

the zweihänder



February 18-22

Issue Vier

FREE

Welcome Week Edition

SYDNEY UNIVERSITY

POP CULTURE & GAMES SOCIETY

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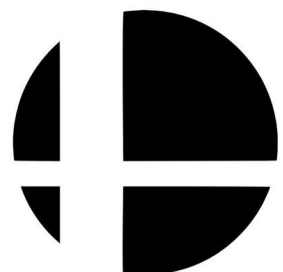
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We!
Play!
Smash!



Art (Cover and Opposite)

The Fusion, by Shrawanu Bhattarai

President's Address

First of all I'd like to welcome back all our members of previous years and welcome all new members into the society. I hope this year to be one of great growth for the society empowered partly by the new free access. We also have a fantastic new exec team that you can meet in this edition of the Zwei or even better around at Welcome Week and our weekly events on campus.

This year we plan on keeping up our standard 5 on campus events, to those familiar with the program, Monday Mario, Wednesday Cards and Carbonation, Thursday Movies and Munchies, and Friday Pizza and Games are staying mostly the same this year. Unfortunately the big changes to access this year will result in a slightly increased cost to members for food at some of these events but never fear - the exec are striving to provide as close to the same old experience as possible without changing the no cost attendance of these events. To those not familiar with the events see our flyers or ask our exec for details because we'd love to see you coming along every week!

We have something new and hopefully very exciting lined up for Tuesday's and Steamy Saturday's will be migrating into our brand new community discord server - so watch these spaces for exciting new developments!

The amazing Sutekh camp will also be happening as before in the mid-sem break of semester 2 - so register your interest with the exec from right now to be among the first to receive a sign up form when they come out soon into the semester.

Together I really believe we can make this year one of the best that Sutekh has ever had and open up our events to more people than ever before.

Hope to see you all around out our events, and have a great year!



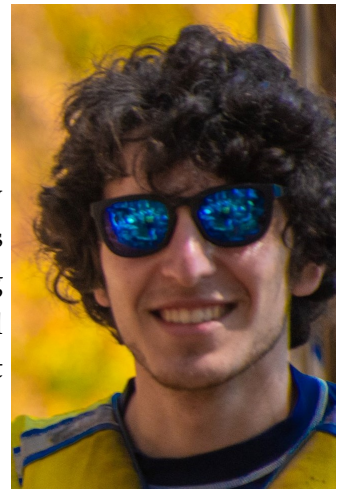
About the Executive

Vice President (Librarian)

Lachlan Blow

vp_librarian@sutekh.org.au

Hey there! I'm Lachlan, Sutekh's sponsorship officer. I organise the library and lend out library items for Sutekh members and the society! My hobbies include reading, bushwalking, playing video and board games, watching anime and other TV shows. In particular I love things with a sci fi bend and can't get enough of puzzle and strategy games. If you need to find me, start arguing about time travel in the vicinity of the guy wearing purple.



Vice President (events)

Mannie

The Vice President of events helps organise and run Sutekh events. I look forward to meeting everyone at our events!



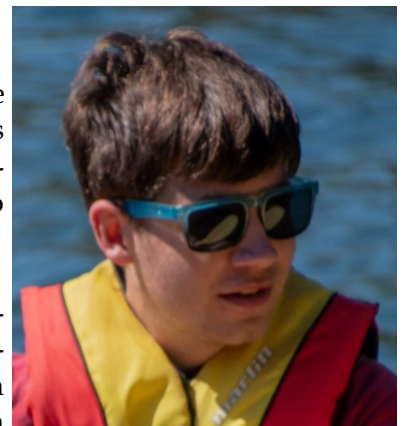
New Members Officer

Patrick Sparke

newmembers@sutekh.org.au

Hi, I'm Patrick, recently returned from exile in the land beyond space-time that is rural Australia, and I'm the new members officer for SUTEKH. This means that if you have any qualms/queries/questions pertaining to anything about the society, life in general, or if you just want a friendly face to play a game with, I'm the guy to go to.

I can usually be found challenging someone to a card game of some variety, reading one of 5 books simultaneously, or religiously watching whatever Netflix show has taken my fancy this week. I moved to Sydney from a small rural town, and am constantly amazed by the luxury's of civilisation (mostly decent internet).

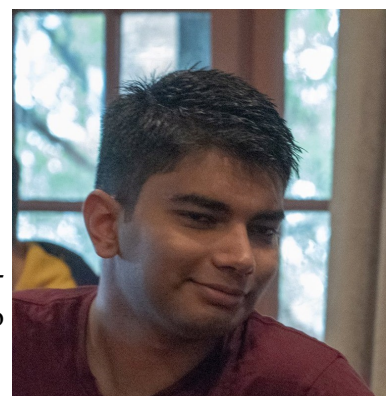


Secretary

Tanay Sagrilokar

secretary@sutekh.org.au

Hey there, i'm Tanay your secretary. Feel free to come to me with any concerns you might have or if you just want to hang out. I look forward to meeting you at one of our events!



About the Executive

Women's Officer

Helen Munro

womensofficer@sutekh.org.au

queerofficer@sutekh.org.au

Hey everyone!

It's me, Helen again. I'm currently also the Women's Officer for Sutekh this year. Basically I'm here for anyone to talk to if they feel like something within Sutekh has made them feel uncomfortable, unwelcome, unequal and/or offended.

I'm always happy to listen and will take any concerns seriously and won't go telling the world. Please don't be scared to talk to me about issues as through communication we can make the society a better place for everyone.

So if you'd like to talk feel free to pull me aside at an event, email the above address or even hit me up through Facebook.



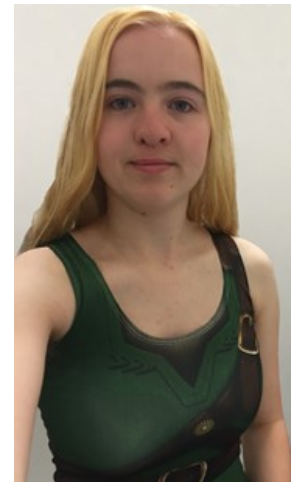
Queer Officer

Helen Munro

queerofficer@sutekh.org.au

You guessed it, it's me again. So this year I'm also currently Queer Officer.

I'm here for anyone to talk to who has been made uncomfortable within their society or feels they've been discriminated against based on their sexual identity, gender orientation or similar.



IT Officer

Aaron Maynard

it@sutekh.org.au

As Sutekh's IT officer I'll be like any other person during the day but at night, when I return to my lair, I then help out with the more technical side of Sutekh (such as with steamy Saturdays). When I'm not distracted by Uni work I usually find time to read a good book (whenever Sanderson releases his next epic) or get lost in some digital world. I will be around for a few of Sutekh's events so if you see me feel free to say hi



About the Executive

Treasurer

Helen Munro

treasurer@sutekh.org.au

This year I'm Sutekh's Treasurer meaning I'm mostly responsible for keeping the society's financial review up to date among other paperwork and most of all chasing up other executive for receipts.

As Treasurer is quite a large role, this year you might find me sitting in the corner treasuring away rather than being as active within events. However I'm happy to talk if someone's feeling uncomfortable or unwelcome; whether that be due to something that comes under my identity roles or not.

For some more about me, my favourite TV show is currently *the Good Place*, some of my favourite games are *Spyro*, *Stardew Valley* and *Starbound*

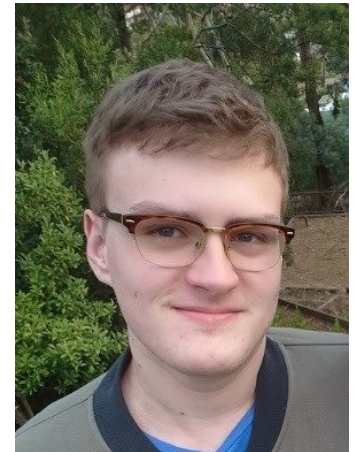


General Executive

Gabriel Arnall

generalexec2@sutekh.org.au

Hi my name is Gabriel, or Gabe, and I am one of the general exec at Sutekh. That means I usually help set up and run the events that Sutekh provides. I have a broad range of interests including boardgames, card games, anime, video games etc. Feel free to talk to me about any topic you would like!



General Executive

Yanni Markovina (Mark-o-vee-na)

generalexec1@sutekh.org.au

Hello there! My name is Yanni and I am one of the two General Executives of Sutekh, which basically means I help out with any general society tasks. I am a voracious fan of pop culture, with special interest in and self-described 'encyclopedic' knowledge of film, music, video games, and anime. All the good stuff! I'm also rather a big fan of people, so I welcome people coming up to me and talking if they feel inclined to do so.



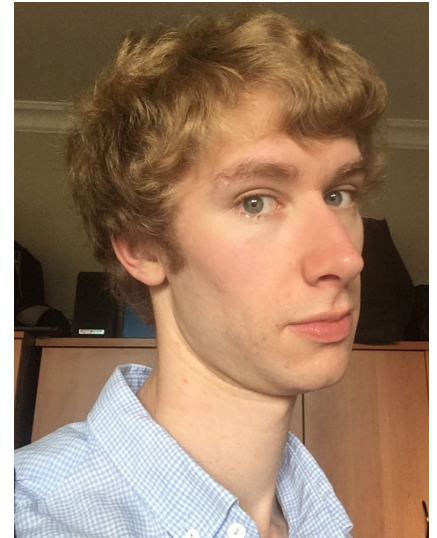
About the Executive

Sponsorship Officer

James Baguely

sponsorships@sutekh.org.au

"Hi! I'm James, this year's Sponsorship Officer. Media & Comms student, currently doing my Honours year to wrap up my degree. I like books, tabletop/board/vidya games (especially roleplaying, love roleplaying), and a bunch of other things. My hair has three modes: freshly-cut, normal, and beyond combing. Hope to see you around ^^"



Editor, Publicity Officer

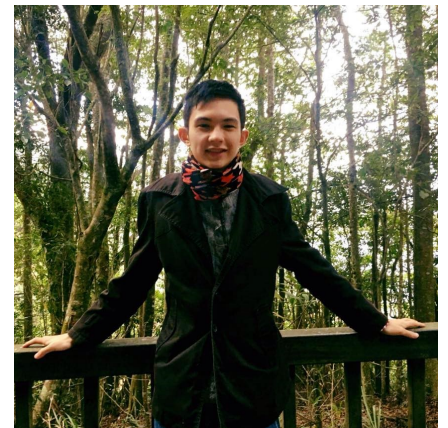
Kelvin Fairclough

editor@sutekh.org.au

publicity@sutekh.org.au

Salutations, new friend of Sutekh, I'm the producer of the Zwei edition you hold within your hands. I also help inform members about events and channel the positive energy of Susan Tekh (our social media persona) over Twitter and Facebook. As a lover of pop culture and games, I'm always ready to hear (and talk) to members about their passions. I also have a keen interest in history and storytelling.

I love receiving Zwei submissions from new members and am super open in terms of content, genre and medium, so if you ever wanted to share your creative pieces, analytic thinkpieces of sith-posting memes, send them my way!



Follow us on Twitter

[@UsydSutekh](https://twitter.com/UsydSutekh)

Follow us on Facebook

SUTEKH – Sydney University Pop Culture and Games Society

Join us on Discord

<http://discord.io/sutekh>

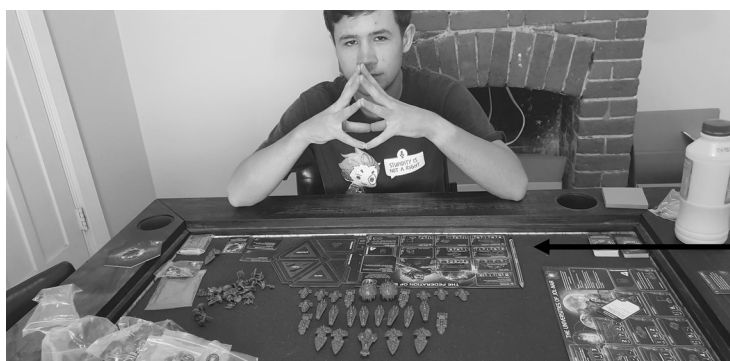
Submit to the Zweihander through editor@sutekh.org.au



New Members Address

Hey everyone, Patrick here, the New Members Officer for Sutekh. Allow me to welcome you to Sutekh, Sydney University's very own pop culture and games society. We cover everything from movies to TV shows, board games and everything in between. No matter what aspect of pop culture you enjoy, there is bound to be someone at Sutekh who shares your interest.

We run events almost every day of the week, ranging from movie nights, to board game meetups, to casual drinks and cards of an afternoon. Feel free to come to as many events as you like, and new faces are always welcome. I look forward to getting to know all of you over the coming year, and I hope that you find something in our repertoire that strikes your fancy.



SUTEKH's New Member Officer
Patrick Sparke

Editor's Note

Patrick is an excellent Twilight Imperium player. I have seen him win a victory by not firing a single shot, not even in defence

Notice about Identity Officers

Sutekh is dedicated to providing a safe and inclusive place for all its members. As a Sutekh member, if you ever feel uncomfortable for any reason or just want to talk to someone, feel free to speak to our New Members (Patrick), Queer and Women's Officer (Helen) any time.

Editor's Address

Perhaps you are a new joiner to Sutekh, or weighing up your options on whether the society is for you. If so, the pages of their Zwei have been designed for you in mind! Check out our event and location guide, or sample the best of our library's immense collection of books and games. Perhaps you're interested in the discounts offered by our sponsors, or want to test your pop culture trivia in our (quite frankly: amazing) crossword. Hopefully, this Zwei edition will set you well on your way to getting involved in Sutekh's vibrant community. And of course, sincerest thanks to those who have submitted their articles, art and stories to this edition. Without your creative efforts, the Zwei would not be here.

Remember, submissions are always open for the Zwei. Anything from your English essay on Star Trek to your Tolkein fan-art (or fanfic) to glorious sithposting memes are welcome at the Zwei. So if you have something to share, please send me your words and art at editor@sutekh.org.au

Kelvin Fairclough, Sutekh Editor and Friend of Words

Sponsors and Partners

Reader, did you know that Sutekh has friends?! Friends that sell awesome nerd things for money? Thanks to the work of our lovely Sponsors officer, being a Sutekh member gets you discounts at your favourite online and in-store retailers for all your gaming needs!

Oh, what a day! What a lovely day!

Feel free to use these deals the next time you spend your hard earned cash on hobbies, and your friends at Sutekh will make the cost of fun lighter.

To redeem your discounts, present your Sutekh Society Discount Card at the listed retailers. For our online discounts, get the discount code from our Sponsorship Officer James.

For more details on the Sutekh Discount Card, check out the HOW TO SUTEKH



Goodgames

Central, Town Hall, Bondi Junction

5% off selected item deals for Sutekh members

How to: Present the Sutekh Discount Card at front desk



Games Paradise

Pitt Street

10% of all items for Sutekh members

How to: Present the Sutekh Discount Card at front desk

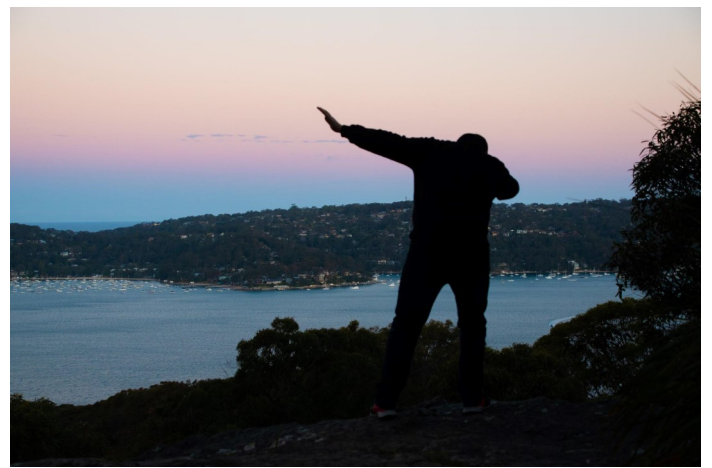


Toy Soldier Imports

5% off online purchases

How to: Check in with our Sponsorship Officer (James) for the discount code

Sutekh Camp Recollection (2018)







Let's have a talk about *Doctor Who*.

This past season isn't one that lends itself towards an easy review. Part of that is because of the cultural climate that it's come out in—there feels like an innate need to respond less to the series itself on its own merits, and more a need to engage with a broader culture that is primed to shred any new story that veers too far outside of comfortable escapism.

As such, looking at the first season of the Chris Chibnall era isn't easy. So let's treat this review not as a wholistic autopsy of the series, but rather as a statement—that despite gestures towards engaging with the political zeitgeist, Chris Chibnall's first year on the program is less interested in pursuing a political agenda and more interested in the relationships that exist within families.

This is not to ignore the thesis that “the personal is political”—a term with no true *author*—but rather to distinguish between a series committed to exploring its political conceits and a series for which political storytelling is rather more incidental.

Looking at the most recent season of *Doctor Who*, then, one might be struck by how the series seems particularly invested in the personal stories of its two male character (Ryan and his grandfather-in-law Graham) as they respectively cope with family traumas. Ryan's arc, for instance, focuses on his anxieties towards father-figures, cropping up intermittently throughout the season before becoming a primary focus in the New Year's special *Resolution*. In both episodes where Ryan's anxieties towards absent fathers are most prominent—*The Tsuranga Conundrum* and *It Takes You Away*—the episode resolves these anxieties by radically affirming that a father's role is to be involved in the life of his child. The other male companion, Graham, by contrast is working through various stages of grief brought about by the death of his wife Grace in the series premiere, with scenes or entire arcs of episodes given to working through the character's emotional arc in *Arachnids in the UK*, *It Takes You Away* and *The Battle of Ranskoor av Kolos*.

Doctor Who: Season 11

Brendan O'Shea

Notably, I haven't mentioned either the new Doctor or her other companion, Yasmin Khan. This is because there's a sense that the Doctor hasn't been given a character arc so much in this past season – with the side affect of balancing the emotional weight of the season in the direction of her two companions. Yasmin Kahn suffers more so, not having the narrative importance of being the title character to give her some weight in each individual episode. The two episodes that feel as if they should have been focused on her, *Arachnids in the UK* and *Demons of the Punjab*, instead have other narrative priorities – *Arachnids* in being a monster-of-the-week thriller and *Demons* in being more of a family period drama exploring the affects of historical trauma and political radicalisation on a family. Despite Yaz's personal connection to the actors in this family drama, the episode doesn't seem to actively centre her.

So, speaking from a character arc perspective, there's a sense that the series works when it focuses on the arcs of Graham and Ryan. I think that this is an unfair line of logic to draw from this review, if only because it suggests those episodes set aside for these extended emotional beats and dealing with such human concerns amongst the companions are the highlights of the season. As I flagged, *Demons of the Punjab* similarly zeroes in on the very human drama of its setting and is easily one of my personal highlights from the past season – along with *It Takes You Away*, which in many ways feels like a satisfying emotional climax for Graham's ongoing character arc.

Flaws, however, persist in the series – mostly in episodes such as *Arachnids in the UK*, where there are gestures made towards a more interesting thematic story but the individual pieces don't gel together into what feels like a complete whole. *The Battle of Ranskoor av Kolos* similarly feels incomplete – a dire position for the nominal season finale to be in.

Thirteenth Doctor's theme

Arranged by Isabella C

Music by Segun Akinola

$\text{♩} = 80$

10

13

15

20

Though to end on an unadulterated positive note? Segun Akinola's musical compositions, man. What a hell of a find to replace Capaldi's Murray Gold. Long may our new orchestral overlord reign.



Semester 1 Events

Monday Mario

3:00-5:00 pm, Holme Meeting Room 2 (The Media Den)

Join us in the Media Den on Monday to hang out and play all the video games. We plan to play a lot of Smash Ultimate on Switch. The society PS4, Wii U, Xbox 360 and laptop compatible TVs also provide plenty of options, and all members have a lot of choice in deciding weekly games.

Tuesday Table Talk

Watch this space

Are six sided dice just too mainstream for you? Do you crave the sweet release of roleplaying? Then Tuesday Table Talk is the place for you! We arrange room bookings for D&D and other games and host sessions for players old and new. Registering interest for starting or joining a tabletop group at the stall or email president@sutekh.org.au

Wednesday Cards and Carbonation

4:00-6:00 pm, Isabel Fidler Room (Manning Top Floor)

Celebrate the end of the mid-week slump with Sutekh at our smaller scale gaming event with smaller scale card and board games! With quick access to food and drink at Manning Bar, this is Sutekh's relaxed events where you can kick back with a chill game around friends. Also the editor's favourite event.

Thursday Movies and Munchies

6:00-10:00pm, Holme Meeting Room 2 (The Media Den)

As the sun sets, Sutekh rises to watch movie and TV shows voted on by our members. Come and sink into a beanbag as we find solace in the media of times now and times gone by.

Friday Pizza and Games

6:00-10:00pm, Holme Reading Room

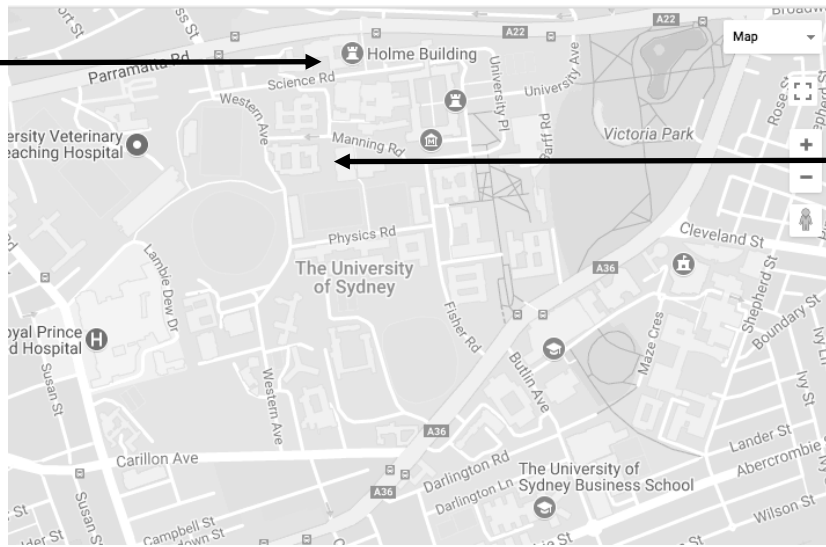
Considered by most critics to be Sutekh's flagship event, Pizza and Games is much like its name describes, and event where we, the members of SUTEKH, gather to celebrate the wonderful thing that is pizza by eating it whilst playing games late into the night.

Pizza's begin at \$5 for members.



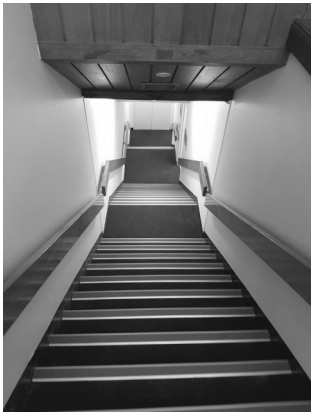
Semester 1 Event Locations

Holme Building



Manning House

Holme Meeting Room 2 (The Media Den)



Manning Meeting Room 2

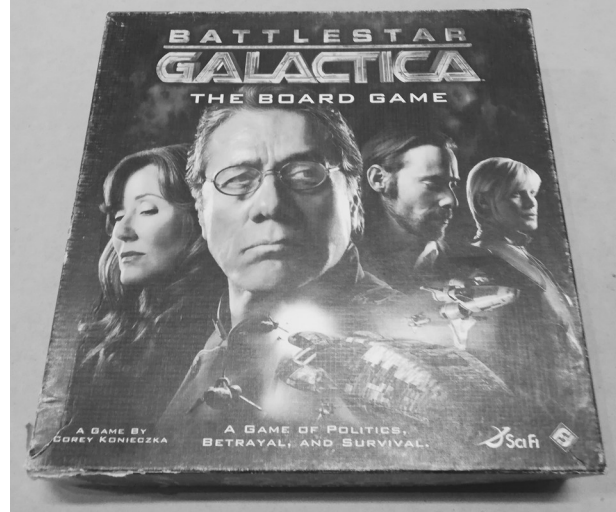
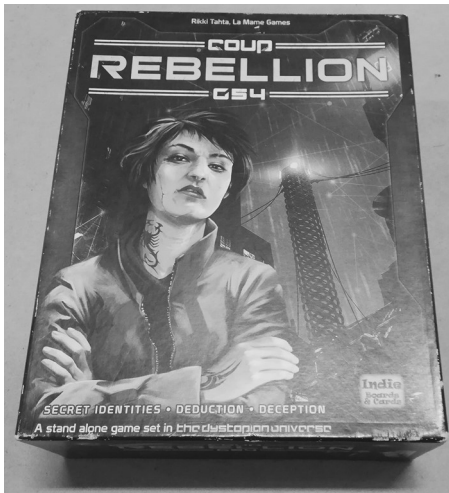
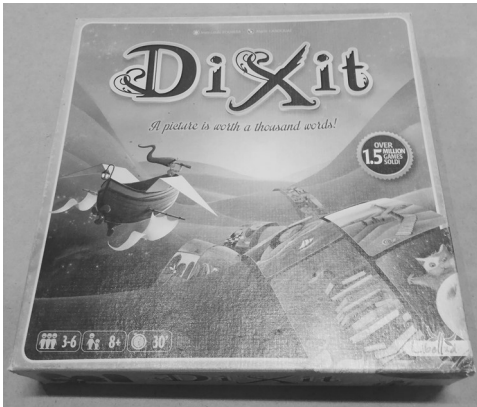
Isabel Fidler Room (Manning)

Holme Reading Room



Sutekh Games (some of)

Sutekh has a vast collection of board games for members to play at our events. From beginner friendly to more advanced games, there's certainly something you'll enjoy. Feel free to ask for specific games or even bring your own!



Sutekh Library

Sutekh has a huge library collection that has been built up by member donations for over a decade. Ranging from the deepest of sci-fi to the spiciest of anime, we at Sutekh provide the borrowing needs of members of all tastes. To borrow, simply ask Sutekh's librarian (Lachlan) and ye shall receive. We're also in the process of cataloguing every item, so look out for updates on our website and social media.

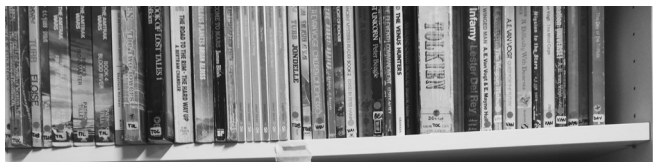


Books and Comics

Top : Sutekh's Comic Collection. Feat. Watchmen, Blackest Night (Green Lantern), War Games (Batman) and more

Mid: Sutekh's manga collection. We're no SU-Anime, but we love manga as much as the next fan. Feat. Hunter X Hunter, The Prince of Tennis and more

Bottom: Asimov's Foundation and other works. Classic. Eternal...Foundational

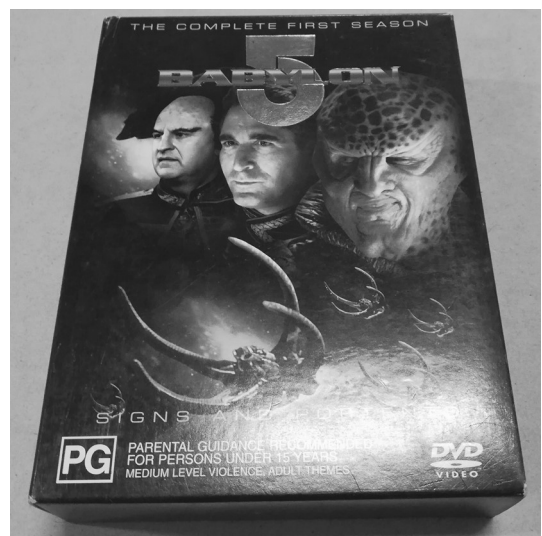
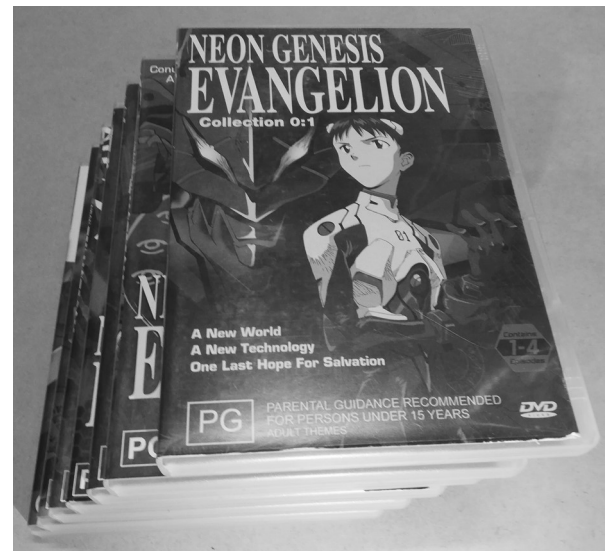


Digital Media

Top: The one, the only, the Freudian coming-of-age super robot angst fest itself... NG Evangelion! The whole collection.

Bottom: Babylon 5. Need I say more?

Note: We have way, way more shows on hand



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64					65						66			

Across

1. Stick in one's ____
5. Savoury taste
10. British rump
14. Nostalgic time
15. Made over
16. "The ____ shall inherit" Hearthstone quest
17. Great mathematician who died too young
(Not Galois)
18. Type weak to water and grass
19. Jerome Squalor's fashion obsessed ex-wife
20. IGN's RPG of year in 2000, with a re-release in 2013
23. Tree trunk
24. There are 24 in 24: Abbr.
25. Artefact stolen by Skull Kid in LoZ
31. Can be hot or cold
34. Liara T'Soni's race in Mass Effect
35. Archer's former agency
36. "Prince ____" ("Aladdin" song)
37. "My ____ man"
38. Franco and Trump have both had one on Comedy Central
40. Cut short
41. "I ____" Death Note character's intro
42. Classic FPS
43. Flavour choice at EasyWay
44. Bro, for one
45. Xbox games have 1000 of these type of points
48. Cheer
50. Grate
51. Wil Wheaton's role in Star Trek
57. Rooibos & Russian Caravan, to name two
58. "The ____ Juror" - film in 30 Rock
59. Iroh's younger brother
61. "Time to ____ the donuts!" Early morning Michael Scott greeting
62. Gradient
63. Andopolis, in Freaks and Geeks
64. A gram prefix?
65. Where the circus fire was?
66. Part of an egg

Down

1. Ciao, to internet users
2. King in the North
3. Length x width
4. Like Bertie but not Jeeves
5. Writer Le Guin
6. There are 5556 in a league
7. Commotions, often about nothing
8. Tall retired Rocket Yao
9. "I'm an ____ man, Michael." GOB
10. Muslim priest title
11. Strategy game similar to Mafia, with "The"
12. Second last match
13. Barely get, with "out"
21. Dwarf in "The Hobbit" whose name sounds like famous blue fish
22. Gracias, to internet users
25. Papas musical friends
26. Korra's hinted love interest
27. iPhone hacks
28. What Vice City is based on
29. Bottom became one
30. Command to Odie
32. Ridley Scott classic
33. Fluid measurer/transferrer (alternate spelling)
38. Mythical bird strong enough to carry an elephant
39. Look at that!
40. It's bittersweet sometimes
42. Matilda creator
43. <
46. Adventure seeking
47. Where some limited edition MTG card sets come from?
49. Good thing
51. Come away from slowly
52. Once, once upon a time
53. Christmas time
54. Berry prefix
55. Auditore da Firenze's first name
56. There are 8 of them in a fringe MTG deck
57. Not lame version of, don't go there!
60. "We like ____" - Smash bros.

Setting up and Dungeons and Dragons group and running it as a Dungeon Master can be one of the most satisfying lifestyle choices you can make, and the journey to quality DMining is honestly a lot simpler than one might think. You may see DM masters like Matt Mercer on shows like Critical Role and feel a little intimidated, but keep in mind that you aren't crafting a performance for an audience of thousands, merely striving to craft an adventure that let' you and your friends explore the fun of adventure and storytelling. I've been DMining on and off for about 3 years, and I'm still pretty bad, but anyone looking to be a Dungeon Master has a story they want to tell, and that alone is worth getting a group started.

The Bane of DMs: Setting Time for Sessions

Setting up a group of players is largely based on your personal circumstances. Not every friend can regularly make a Sunday afternoon, even if they want to. The advice I can give is that small groups work just as well, if not better, than large ones. A player count of two can add a dynamic of friendship, rivalry and roleplaying that groups of six may not achieve. Also keep in mind that invested players tend to make time for D&D as opposed to sacrificing D&D time for other events, so sessions will tend to become more stable for groups that are having fun. Despite all this, I would still prepare some one-shot sessions outside your main campaigns or setting up alternate activities for the eventual days where half your group shows up, or even a side campaign during holiday season.



What is Best in Life? ... Detailed Maps and Epic NPCs

The best campaigns are never build around scripted events or even an epic final battle. While those are valuable additions to the campaign, 'epic moments' will occur naturally as your players develop their skills and investment into the story. IMO, the best thing a Dungeon Master can do when planning their campaign is to create a detailed map wherein 'plot hooks' lie in wait to start adventures, but leave enough room for players to conclude the adventure as they wish. Maps centre your worldbuilding around something the players can see, touch, walk on and die in, and adding a rich history to your locations adds strong atmosphere. Protecting Princess Ashna of the Empire of Sand from Kaltarok, Dragon of the Despoliation, on the Peak of Mount Argand among the collapsing ruins of the Fort of Dwarven Sorrow may sound unwieldly (and a little pretentious), but it's infinitely better than...another dragon on a mountain surrounded by buildings from the past.

This brings me to my next point; NPCs (Non-Player Characters) must be the heart of your adventure. They are the source of your campaigns emotions, and must not be serviceable to the plot, but the defining features of the plot itself. Leave no NPC unnamed, give an epic destiny to even the most minor of allies, give antagonists immense power and the cruellest laugh in the realms. Make it so that your players find despair at the death of a trusted friend, boundless joy in shipping their two favourite followers, and bittersweet peace in the death of their most hated foe

Narrative Design

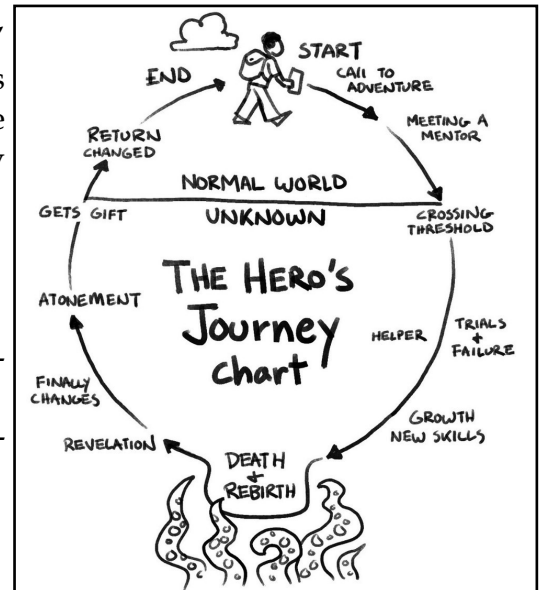
All D&D sessions are practices in mythology and the adventures of heroes. Joseph Campbell's *The Hero with a Thousand Faces* outlines the narrative structure that all mythological stories are built on, and should be fundamental to how you build your campaign. Even if your campaign is a light hearted adventure with few stakes, understanding how to create 'full-circle' and 'emotionally coherent' narratives is always in a DM's interest. Campbell's work will also allow you to keep the campaign focused on your players and inform you on how to create a journey that challenges and satisfies them.

"A hero ventures forth from the world of common day into a region of supernatural wonder: fabulous forces are there encountered and a decisive victory is won: The hero comes back from this mysterious adventure with the power to bestow boons on his fellow man."

— Joseph Campbell, *The Hero With a Thousand Faces*

Steal Everything

- Take epic music from your favourite games
- Make NPCs who are carbon copies of awesome villains and other characters from movies
- Build maps and create drawing that mirror the aesthetic of worlds that you love



For and With the Players

- Be a Fan of your players' characters. Set up situations and encounters that lean into their backstory and appeal to their playstyle. The drunken dwarf character should definitely be lured into a drinking contest with the assassins, and the avenging paladin should be ambushed by blasphemous heretics.
- Design around, not against, murderous impulses. Especially for new players, the temptation to kill and loot without consequence is strong, but 'fighting' that with arrests and punishment is a mistake. Rather, make it clear through the worldbuilding the reasons that players have to respect or disrespect the law, and give them an ultimate goal that either discourages or encourages wanton violence to the level that you are seeking
- When a player makes a request or wants to do something cool and the entire table looks to you, say "I'll allow it, but..."



Sutekh is also shifting the focus of its Tuesday events to creating lasting D&D groups and events, so be sure to check out Page 13 and 21 for details on that.

How to Sutekh – ACCESS and Membership Cards

Things are changing up this year at Sutekh. With a new year comes new opportunities to engage with broadening audiences, and revisions to the way we run things as a society to become more accessible and easy to engage with.

At it's heart, Sutekh is a society about building a welcoming, fun loving community that fosters and appreciates our love of gaming, and these new features make our times at Sutekh the best they've ever been.

Free ACCESS

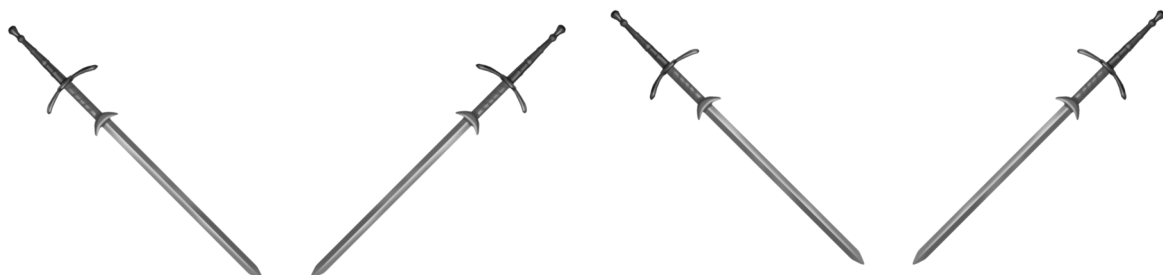
Following changes to the way ACCESS is structured, it is now possible to join Sutekh even without paid ACCESS membership. This means that now more than ever its easier for gamers of all colours to join Sutekh. Trust that we'll be catering events for a more diverse and large player base.



So with new demographics of players entering Sutekh, we're always open to listening to the voices of new members and taking their advice into how we run events at Sutekh, and we're excited to see all the new players at the table.

Sponsorship Cards

Sutekh is returning to using sponsorship cards to make it easier than ever to get your discounts at our sponsors. Joining members will receive a card that indicates both society membership and for presentation to our retail discount sponsors. This streamlines lots of aspects to our society, but also membership cards are just really cool.



SUTEKH 2.0 – Updates and Patch Notes

Sutekh Library

Hopefully you've taken a look at the showcase of Sutekh's library catalogue on Page 16, and if so, you'll have noticed the enormous scale of library items we have at our society. We're in the process of cataloguing every item, and we'd be thrilled if new members were interested in borrowing some of our books. The Sutekh library is an integral part of Sutekh's history, and encouraging consistent use is a top priority for us, and hopefully for you too.

Sutekh Discord

Sutekh now has a Discord! This long awaited addition is finally here, and with it we can build a fun forum to set up events, discuss our favourite hobbies and post the dankest of memes.

It's still in early stages and there's a lot to figure out, but new members should feel free to jump in and meet up with like-minded peeps as we work together to build a healthy, fun online community together

Join us at ~~> <http://discord.io/sutekh>



Sutekh Twitter

We're reviving the Sutekh Twitter. Thanks to wonderful efforts of our Executive, the passwords have been recovered, the coordinates locked, and the tweet missiles are away! These are still early days (forgive us for few posts as of yet), but get ready for event announcements and more dank memes from Sutekh's mistress and persona: Susan Tekh

Join us at ~~> @UsydSutekh



Board for the Royal Game of Ur (3rd millennium BC).

Discovered in 1922-34 in the Royal Cemetery of Ur (southern Iraq).

Held in the British Museum (London).

Rules for the Royal Game of Ur

The Royal Game of Ur is played on a board of 20 squares, arranged in 3 rows of 8 with four squares cut away. Five of the squares are marked.

Each player starts the game with seven pieces in hand, the board being empty.

Each player has three binary lots in the form of pyramidal dice with four corners; two corners are marked. When throwing the dice the score is the number of marked corners pointing upwards, with none signifying a score of four.

Players decide at random who begins. The path of a player's pieces starts on his side of the board. See the diagram.

In his turn a player first throws his dice. If none of his pieces are in play, then he must enter a piece on the first, second, third or fourth square on the board, according to the score of the dice.

If he has pieces already on the board, then instead he may move one of his pieces along its path by the number of squares indicated on the dice. If the score of the dice was four, the player may after moving a piece, roll and move again.

A piece must bear off by an exact throw. For example, if a player's piece sits on the final rosette of its path, a 1 is required to bear off; if on the adjacent square, a 2, and so on.

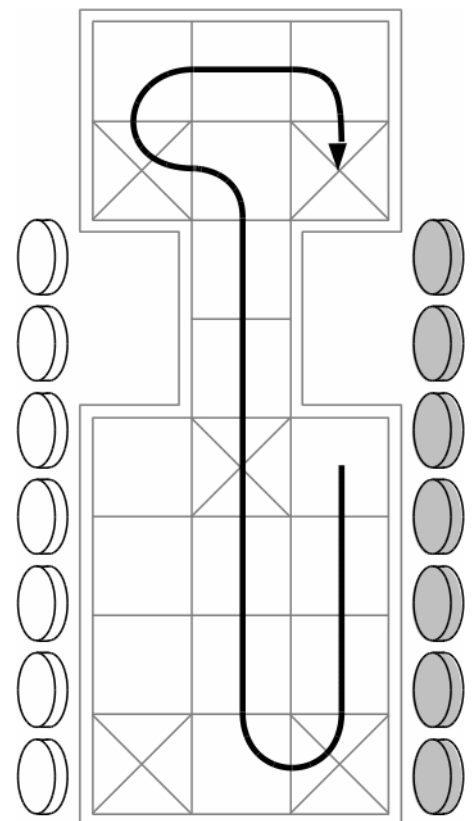
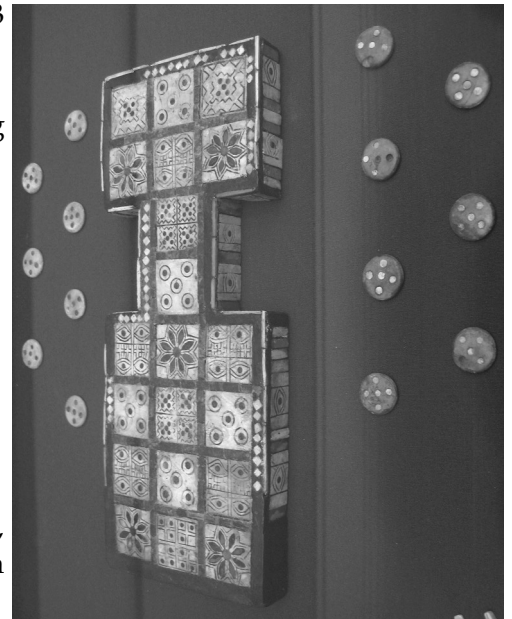
Only one of a player's pieces may sit in a square at once; pieces cannot sit together in the same square.

If the roll of the dice gives no valid move, then the turn is lost and the opponent's turn begins. In this case no further roll is granted, even if the dice show four.

If landing on an opponent's piece, that piece is removed from the board and must begin its journey again. A piece sitting on a special marked square is safe; the opponent cannot land on it.

The first player whose pieces are all borne off the board wins the game

Rules from: www.cynningstan.com/game/151/royal-game-of-ur



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