, what kept me attached to it is the freedom that it let me have with developing the story, characters, items and spells as well as letting players have an active role in the worldbuilding as they play the game. I wholeheartedly recommend giving it a try.

-Thomas Selvaraj

## O WEEK FLASH BACK - The Umbrella Defence Team



*Editor's Note: I just had this weird space here and needed something to chuck in. I forgot almost about this beauty from O-Week.*

## Some Camp Pictures-Courtesy of *Yanni Markovina*



## THE SUTEKH CAMP

From the 27<sup>th</sup> to the 29<sup>th</sup> of September, SUTEKH found themselves on a camp. 21 campers entered...and 21 returned home. Destination: The Pittwater YHA hostel located in Morning Bay, around 2 hours away from the city. And while it might seem slightly perplexing that SUTEKH, a society that engages itself with activities like video games, television, movies, and the internet, chose to trek outside of city limits to a bush covered, Wi-Fi deprived peninsula for a camp that did not hamper the joyful time that was had one iota.

Things began in multiple locations, for not everybody arrived together. Some took cars, but most took a succession of trains and buses from Central station. We, as the soon-to-be campers waiting to leave, discussed many things, mainly the contents of our bags, and how heavy our luggage was. After running for some trains and some pretty packed bus rides, we arrived at a charming little port, and stopped for lunch as we waited for the ferry to come.

Our president Helen almost didn't make it in time for the ferry, arriving just as it was about to depart. We on the ferry were almost prepared to enact the infamous subsection of The Pirate's Code, "any man who falls behind is left behind". But thankfully, it didn't have to come to that. Instead, we all got to enjoy a wonderfully scenic ferry ride over to our destination.

Now, having to bravely navigate all the various forms of transportation just to get to camp site was one thing, but actually ascending the mountain to our accommodation with a veritable truckload of heavy baggage? This was the true hero's trial. It was hot, it was sweaty, it was gruelling. Some shirts even came off. But it was all worth it when you could stand up tall and proud on the balcony of the YHA Hostel, look over the bay and down the mountain with a cool beverage in your hand and say to yourself, "I did it".

The staff at the Pittwater YHA were absolutely lovely and provided a comforting little getaway for us for a couple of days. The cabins were humble and quaint. Sure, there were spiders in the toilets and mosquitos in the evenings, but they never caused too much of a hassle. For some reason,

everyone wanted to sleep in Aaron's room, much to the indifference of Aaron himself. The 'Aaron Fan Club' was officially established soon after our arrival.

So what does a pop culture and gaming society actually DO on a camp? Well, as it turns out, laze around all day and play games! Weird, ain't it? While the option was always there to go down to the water and swim and ride about on the kayaks, I would think that the reason nobody did that was that in order to do that, it would entail another arduous journey down and up the mountain, made even harder with a potential heavy kayak that had to be lugged around. I mean come on, we came here to relax!

Retro video game consoles like the GameCube and Super Nintendo Entertainment System were on display, and they proved to be passionate battle grounds with games such as Mario Kart Double Dash, Super Smash Bros. Melee, and NBA Jam. As well as this, Michael always seemed ready to play a game of 500 and spin another tale about his work at the casino. And then the game 'Barkley, Shut Up and Jam: Gaiden' was played, an RPG set in post-cyberpocalyptic Neo New York and starring basketball player Charles Barkley on quest to save his son Hoopz from the terror group B.L.O.O.D.M.O.S.E.S, an evil organisation hell-bent on eradicating the playing of basketball for eternity, and killing anyone who tries to play basketball...Seriously, play this game now!

But of all the games that were played throughout the trip, the one that held the most political, ideological, strategical, and insatiable sway was by far the Battlestar Galactica board game. Seven players took part, each in position of the finest wits known to modern humanity. The goal was simple, uncover the masquerading Cylons and chalk up another victory to the glory of the human race. And after 5 long, intense hours of strategising and scheming the result? The Cylons won. Sorry humanity!

But it wasn't always about the games on this camp. Your humble writer of this article even managed to uncover a guitar and a keyboard, and music proved to be a welcome addition to the general atmosphere of the camp (notable song highlights included a three-piece performance of 'Heart & Soul', a rousing

rendition of 'Stand By Me', a Zelda melody guessing game, and impromptu, acoustically strum blasts of Justin Bieber's 'Baby' (thanks Simon!).

On our trip we were blessed with absolutely pristine weather, which provided us phenomenal views of the surrounding landscapes, and a brilliant opportunity to spot some local wildlife. There were plenty of birds, such as the quizzical ravens and magpies, the ravenous noisy miners, and even a pink-feathered sulphur-crested cockatoo (I called him Reggie). But wait, there's more! We were also lucky enough to gaze upon a number of wallabies, merrily going about their business of eating grass and making trees into scratching posts. One of them even had a joey in its pouch, which is just the most adorable thing ever. On the second night, a small team of intrepid walkers made their way to the top of the mountain, traversing slippery foliage and large rocks, in order to watch the sunset. With its pinkish/purplish radiance glowing on out over the bay, it really made one appreciate the beauty of nature.

Now, it seems like there is a stereotype that camp food sucks, or that it is at least sub-par to what one usually has at home. But on this camp, the food was always of an above-standard quality. Whether it be scrumptious tacos for lunch, delicious stir fry for dinner, or warming hot chocolate in the evenings, food was never a problem. Shout-outs here are reserved here for all those who tirelessly worked in the kitchen preparing said food. (Side note: there was also a constant supply of lollies thanks to Christopher's 8 or 9 lolly bags!)

On the second night, it was decided that a campfire would be constructed, after Simon's threat to report anyone who misused the campfire to the police, we all joyfully began roasting marshmallows, always conscious however that if we did so incorrectly, we might start to hear police sirens. Sooner rather than later it was time to play that infamous game of Werewolf...although with a Pokémon aesthetic. With 19 players (Jack was asleep and Aaron self-sacrificed in the first round), multiple werewolves, Pokémon, and a playtime that was literally at midnight, the stage was set for quite an intense game. And...of course it was, what do you expect, it was Werewolf, it's always intense!

The final morning of our stay was marked by feverish packing, a couple more rounds of 500, one last climb down the mountain, and the melancholy realisation that this was the end of the trip.

Ultimately, the one component of the camp that should not be overlooked was a relatively subtle one: the attitude of everyone. Throughout our stay on the camp, there was never any monumental drama as a result of someone's poor character. Everyone was on their best behaviour, people were compliant to the rules and regulations as set out by the camp staff and the SUTEKH executives, and most importantly, whenever someone needed help with a task, there were no begrudging moans or lame excuses, there was always someone willing to lend a hand and make everyone's experience a lot easier. Now, one might call this kind of behaviour 'boring', or 'lame', or possibly even 'square', but if anything, the helpfulness and respect shown by each person throughout the camp was a testament to a true sense of camaraderie amongst a group of people trying to have the best time possible. It was incredibly refreshing to see.

Personally, I will miss many things about the camp. The sights, the relaxation, the washing-up crew/faux musical project "The Bitchin' Kitchen". But more so than anything, each and every one of us that went on the camp created new friendships, and strengthened pre-existing ones. Fun times were had, and pleasant memories were formed, which is perhaps one of the most valuable of all human commodities.

And that was it, SUTEKH's 2017 camp extravaganza. A joyful experience and an enriching success. I would like to take this moment to thank the SUTEKH executives Helen, Petra, Tom, Simon, and Aaron, who worked tirelessly to both prepare the camp, and to make sure that everyone had as enjoyable time as possible throughout the camp's duration. You truly are legends.

- *Yanni Markovina*

## What Happened to Detective Sue? Why Time Management Is Hard When You Are Living Two Lives At Once.

I have a confession to make: Detective Sue does not exist, nor did she send me bucket loads of carrots to my inbox. The thought of her lived a short life, but one that was interesting and kind of as my own dream. See, I've always been a fan of the whole *Detective/Investigation* process. Not enough to pursue a career in that area, but enough that when the opportunity to *become* a fictional detective was afford to me, I took it.

This was Bernie's fault. I put all the blame on her. She enabled me the chance to take on this alter ego. To embody a slightly crazy fictional detective all started with a wild conspiracy, the brainchild of Bernie and Helen. This was how Detective Sue was born. And today she officially leaves, having been quite poor at her job. (*Seriously though, thanks Bernie and Helen for starting this*).

The big issue with being a detective? You need cases. Maybe they're conspiracy theories that have just run wild and rampant. Maybe the case involves trying to figure out why Simon's talking to himself as Sue Tekh? (*We all knew it was you*). But sometimes cases run dry. There are no leads....

Or....

**The cases become so crazy, they take time to formulate a decent story.**

Take the Demon Disk for example. Part of me doesn't want to write about the Demon Disk, purely out of fear that I too will make like the Step Ladder and disappear. (*Seriously, if you know what happened to our Step Ladder, please let someone know, we kind of need it to reach the top selves because most of us are smol*). The other part of me wants to exploit this weird artefact found in the depths of SUTEKH's collection. What are its origins? Why doesn't anyone on Reddit, *the place of all the most knowledgeable*, know what it is? Why does it sometimes float all by itself? Okay, I made that last part up. But the Demon

Disk was the perfect opportunity for Detective Sue to step up and formulate a wild conspiracy investigation that could carry on for Zwei's to come.

**So what happened?**

Simple answer: My actual life.

Despite appearances, I'm a human being with things to do and places to be. Between struggling with university and attempting to keep my sanity, I also volunteer at numerous functions, some at university, some for conventions, this all in-between searching for a job. Unfortunately Detective Sue doesn't take priority over actual life events. At the end of the day, she's a fictional alter ego. And as much as I would love to keep her running for years to come, this is where I say farewell.

**One final thing:**

If you ever get the chance to play an alter ego, whether it be through acting, through text, in game or even in song, give it a go. Sometimes it's incredibly fun to fake a life you otherwise would not have, and to embody a whole another character can be a nice escape from reality once in a while.

- Petra Cranshure-Player

**OH, I SHOULD MENTION**

*Technically, SuTrex is also an alter ego. However SuTrex essentially involves me, or whoever, controlling a hand puppet, something that, at least for me, does not take an awful lot of effort. SuTrex pretty much just micromanages Thursday Movies and Munchies and fills in as my date at functions when my partner cannot.*

*So SuTrex is here to stay, if SUTEKH will have me back next year. That fancy little T-Rex is not going anywhere.*

## Behind the Scenes: From Attendee to Volunteer



*Sydney Supanova 2017*

There's something special about conventions: they're like a world of their own completely disconnected from the rest. One moment you're stressed with a 3000 word essay due within 3 hours, and the next moment you're in a sea of people, all of whom are having a good time and some of whom are dressed as their favourite characters. Having been a bi-yearly convention attendee for the past 4 years, I decided to delve further into the world of conventions and volunteer for as many as I could. Here's what I've learnt so far.

### **Conventions are more than 2-3 days, 10 hours a day.**

The regular attendee will only attend during the convention's 'opening hours'. However, there is so much more that takes place behind the scenes.

Let's take Supanova for example: first, there's training days all volunteers must attend. Then there's also set-up the day before the convention itself. This day involves 'bumping in' the convention, especially if you're part of the FES team. If you're not part of the FES team, you'll be show bagging. You either love or hate show bagging-there is NO in between. Essentially, it involves putting leaflets and booklets into bags. This can be fun if you're chatting to those around you but after the 4<sup>th</sup> straight hour of show bagging, the novelty wears off.

Each day of the convention, volunteers need to arrive early to help set up and be in position for when the doors open. Similarly for after the doors close, volunteers need to stay behind to pack up the convention. This could be as

simple as putting chairs back and picking up rubbish, or it could involve rolling around on the floor picking up masking tape and taking stock numbers at the merchandise stall. It all just depends on the area you're located. But once your area is cleaned up, you go help the others. After 12-14 hours on your feet, everyone just wants to get home and the more people helping to clean up, the sooner everyone does.

### **You need sleep and to rest your feet.**

So far this year I've volunteered for 3 conventions, Supanova, SMASH and Oz Comic Con, with PAXAus coming up this month. There is one thing in common with all of these conventions: after the day is done, you need to sleep and relax your legs. Unless you get lucky like I did at SMASH and get to sit for big portions of the day, you will be on your feet all day, especially if you're on line management. (Although tiring, I highly recommend doing line management at least once. It's a pretty fun experience). But especially if you're at the convention the next day, as soon as you get home, put your feet up and get as much sleep as you can, otherwise you will struggle through the next day.

### **Attendees are super nice!**

This one speaks for itself. I have yet to have a bad experience with an attendee as a volunteer (although it can happen) but generally, everyone is there to have a good time, and are extremely polite. Talk to the attendees if you get the chance, everyone at these conventions are fans of either pop culture, gaming or anime and you're likely to find some common ground and possibly make a new friend.

### **Eat the free food.**

Much like the sleep and rest as mentioned above, you have a limited space where you get to eat. All conventions provide their volunteers with a free lunch, take it. If you have any dietary requirements, the staff will be sure that those requirements are met.

### On Break?-ENJOY IT!

If you get a long enough break, go explore the convention, go to panels, and check out the expo hall. One thing that staff continuously told us volunteers was that outside of our rostered hours, we're there to enjoy and have a good time as well. You can definitely go and enter a competition at a booth, or go get an autograph with your favourite author. Just make sure you do it in the time you are given or have arranged with your team leader.

### Other volunteers are now your family.

I've made some tremendous new friends at the past 3 conventions I've volunteered at. If you continue to volunteer in the same areas, chances are you'll become quite close to those others who do too. Volunteering is a fantastic way to meet new people, and get some fantastic photos, as shown below.



*Oz Comic Con 2017*

I highly recommend that if you ever want to volunteer for a convention, that you should do it. While it can be hard work, the enjoyment and satisfaction from it is, quite simply, awesome.

- Petra Cranshure-Player

### Editor's Note

Due to changing software, the layout of The Zweihander for this edition has been changed slightly. Hope you still like it though.

But, alas, my time as Editor has come to an end. I hope whoever takes up the mantle enjoys their time as Editor, as the position can be stressful, but it is so rewarding to print out an edition and to just hold it in your hands and go: I compiled this.

Perks of being Editor: I can write whatever I want in the Zweihander and nobody can stop me MWAHAHAHAHAHA. For example, no one can censor out the next sentence I will write: **Battlestar Galactica the board game needs to be banned.**

Downside of being Editor: Feeling like an idiot when I make a typo/spelling error and don't pick it up until after I've printed 30+ copies of the thing. *Jeez Petra, do your job right.*

Jokes aside, I hope you've enjoyed each edition of The Zweihander that has come out this year.

**Before I leave this position I want to give a final HUGE THANK YOU to all of our contributors, especially Simon who, *despite never making a deadline, always sent in a Trellis comic. Everything I've had the pleasure of reading/reviewing has been of high quality, and I hope you'll all continue to contribute to the Zwei in the following year.***

On that note, let me end my reign over The Zweihander and sail off into the not-so-far distance.

- Petra Cranshure-Player, Editor 2017.

-Final Note: The first person spot the difference between the cover and the original image (see The Zweihander O-Week Edition (excluding colour), you win a "Boutique Garden Cats Grass Hair Kit". Either message me or find me at Pizza and Games to claim your prize. Also, no page numbers, because I said so.