

Zweihander

Issue #1 2009



SUTEKH

Yeah, It's kinda like that



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Meet The Team



President/Overlord : Joe 'Jonan the Barbarian' Cornell
Forum Handle : Wonko_the_s@ne
Likes: You (Probably), Gaming, Films, Writing
Dislikes: Working for the man, man.
Cool Factor: 5



Vice President/Librarian Diran "Duran Duran" Fabricatorian
Forum Handle: Duran Duran
Likes: Gaming of all sorts, fantasy, sci-fi, memes, lolz
Dislikes: Books
Power levels: >9000



Vice President/Functions Officer Matthew "Finn" Edwards
Forum Handle: Finn McCool
Likes: RPGs, Comics, History, Manning Chicken Ceasar burgers
Dislikes: Room bookings
XP Value: 600



Secretary Abby Wallace
Forum Handle: Abby
Likes: Everything! (well, almost..)
Dislikes: Jerks, Haters and emo.
Studying for: B.A/Potions Mistress



Treasurer Gayda de Mesa
Forum Handle: Gayda(pronounced Guy-dah)
Likes: Money, Daria, Ricotta Cheese, Better Homes & Gardens Magazine
Dislikes: Hunting for Treasure, Accounting.
Blood Type: Brown Sugar Cinnamon



New Membership Officer Aidan "That dude with the sideburns" Popely
Forum Handle: CapnSilver
Likes: Stuff, shiny things and assorted objects.
Dislikes: Killjoys and humidity
Awesome Level: More than Science! Can comprehend



Web Officer David "Yumi" Lane
Forum Handle: yumi_cheeseman
Likes: Computer games, internets, card games, LOTR, and stuff!
Dislikes: moderating
Difficulty: medium rare.



Sponsorship Officer Anthony "Reg" Dunford
Forum Handle: Jozxyqk
Likes: Stargate, Red Dwarf, TF2, Zero Punctuation, and Monty Python
Dislikes: Sponsors (to Sponsors: not really)
Drug of Choice: Your mum



Editor Timothy "Hat Guy" Weston
Forum Handle: Hat Guy
Likes: RPGs, lolz, Some computers, games that don't overly tax his mind
Dislikes: Editing
Str:9 Int:15 Wis:11 Dex:13 Con:12 Cha:16

EXPLICIT *ly clear*

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President's Report



Greetings from SUTEKH,

If this is your first time or you are a returning member, welcome. 2009 is shaping up to be perhaps the most awesome year on record, with more events, more games, more internets and hopefully more members and awards. How can SUTEKH keep doing this? Can the Sutekh juggernaut keep up this unbelievable pace? Well thanks to a committed executive and an active membership we continue to exceed expectations.

If you have even a slightly geeky interest SUTEKH will no doubt have an event that will pique your interest this year. Are you pining to find a group of people to discuss the latest episode of (insert generic sci-fi show here) or want to discuss strategies for your next all night session of (Insert PC Game here) without giving you weird looks or nodding of to sleep? Then SUTEKH welcomes you with open arms.

Looking for cut price Pizza at the end of a long week. We can help with that too. Maybe you just joined for the awesome discounts we get at our clubs sponsors. Just want to unwind and test your skill at the latest Guitar Hero tunes or just relax with a beer compliments of SUTEKH then you have come to right place. Make sure you turn up to at least the first Pizza and Games to receive your free pizza if your a New Member this year.

The amount of stuff we do can be overwhelming at first. I know that when I first came to USYD I was a guy who had very specific geeky interests (Video-Games) and knew next to nothing about other aspects of the geek spectrum. The multitude of events provided by SUTEKH showed me all these aspects of nerd culture that I didn't know existed and by the end of first year I was catching up on ALL the missed episodes of Buffy, developing an unhealthy obsession with the spaghetti-western card game BANG! and barely passing my first year classes.

Ultimately though, SUTEKH, is what you make of it You may have been swept up in the frenzy of O-Week, Access card in hand and signed up to more than 20 societies provided by the Union, or if you are a returning member who did not end up attending many events. When it comes time to make a choice as to which lectures to cut or which events to attend I can guarantee that if you attend a SUTEKH event you wont be disappointed. How could you be with such awesome geekery and extremely friendly members?

This year the executive is planning to run more events to a tighter budget, so expect to see a few more joint-events (run with other societies) this year and a few less over-catered events.

We plan to run about one General Meeting a month, where the exec. reports to the membership and expenditure and event planning is voted on. This year our General Meetings should prove even more interesting as we will be trialing 'Wild Card' events, which are events run by SUTEKH members not on the executive. If there is an interest or hobby you think SUTEKH should cater for, submit your idea to the executive who will put it to the meeting and if successful you will receive funds and room bookings and help from the executive in running your very own event.

As well as this we will be trialing what used to be an informal and disorganised practice of SUTEKHers attending LAN cafes into an official event along with Union subsidies and lucky door prizes. Our new sponsorship deal with Cityhunter has got us the location and the computers, now all we need is you guys to attend in force.

Looking forward to this year,

Sincerely,

Jonan the Barbarian (President and Overlord)



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Librarian's Report

Librarian and Vice President in charge of books **Diran Fabricatorian** reports on the fabled "Lost Library of Sutekh"

Come one, come all! Go for an adventure into the depths of the Holme building! Who knows just what you may find? You may stumble across the treasures that lie within the great Sutekh Library. Yes. That's right! Sutekh has its very own library on campus and we have thousands of novels (not kidding here) ranging from board games, card games and RPG books like *Vampire: The Masquerade* and a brand new copy of *D&D 4*. We even have some scenery for wargaming. Any member of Sutekh is allowed to borrow from the Sutekh Library. The Library will always be open during Pizza and Games on Friday night so it's a perfect time to have a browse through.

Traditionally this was the only time we got access to the Library. However this year we've managed to secure a key to both doors! This means that accessing the Library is no longer a chore which takes 40 minutes to complete and gives you a chance to borrow or browse at much more convenient times than late night on Friday when you'd all rather be playing games! I'm more than happy to open up the Library at any time I'm free if there is a book or game you want to borrow. Just PM me on the forums or see me in person to organise a time.

There has been an influx of new books into the library. There is now a *Complete Works of H.P. Lovecraft* (with a thank you going out to Hat Guy for acquiring that for us) as well as many new roleplaying books (with a complete list is on the Sutekh Forums) which people can borrow. Remember that donations are always accepted so if you are thinking about throwing out some of your old novels or games, I'd be more than happy to take them off your hands. If nothing else, I can use them in the next Sutekh Lucky Dip.

As a final note to all the noobs: Welcome to the club! I hope you stay around and have an awesome time with us here at Sutekh!

Web Report

Clear the way! The web officer is here! **David "Yumi" Lane** presents his report on the web presence of Sutekh

Welcome to Sutekh '09! Especially you new members out there who are yet to experience the fantastically fun times that can be had at Sutekh. My name is yumi (pronounced yummy), although some may call me David, and I am the web officer for 2009.

This means that I look after our web presence, including our website, and forums! The forums are a great way to stay in touch with the events and happenings of Sutekh, as well as a great way to involve yourself in discussion of anything and everything.

Make sure you sign up to our forums in O-week by going to www.sutekh.info/forums, and clicking on the register button. In the week after O-week, we will be having plenty of forum games and forum fun, where you may win prizes such as a custom nickname! You should also make a page for yourself on our wiki, and introduce yourself on the forums.

We have a facebook group, a steam group, both of which I would highly recommend. Sutekhs will often be found on Steam playing an assortment of games.

Kind Regards,
yumi, a.k.a. David Lane
Web Officer

GAMERS NEEDED Dear SUTEKHer,

Tuesdays 1-3 : Manning Bar

As a SUTEKHer you are no doubt well versed in the hallowed art of video gaming. This year is the first year that SUTEKH will be providing a team based video game competition in the bar, as well as the regular gaming this entails. Engage in retro games, party games and more serious games. Compete in player on player combat for booze, movie tickets and the fabled GRAND PRIZE. Come to the bar on Tuesdays from 1-3 to witness what's going on. Or better yet, if you and your friends are interested in competing in this growing e-sport:

Shoot an email off to sutekh@sutekh.info
or visit (<http://sutekh.info/forums>)

WELCOME NEW MEMBERS!



A special greeting to all you New Members from this year's New Member Officer **Aidan Popely**

Things are pretty sweet. We have an awesome year planned ahead for you guys, I'm extremely pleased with it and I think you will be too. We're trying to cater to all of Sutekh's geek needs but if there is something you think we missed, maybe you can make it happen at our wildcard event later in the semester. However if you take a look at what's coming up this semester I know you'll find

one thing you'll enjoy, at least.

Holy crap, welcome to Sutekh! I totally forgot. If you don't know who I am, that's great because it means that you're just the sort of person I look after. My name is Aidan and I'm the New Member Officer. It's my job to make sure you get as much out of this club as you can. I love this club, it was possibly the greatest thing to happen to me and I want you to feel the same way.

The great thing about Sutekh is that there is a large number of members with a wide range of interests. You don't have to be everybody's friend, but I am certain that you can find at least a few people whom you'll get on with and share interests. Ideally we'd like you all to be "Whoah!" and then we'll be all like "Whoaaaaah" and then you'll be all like "Dude!" and then you'll flip the horns and completely rock out. It'll be rad!

I hope you enjoy the year as much as I plan to.

Peace out, Aidan

Dude, where's my screening?

A guide to Sutekh's regular events

As a guy who is both SUTEKH's Vice President, Functions officer and two year veteran of the society, I could prattle on for quite some time about why we are easily the best club on campus. However, because I have so little time (and because it is kind of my job to do so) I am going to talk about our events. The fact that we are essentially the only club on campus that runs an event every weekday, in addition to our irregular events makes us the most active club around!

What are these events, you might ask? Come, dear reader and everything shall be made clear as I take you through the wonderful world of our 1st semester events!

Hermann's Nostalgia Screening

Where: Hermann's

When: Monday 1-2

Our screenings have been a SUTEKH staple for some years, but this year we are going to be messing with the format a little. Our first screening will be taking place in a bar rather than a meeting room and we'll be showing numerous shows rather than one! Come down to Hermann's at 1pm to get your nostalgia on to watch one of the many cartoons from your childhood (or in the case of our occasional Adult Swim cartoon, not-so-childhood). Relax during your midday lecture break, grab a drink and put to rest whether the shows you used to watch really are as awesome as they were when you were a kid.

Video Games in Manning

Where: Manning bar

When: Tuesday 1-3

Video games, beer and a big screen. What could possibly be better? Each week we'll be playing competitive video games in Manning, on the big screen. This event will be split up into both competitive gaming (there will be prizes, oh how there will be prizes) and casual gaming.

There will be new consoles and games every week! Guitar Hero, Tekken, Super Smash Brothers, Mario kart, everything gets a run. If you have an idea for a game that should have a run (or even better, a game you can bring in for the afternoon) please don't hesitate to contact committee about it!

Beer and Cards

Where: Manning bar

When: Wednesday 4-6

Need to blow off a little steam on a Wednesday afternoon? Head down to Manning bar for Beer and Cards! Every access card holder gets a free drink of their choice on us and you can stick around to play card games! SUTEKHers will often head out to later events afterwards, perhaps even impromptu outings to the Lansdowne. It's a great opportunity to get together and unwind before heading on to other things.

Andromeda Screening

Where: Chemistry Lecture Theatre 4.

When: Thursday 1-2

Our other weekly screening is of the American light-hearted sci-fi series *Andromeda* (Season 1). Following the events of the coming together of the crew of the *Andromeda* thousands of years in the future, and fans of other sci-fi series (particularly *Star Trek*) should love it! Like our Hermann's screening, this event is situated right around the time when a lot of students have class breaks. So if you have an hour to spare, feel free to stop by.

Pizza and Games

Where: Holme building meeting rooms

When: Friday, 6-10pm

In my humble opinion, it is Pizza and Games that makes SUTEKH what it is. What better way to spend a Friday evening in the Holme building hanging out with your friends, playing whatever game takes you fancy and chowing down on cheap pizza? That's right, cheap pizza! For a mere \$4, you can have an entire Pizza Heaven pizza of your choice, delivered by yours truly. We also sell a variety of canned soft drinks for \$1 each. Games of all kinds are played at P&G. Board games such as *Shadows over Camelot* or *Talisman* tend to be the most popular, but card games like *Kung-fu fighting*, *Fluxx* or *Bang*, video games on our TV and consoles brought by members and even the occasional Roleplaying game are commonplace. P&G is also the best time to access our club library, with its dizzying assortment of card, board and role playing games as well as an extensive collection of sci-fi and fantasy fiction. Ask my illustrious VP/Librarian counterpart Diran for more info!

So that's the rundown folks. Be sure to check our forums (www.sutekh.info) regularly for any changes or updates that might be happening.

Hope to see you around!

Matthew "Finn McCool" Edwards (Vice-President of Functions)

Major Events

Week 1 - First Pizza & Games (6th March)

Whilst a weekly event, the first Pizza and Games of the year is a major event on the societies calendar. With usually over 100 SUTEKHers, the years new board games and the free pizzas for new SUTEKHers this is a must attend event for the budding first year. This year we will be having a few GMs running roleplaying games, the usual slew of board games and a few computers to introduce new people to our online forums. As well as a bunch of friendly SUTEKHers who are raring to meet new people and explain to them the rules of our staple board games. Check it out in the Universities Holme Building from around 6 p.m.

Week 2 - Nerd Tour of the City (12th and 14th March TBA)

Be prepared for the Nerd Tour of the City as an Old School SUTEKHer - Big Daddy - takes you around the city to each of our sponsors, old and new. Big Daddy is always entertaining as he tells tales of the days of yore when the geeks were geekier and the role-playing was better. For your convenience we will be running this twice this semester so that all those interested may attend. Rock up for your chance to win \$20 to spend at the sponsor of your choice. A fun event not to be missed. Check out the forums for time and place confirmation.

Week 3 - Screening (16th March)

Start your third week off with a relaxing screening of light Sci-Fi films: Wall-E and Galaxy Quest in Hermann's Bar, accompanied by a free drink or two courtesy of SUTEKH. Starts out at 6 p.m.

L.A.N Day (18th March TBA)

Joined SUTEKH to play some kickin' L.A.N. games? Well head on over to City Hunter 1 (China Town) to get your game on and for your chance to win a copy of classy team-based shooter Team Fortress 2. Hit up the forums to get a confirmation of time and date.

Week 4 - SUTEKH & SUCS - STAR WARS Trivia Night (25th/26th TBA)

Be prepared to feel the power of this fully operational TRIVIA NIGHT. SUTEKH joins forces with the universities comedy society as we battle to see whose knowledge is greater when it comes to STAR WARS. As well as to see who can mangle the most STAR WARS catchphrases in a single night. Our combined Trivia Night last year was a blast and this year's is shaping up to be excellent.

BUT WAIT. THERE'S MORE.

In addition to our regular events there will be plenty more events during the semester. Be sure to hit up the forums and/or check our newsletter for updates as they come.

Julia Kelly provides much needed advice and answers to

Frequently Asked Questions

If you're reading this, dear reader, you have made the clever decision of joining Sutekh. Good choice! You've probably already heard the spiel about the awards we've won, how we're the most active and most social club on campus, and all that jazz. But here is a quick Sutekh FAQ.

Q. What does "Sutekh" mean?

A. Sutekh was originally formed as a Doctor Who appreciation society, in 1976. The union required all clubs to have the letters "SU" or "US" somewhere in the name, and so this is the name of a Doctor Who villain.

Q. Should I join the forums?

A. Absolutely. The forums are used for discussion, to notify you of upcoming official events and to plan things, like movie outings or parties. It's also a good place to get to know other forum users. Find people for your 4e D&D game, discuss the last TF2 class pack, talk about the 12th Cylon, and more. Just a note - play nice. We like people to behave on the forums with the same civility they'd use at a Sutekh event.

Q. What if I can't come to a Sutekh event?

A. If you've got a class clash, or you're working, at the same time as a Sutekh event, don't worry. It's sad that you can't make it, but we'll forgive you. We do try to hold a lot of events at different times, so you'll probably be able to make it to at least SOME things, but no one's going to hold it against you.

Q. Is this going to be just like high school?

A. No. For a start, everybody already thinks you're cool just because you joined Sutekh. No one's going to tell you you can't sit with us in Manning (you totally can, and you totally should), or stuff like that. Sutekh is pretty friendly and welcoming. You'll find people who are totally into what you're into, whether it's WoW or Twilight or Warhammer 40K. If you're feeling shy, ask our lovely New Member Officer, Aidan, or one of the New Member Sub-Committee people to help you out - it's what they're here for.

Q. Where do you guys hang out, when you're not in class or at official events?

A. Before midday, Sutekhers can be found occupying the couches on the First Floor of the Manning Building (the level below the bar). There are people here from about 8am onwards. Just show up, find the geekiest looking people, say "Is this Sutekh?" and you're in. After midday, we migrate to the bar. If you're under 18, don't stress, we sit in the room next to the main bar, with all the couches (geeks love to chillax), and no one's going to care about your ID. We mostly go upstairs for the excellent Manning BBQ.

Q. What is the "committee"?

A. The committee are a group of 9 people who make things happen. The University of Sydney Union requires all registered clubs to have an executive (or committee) who run the place, fill in forms, look after the money, organise events, and generally make us as awesome as we are.

Q. What are "sub-committees"?

A. Sub-committees are groups of people, not necessarily committee members, who do certain things. We've got official business sub-committees, like the Moderators SC for the forums, and the New Members SC. But we've also got one for video games, Harry Potter, screenings, and all sorts of stuff.

Q. How do I get on committee?

A. Our Annual General Meeting is held in October/November. Be awesome all year, show up to stuff, and then run for a position you think you'd enjoy. Also, join some sub-committees. The AGM isn't a popularity contest - committee is chosen from people who we think will do the job well.

Q. What is the Wiki?

A. Sutekh has its own wiki. You can get there via the forums. Make your own page, check out the featured articles, generally have a good time. It is where all Sutekh memes are archived.

Q. My first name is very common, and an older Sutekher has told me I need a new name (or Truename). Should I be offended?

A. No. We don't cope with multiple names, so when one happens, we give you a new name. Have you always wanted a particular nickname, like Blades, or Jizzfountain? If so, we will call you that.

Q. Someone has organised a party, or a movie outing, on the forums. Should I go?

A. Shit yes. If it's on the forums, it's open invitation. You will definitely be welcome, and you'll get to meet people who don't get to hang out at uni all the time.

Q. I really like _____, but there aren't any Sutekh events dedicated to this. What should I do?

A. Talk to someone on committee, post to the forums, find out if there's interest. There probably will be - Sutekhers will usually try most geeky things out. If you have an idea for something cool committee should do, tell them.

Q. I'm kind of socially awkward. What if I say or do something that offends people? Will everyone hate me?

A. Not if you only do it once. No one expects you to fit in perfectly - it's mostly about being friendly to other people

Committee Minutes

In the interests of transparency, and to give people some idea of what is involved in committee business, here is presented the most productive portion of a recent committee meeting.

President Jonan - Alright, alright we're getting off topic. We'll move on for the moment to the discussion of the 2009 T-Shirt design for this year. So I guess what we really need to decide is what figures will go on the T-Shirt. Any suggestions... Aidan, you seem fairly keen.

New Member Officer Aidan - A Dwarf.

President Jonan - Cogent suggestion Aidan. I think a dwarf would adequately represent our 'Fantasy' interests. What type of Dwarf specifically?

Vice-President Finn - Well I guess it would probably be a Dwarven fighter. They are the most iconic

New Member Officer Aidan - Yeah

President Jonan - Will he be distinctive enough in silhouette though?

Vice-President Finn - Of course, he'll be short, stocky you'll see his beard and his warhammer slung...

President Jonan - Woah woah woah. I would like that last patently untrue comment struck from the minutes.

Secretary Abby - About the dwarf...?

President Jonan - About the Dwarf with a hammer.

Vice-President Finn - Huh?

President Jonan - I refuse to have it even suggested in my presence that any self-respecting Dwarf would carry a warhammer. Everyone knows they pack axes.

Vice-President Finn - What the hell are you on. Hammers are in heaps of Dwarven fantasy. Forgotten Realms, Warhammer itself, Raymond E Feist...

President Jonan - I don't want to hear about these crazy expanded Universe things. Just answer me this.. what did Gimli have in the Lord of the Rings? Huh? A freakin' axe. That's the iconic dwarf. That's who the people are going to be looking for in silhouette. Trust me!

Vice-President Finn - Hammers provide heaps more use in combat. They don't blunt nearly as easily as an axe. So less maintenance and you can use them for all sorts of labouring uses and we all know that Dwarves are master craftsmen. There are plenty of examples...

President Jonan - Don't want to hear it. If Gimli didn't do it. Then its obviously not dwarven. Plus... that would look dodgy in silhouette.

Vice-President Finn - With all due...

President Jonan - You're wrong. Warhammer and warhammers are inherently lame. Deal with it...

Vice-President Finn - They are not. Axes and Tolkein are what's lame.

President Jonan - Your mum is lame!

Vice-President Diran - Second.

Vice-President Finn - YOUR FACE IS LAME!

Vice-President Diran - ...Second.

Secretary Abby - I move to end the discussion because of stupidity

Treasurer Gayda - Seconded!

Motion Passed

President Jonan - You guys suck. It's going to be an axe.



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Phone: 02 9745 0768
Email: Service@cityhunter.com.au
Operating Hours: Tue-Thu 9.00am-23.50
Fri-Sun 7.00am-3.00am
Number of Seats: 102



Address: 197-199 Oxford St Bondi Junction
Phone: 02 9389 0768
Email: Service@cityhunter.com.au
Operating Hours: 8.00am - 1.00am every day
Number of Seats: 80



Address: shop 39, 427-441 Victoria Avenue,
Chatswood NSW2067
Phone: 02 9415 2768
Email: Service@cityhunter.com.au
Operating Hours: open 24 hours
Number of Seats: 130

visit www.cityhunter.com.au

Steam Games for the Economically Challenged

By Anthony "Reg" Dunford

We all know the big-name titles you can get off Steam like Left 4 Dead, Team Fortress 2, Half-Life, Portal or Bioshock. But recently I've been trying some smaller, lesser-known games (namely those with free demos). Some of them are recent independent titles and some are forgotten classics. So if you feel like taking a break from waiting for rescue choppers, sapping sentries or fighting the Combine, here are some other Steam games that won't damage your savings or your download limit.

Monster Trucks Nitro (RedLynx, 2009)

Demo Size: ~50MB

Full Size: ~300MB

Price: ~\$30AUD

A 3D-racing game on a 2D plane, this good-looking independent title is highly addictive and a lot of fun. Every map has a simple linear path with obstacles to traverse using only an accelerator, a brake, the ability to rotate, and a physics engine. The demo only has 2 maps, but I couldn't stop playing them, trying desperately to get a gold medal on both (if you do, you automatically get the School Bus in the full version). It's a bit

expensive, but I still highly recommend it. If you're looking for something you can play for hours on end or just for a few minutes as a break from work, this is perfect.

The Longest Journey (Funcom, 2000)

Demo size: ~70MB

Full Size: ~1GB

Price: ~\$15AUD

Almost the polar opposite to Nitro's simple, keyboard-controlled replayable formula, The Longest Journey is a complex, mouse-controlled story-driven adventure game. One of the last point-and-click adventure games, it encompasses all the aspects that made the genre great. Clever puzzles, funny dialog, great story and memorable characters make this a classic. The graphics may not be to all tastes, and some pieces of dialogue go on a bit long, but it's incredibly rewarding and unforgettable. The demo's only about 30mins long, but it gives you a good indication of what the game has in store.

World of Goo (2D Boy, 2008)

Demo size: ~40MB

Full Size: ~300MB

Price: ~\$30AUD

World of Goo is a simple bridge-making, drag-and-drop game with a great physics engine. It's highly original with a pleasing aesthetic, with plentiful and imaginative levels. It's very hard to believe only 2 people made this game. The demo has around a dozen levels to play, but that's less than 1/5th what the full game has to offer, in terms of levels, species of goo,

and structure possibilities. It may not have the endless replayability of Nitro, but the satisfaction of completing each level more than makes up for it.

Audiosurf (BestGameEver, 2008)

Demo size: ~375MB

Full Size: ~375MB

Price: ~\$15AUD

Imagine the scrolling notebars from Guitar Hero were a racetrack and you were piloting a spaceship riding along it collecting the notes. That's basically Audiosurf. It can take almost any type of audio file and make a track for it to ride along. There are different coloured notes and maps, and lots of different types of ships with their own unique abilities. The game also comes with the Orange Box soundtrack, which takes up more than half the game size! The demo and full version are the same size because the demo only lets you play with 4 songs. I found the point system a little unintuitive at first, but got used to it. Definitely worth it if you want to do something whilst listening to your favourite songs. But keep in mind: there's a reason for the seizure warning at the beginning.

RoboBlitz (Naked Sky Entertainment, 2006)

Demo size: ~350MB

Full Size: ~400MB

Price: ~\$15AUD

RoboBlitz is a third-person 3D action-puzzle game. You play a robot trying desperately to get a space cannon online so he can kill space pirates. You whiz around fighting enemy robots and solving

various puzzles involving mirrors, lasers and a physics engine. I've only played a few levels on the demo, which won't let you save games, but it will give you a rough idea of the game. The puzzles are quite clever and the visual design is quite nice. But the controls are a bit slow and the combat is a bit repetitive and unintuitive. It's supposedly quite short, but I think it's still worth checking out.

Beyond Good And Evil (Ubisoft, 2003)

Demo size: N/A

Full Size: ~2.2GB

Price: ~\$15

Okay, I know this is in a completely different ballpark to all the previously mentioned games, but I wanted to review it anyway. Plus it's surprisingly cheap for a game this well made. Trying to summarise BGE and its plot in one small paragraph wouldn't do it justice, so I'll just focus on the positives and negatives. Whilst the combat is a bit lacking, the rest of the gameplay is top-notch. Sneaking around enemies inside their bases, taking photos of their evildoings, and meeting lots of colourful supporting characters makes for a lot of fun. The gameplay and story fuse seamlessly, making for a totally immersive experience. The plot resorts to a few deus ex machinas at the end, but I am not kidding when I say there are moments in this game that gave me chills and almost brought me to tears. Quite simply: this is one of my favourite games of all time. Bring on the sequel.

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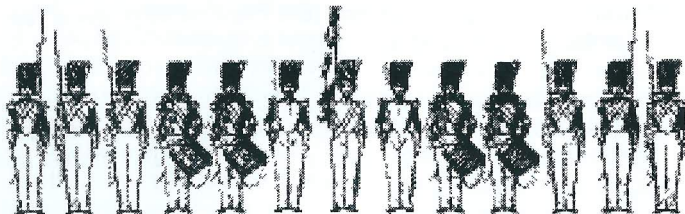
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David “Yumi” Lane and John “Jack Mac” Maclean walk through a couple of Sutekh FPS Favourites in

FPS CORNER

Sutekh play a wide variety of computer games, and there are a wide range of us who love getting into a game and shooting the shit out of each other.

Current favourites are Left 4 Dead, and Team Fortress 2. Come onto steam, add the Sutekh group, and play a few games with us.

Left 4 Dead

If you have the urge to mow down hordes and hordes of zombies, and running around like a lunatic without the drudgery of unimportant things like plot, then you will love the blood pumping action of Left 4 Dead.

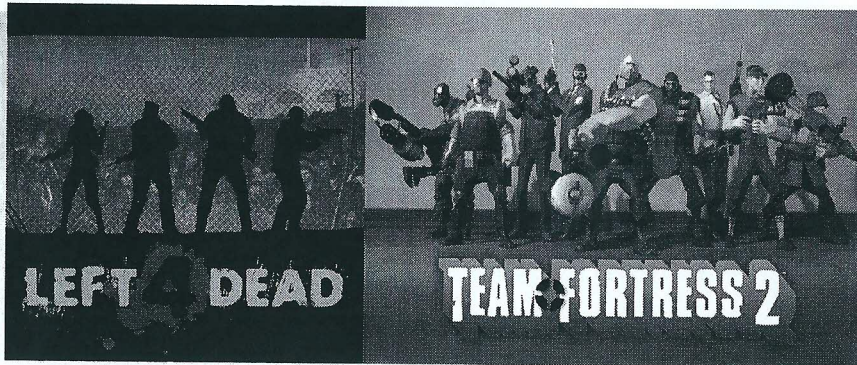
Left 4 Dead is a zombie shooter, filled with 28 days later type zombies, with a few tricks up their sleeve, mainly the evolved special infected. The Boomer (whose vomit attracts all nearby zombies to you), the Hunter (who pounces onto you and rips you to shreds), the Smoker (shoots his tongue out at you and pulls you into his grasp), the tank (a huge ball of muscle that stands huge amounts of damage), the witch (the innocent little crying girl, who can kill you almost instantly).

The four players or survivors play in 4 different campaigns each with 5 maps that need to be navigated, with the final map being a large invasion of hordes of zombies, while the survivors must, well, survive, until the escape vehicle arrives.

Left 4 Dead really shines in its versus mode, where you get to play as the zombies in a 4 v 4 survivor battle. You take turns being the survivors trying to make it to the end, while the other team play as the special infected zombies, trying to tear you limb from limb! Playing as the infected is insanely fun and rewarding, as you work as a team to coordinate vomit attacks, with hunter pounces. This game type leads to many different strategies by both sides, making it infinitely replayable.

This game sets itself apart by being so teamwork dependant, that one chink in the armour of your team can lead to the ultimate demise. If one person slacks behind or runs ahead, your whole team will be lost, or if you are not paying enough attention to what is happening with your teammates, they will be killed by the nearest hunter.

Overall Left 4 Dead is a short, well designed game, which focuses on the essentials, and will not hurt your wallet too much



Team Fortress 2

Team Fortress 2 is an entirely multiplayer shooter where two teams (red and blue, duh. It's always red vs blue) fight over control points in a map. With a cartoon look and a very smooth feel to the game, Team Fortress 2 is a very easy game to have fun with and play. You can always jump straight into a game, and there's never a dull moment in game.

There's almost always a certain feel to a First Person Shooter. No matter what the plot is, you're typically a stock standard warrior whose only claim to uniqueness is the weapon they are currently holding. In Team Fortress 2, there are 9 classes to play, each with a completely different feel to them. Furthermore, for a FPS it's remarkably free of the assumption that you can reliably shoot an enemy in the head at 50 paces, while running. The classes are so strongly different that your role in that battle is clear, and that your job in a sense is easy – no other class can do it quite as well as you, so you always look good and have fun.

Trying to take a snapshot of each class: the Soldier and Sniper are the closest to a traditional first-person shooter; you need some level of accuracy and good ol' shoot-dodge-shoot. The Pyro runs around with a flamethrower, . The Scout is fast and annoying, stealing control points and killing isolated enemies. Speaking of which, the Spy can disguise himself to look like someone on the other team and backstab them. The Medic heals (with his Medic gun 🧐), the Heavy is a huge Russian man who walks around very slowly holding a giant minigun. The Demoman runs around firing grenades indiscriminately and remote mines in key areas. Last but not least, the Engineer builds various contraptions, from turrets to health dispensers to teleporters.

All in all, Team Fortress 2 is a game that allows you to have fun playing wildly different roles in non-traditional ways.

Ira Poon presents you with

The Cards You're Dealt

A Brief Review of the Popular Card Games in Sutekh

One of Sutekh's most popular regular events is Beer and Cards where, on Wednesdays 16:00 to 18:00, we stay in Manning for a bit of card gaming and some free beer (the latter is the reason for some of you to join, I bet). Card games are popular with Sutekhers anytime though. Here're some fine examples:

BANG! (4-7 players, can be 8 players with expansion)

"I'm your loyal Deputy, sir!"

"No, I'm the Deputy, you filthy outlaw!"

BANG! is one of the oldest card games that is played in Sutekh. The premise is that all players are characters from a stereotypical Italian Western movie, complete with Sheriff, Deputies, Outlaws and a Renegade (the players). The players win by achieving their goals determined by their class: the Sheriff and his Deputy want the Outlaws and Renegade killed, the Outlaws want the Sheriff dead, and Renegade wants everyone dead with the Sheriff last to die. As apart from the Sheriff none of the players reveal who they are (until they are dead), most of the time, to the Sheriff, everyone else claims to be the Deputy (Hence the old "everybody is a Deputy" joke). Otherwise it is more or less like any other card game: players draw cards at the start of their turn, and play cards for desired effect as determined by the symbol on the card (for example, a *BANG!* card shoots another player and it has a "*BANG!*" symbol on it), although there are items and other cards that require special rules.

The game itself has found a balance between skill and luck. A good player can make pretty good guesses on who the other players are by the mid-game, or successfully pretend to be another class, or knowing all the combos and the possible options that gives the best outcome. The game still depends a lot on the draw: a skilful player can still be ruined by bad draws, and even the best players can guess the class the other players are. Still, *BANG!* is one of the best games we have here in Sutekh, and undoubtedly one of the most popular.

Munchkin (2+ players)

"I go looking for trouble and find... The Fearsome Gazebo!"

There was a time when Sutekh was more focused on tabletop role-playing

games. Given its roots it is understandable that there will be people in Sutekh playing *Munchkin*, a card game that satirises “munchkins”, otherwise known as “power-gamers”- players in role-playing games that will try to “win” by getting the most experience, the best items and weapons, and to build a character as powerful as possible at any cost, arguing with the other players, and generally taking the fun out of a game.

The premise of the game is that the players are munchkins in a stereotypical dungeon quest. The aim of each player is to get to level 10. During each turn the player kicks down dungeon doors by flipping cards and, if there is a monster behind it, he fights it, or if there is no monster, the player can play other cards. Many cards and their effects consist of in-jokes found within the role-playing circle, while other cards are a play on words on popular items such as a “two-handed sword” (that gives you an extra hand).

The major problem with *Munchkin* is at level 9, players are no longer allowed to use cards that automatically level them up. Trouble is, there is NOTHING a player can do to stop people from buffing the monster s/he is fighting, so usually the targeted player loses and is unable to win. At the end game, basically everybody gets to level 9, unable to get further. The cards are still funny though.

Chrononauts (3+ players)

“Is Hitler dead yet?”

The coolest thing about the game is, well, time travel is awesome. The players are time travelers (or known in-game as “Chrononauts”), and their aim is to keep or change certain events, or to get certain items, as shown in the goal cards dealt at the beginning of the game placed face down hidden from other players. Every turn, players get to change major events (such as assassinating Hitler, which usually happens very early on in the game for some reason), represented by the event cards are the line up chronologically on the table. Every time this happens, as a consequence of the change, ripples of time occur and paradoxes happen (for example, with Hitler assassinated in the 1936 Olympic Games, there can't be a World War II). Players can then play the relevant patch cards to “patch” up the paradox in history. However, if there are too many paradoxes in the time line the universe collapses onto itself and gets destroyed, and everyone loses. For lovers of history, especially the “what ifs”, this game is a MUST.

Lunch Money (2+ players)

“I'm going to grab you, slap you and tread on you”

In *Lunch Money*, players are primary school girls who are fighting each other to get each other's lunch money. The game is very simple: each player starts with 15 health and 5 cards in hand, each card has different effects. Some of

the game when they run out of health, and the last player standing wins.

One of the things about this game is the speed: if players decide to gang up on a certain player, that player can be out of the game real quick. Also, the game is pretty good to watch as a spectator. Besides, who doesn't want to be little girls punching the crap out of each other?

Kung Fu Fighting (2+ players)

"I'm going to do a running up the wall, flying, spinning, invincible, split attack with a table on you two!"

"And your kung fu is no match for mine! Flying trip!"

Kung Fu Fighting is a very similar game to *Lunch Money*, and yet so different, and so much more fun(nier). The game itself is a satire of kung fu films in Hong Kong cinema. The premise of the game is that each player is a kung fu master in a kung fu film. The aim of the game is to kill all the other players and be the last one standing. In this game, health is measured in Chi.

Unlike *Lunch Money*, every card has its effects written on it, so it is a lot easier to learn how to play. Also there are cards that can stay in front of the player when played, their effects lasting until the cards are removed: the stance cards and the weapon cards. *Kung Fu Fighting* players have to take into account of other players stances (as stances give different advantages to certain type of attacks and different weaknesses, particularly to another stance), and block cards can only block specific types of attacks rather than every type.

The reason why *Kung Fu Fighting* is funnier is the enhancement cards: as long as the names are different, a player can play as many attack enhancement as s/he wants. This results in hilarious and entirely unbelievable attacks. All in all, *Kung Fu Fighting* is one of the better games played in Sutekh.

Fluxx (0+ players)

The Game with No Rules

Well, actually it does have rules, but the above description is close. At the beginning of the game, players draw one card and play one card in their turn. However, certain cards change the rules, and certain cards give the game a victory condition. The player who first fulfils the (current) victory condition wins the game. Like *Kung Fu Fighting*, all cards have their effects written on them, so it is quite easy to pick up.

The good thing about this game is its variability. Each game is definitely going to be very different from the last. This means that players have to be flexible, strategies have to change as the rules of the game change. There

are several variations to Fluxx including Zombie and Monty Python versions.

Serial Killer

Not every card game in played in Sutekh uses specialized decks. Serial Killer is one of the card games that use a normal deck of playing cards. It is also one of the newest card games to appear in Sutekh, and it looks really confusing to a spectator, yet it is actually one of the simplest card games (that uses a normal playing cards) to play.

Each player is dealt a number of cards that is faced down, the number depending on the number of players in the game (3 cards each for a 4 player game, for example). These are their "character" cards. The shuffling of those cards is set to contain at least one Ace. The player(s) that have an Ace face down is a Serial Killer. Their aim is to kill a certain number of innocents (players without Aces). Each turn each player is dealt the number of cards equivalent to the number of cards they have facing down. During each round, players play those cards on other players' character cards. They cannot play them on their own character cards. It can be any combination. Once all the cards are played (players have to play all of their cards), the cards played are revealed, and effects that are triggered will take effect: spades are killing (so character cards are "dead" and gets removed and put back into the deck); clubs are accusations (innocents are replaced with another card from the deck while Aces die; note that innocents can be replaced with an Ace); diamonds removes any black card on the table; and hearts give players an extra character (can be an Ace). Also, any red card can remove a black card of a lower value on the same character.

Serial Killer is quite a good game once players get the hang of it, but unfortunately there are not many people who play it.

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A TEASPOON AND AN OPEN MIND

Are you tired of sci-fi heroes who solve all their problems by shooting things? Are you sick of shows that constantly introduce a new romance every episode? Are you longing for a universe where everyone has a British, rather than American accent? **Emily Lloyd** shows why you should definitely try watching the BBC's **Doctor Who**.

The original black and white Doctor Who of the 1960s was first intended as an educational program, rather than a science fiction show. It included the Doctor, his granddaughter, and two schoolteachers and consisted of a series of time and space adventures teaching children about history, science, and how to defeat your enemies using your wits and intelligence. One episode you might be in Ancient Times watching how a series of misadventures led to the burning of Rome and what it was like living back then, the next you would be shrunk to insect-size and considering the ecological implications of an insecticide which kills all bugs indiscriminately. After a while, the BBC worked out that the reason why it was so popular was more to do with the adventures rather than educational aspects and focused more on aliens and plot.

In the later series the Doctor continued his adventures through time and space with companions. These are people (and a robot dog called K-9, get it?) who for various reasons travel with the Doctor. They tend to be young women and are often quite adept at wandering off and requiring rescuing. Every episode has one of some description, or else who would the Doctor explain things to us through?

Over the years, Doctor Who has also shown us colour television, how to watch TV from the safety of behind your couch, the best way to continuously recast a main character, and how to create alien worlds on a tiny budget. It would be a lie to call the sets entirely believable, but according to British comedian and Doctor Who fanatic Toby Hadoke, they only ever wobbled exactly twice regardless of what everyone says. The show was at its most popular during the three-year stint of Tom Baker (he of the jelly babies and crazy long scarf) and gradually declined until it was cancelled in the early 1990s. Ten years and one abortive movie revival attempt later, Doctor Who finally returned to our screens in 2005. Often referred to as 'NuWho' on the internets, the new series of Doctor Who is often considered faster and more exciting, with more action and a contemporary 45 min structure.

Throughout its life Doctor Who has always kept to heart several very important values often lacking in other shows. It teaches us that knowledge and charisma are the best weapons, that male and female main characters can get by just fine without sexual

To familiarise yourself with some of the most important ongoing elements of the show, consider the following definitions:

The Doctor

An alien who travels around getting into trouble and saving people/worlds/the universe. He doesn't have any other name apart from 'the Doctor' his real name is a Big Secret. Tends to have an eccentric disposition and was until recently, very much a pacifist and somewhat asexual.

Daleks

Genetically engineered slimy tentacle-creatures in metal armour, whose aim in life is to kill all inferior Non-Daleks. They are invulnerable to most things, extremely good at killing everyone without mercy, and shout a lot.

tension¹, and that um... no doubt something about being open-minded and getting along with people who happen to look and speak differently.

Here in Sutekh, our society has a proud tradition of interest in Doctor Who. In 1976 Sutekh originally started out as a Doctor Who appreciation society, and derives its current name from the villain from the 'Pyramids of Mars' episodes in Doctor Who. It's also safe to say that there are a fair number of fans, ranging from avid to casually interested, who are eager to talk Doctor Who and about the latest gossip thereof both in person and on the forums. Like with many geeky interests here, You Are Not Alone.

So there you have it. A quick guide to a series of televised time and space adventures with none... well, less of the cheesiness of other comparable sci-fi shows. If you do decide to try it out, I can promise you explosions, fun adventures, and that the Doctor won't snog someone new every episode or ever shoot someone with a gun. After all, as he once pointed out, all he needs to defeat his enemy is a teaspoon and an open mind

Time Lords

An alien race that invented time travel and black holes. Appear to have the potential to be rulers of All Time And Space but seem to be content with staying at home making up rules about time travel. No sense of humour.

TARDIS

The Doctor's ship. The name is an acronym for Time And Relative Dimensions In Space. It is bigger on the inside. The outside looks like a blue phone box. Travels by fading out with a VWARP! VWARP! Sound.

Regeneration

The means by which the lead actor is replaced. He 'dies' and transforms into a different body, often with distinct personality differences as well. Apparently Time Lords have 13 regenerations. David Tennant is number 10.

The Master

The Doctor's obligatory one-time-best-friend-come-arch-nemesis, who has used up all his regenerations. Often trying to steal the Doctor's and other peoples' bodies. Often sports a diabolic goatee.

¹ Which isn't to say it hasn't been implied once or twice

What is Killer?

Games can inspire many things in people. Some games can inspire recounting of gripping adventures in dark caverns culminating in an epic and cinematic fight scene in uninteresting anecdotes. Some can inspire hours of musing over where fictional characters will head next in their lives, what emotional impact new revelations have had on them. Many games inspire hilarity and general enjoyment all around, both at the time and afterwards. But how many games could make you scared to open your bag, or walk down the street without at least three people escorting you, or eat your food without poking through it for signs of tampering?

These are the effects of the fantastic and comical game *Killer*. This game is quite popular in Sutekh and a round of it is usually run at least once a semester. The idea behind it is quite simple, the name says it all. The aim of the game is to kill the other players. Not literally of course, but neither is it accomplished by the roll of a dice or the playing of a card. Rather you will actually have to go up to your target, in person, and "Kill" them with a humorous simulacrum of your chosen weapon. If you are witnessed by bystanders (playing the game or not), you are out. If you kill a civilian (someone not playing the game) you are out. If you are killed you are out.

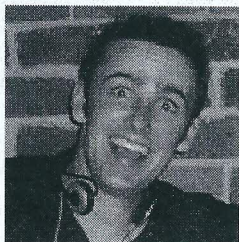
Usually you will have no idea who is playing *Killer* as well as you, you will have one name, that of your target... but you know that someone, somewhere, is gunning for you. If, and when, you kill your target you get their target and so on in an ever decreasing circle until there is only one left in the game. This is "Circle of Death play", the most common

The way to kill your targets is limited only by the size of your imagination and ingenuity. Popular weapons include knives (plastic spoons), guns (nerf guns), contact poison (Vaseline smeared over something otherwise innocuous), garrotte (toilet paper), but people have been known to be quite creative: booby trapped laptops, killer pythons in pizza boxes, poison salt in someone's beer. The two essential rules with weapons are 1) must resemble your chosen weapon in rough size and shape, but not actually look or be dangerous 2) Weapons must be evident as weapons, you can't be combing your hair one second and then the comb is immediately a knife.

Killer isn't played around the table, it's played wherever you are, whatever you're doing. You're even playing it in your sleep. So the next time you see someone looking frantically about themselves, sweating bullets, talking to themselves in manic frantic tones and cradling a popsicle stick, don't worry. They might just be playing killer.

OPERATION: RECYCLING

If You Can Read This, You Are Now Playing Killer



This is your target. His name: Anthony Dunford (codename "Reg"). You must eliminate him before the end of O-week. Should you succeed, your prize shall be: Glory. And a t-shirt. Should you fail, your punishment shall be: death. And elimination from the competition.

Killing him will not be an easy task. You must abide by certain rules if you are to be successful:

1. Reg is only a viable target when he is wearing his 'crown': a plastic golden top hat.
2. Reg cannot be harmed by projectile weaponry. Guns, poison-darts, shurikens or bombs are useless. However, he is not invulnerable. There are only 2 ways to kill him:
 - a. A poison-tipped knife disguised as a plastic spoon. These are available from Manning Bar and various other locations around the Uni. One stab to any part of his body will kill him.
 - b. Piano wire disguised as toilet paper. A quick garroting of the neck will finish him nice and quick.
3. Reg has 2 bodyguards protecting him at all times. They are identifiable by their firearms. They may look by nerf guns, but don't be fooled: they can eliminate you from the competition. They share the same resistance to projectiles but also the same weaknesses as Reg. However, unlike Reg, they are resurrected after 24 hours.
4. There are no witness rules. Assassination attempts can be made any time Reg is wearing his crown.
5. Cooperation is allowed, but there can be only one winner: the person who makes the killing blow.

If you have any questions regarding your mission, please ask your secret informant: Tim Weston (codename "Hat Guy"), or Reg whenever he's not wearing his crown.

Good luck, soldier.

This message will self destruct during recycling process

The Dork Side of Metal

Daniel "Seryn" Blick reveals a Geek's Guide to Metal

Don't get too excited if you're a chemistry student, I'm here to talk about that other kind of metal – probably conjuring up thoughts of corpse paint, growling about baby-eating and less melody than a Slipknot song. And for most of you this would perhaps be considered a bad thing. But I am here to reveal to you all the dirty little secret of metal, closely guarded yet ridiculed by 'true' metalheads around the world – metal can be happy, it can have melody and best of all, it can be as cheesily geeky as your favourite Harry Potter fanfic. Power Metal aka Symphonic Metal, Flower Metal and Happy-bunny-running-through-the-fields Metal has more in common with Queen and Quenya than Dethklok and Megadeth – even copping as many gay jokes as Freddy Mercury himself. Tolkien, Stephen King, Michael Moorcock and many a historical legend are all regularly represented within the sub-sub-genre, alongside numerous indulgent representations of fantasy and sci-fi's worst clichés. Not to mention some of the most...unique cover songs around, from Mr Sandman to The Neverending Story. Here follows just a handful of examples of this extreme geekery:

Nightfall on Middle-Earth by self-proclaimed bards **Blind Guardian** is what started the long, glorious road of enlightenment for myself. This bombastic musical rendition of Tolkien's Silmarillion is the pinnacle of fantasy fanboyism. Those who have played the recent Sacred 2 should be familiar with the bards' dedication to being complete nerds.

Avantasia: The Metal Opera cranks up the cheese factor all the way to 11, and fulfills a common trend in power metal – Rock Opera featuring collaborations of multiple singers and musicians. Avantasia follows a fantasy tale written by one of the band members and thus more clichéd than a Terry Goodkind novel, but which is surprisingly something one comes to love in the cheesy, cliché-ridden land of power metal

Star One on the other hand, self-described as Space Metal fulfills your most depraved sci-fi appetites. All your favourites from Star Trek and Dune to Stargate and Back to the Future all receive the metal once-over, again in 'Rock Opera' style.

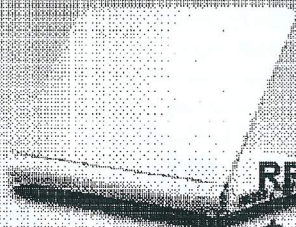
Last and most probably least are geek metal's unlikely posterboys **DragonForce** – bane of every guitar hero completion and record holders for most prolific use of the lyrics 'dragon', 'steel' and 'fire'. Alas these once great geeks have now had their fandom overrun with our greatest enemies – metalcore fans (think slipknot etc). So if you find yourself strangely opposed to this band consider it simply fallout from this tragic battle but remember to honour the legacy of their utmost nerdery and cheesiness!

So those of you looking to expand your geekery into yet another aspect of your lives, heed my words of rambling obsession! Those curious enough to tread the cheesy path of musical enlightenment should seek out Seryn, Sutekh's master of geeky tunes.

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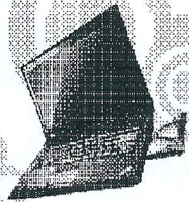


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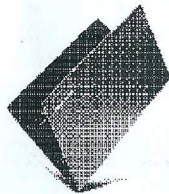
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An Introduction

A brief overview of the favourites of the genre by
Tiffany Klopfer-Webber

The horror genre is obviously not everyone's cup of tea. However, if you love it, you probably love it warts and all, the good, the bad and the ugly, and oh boy is there a lot of bad and ugly! I'm writing this as someone who's been into ghost stories, and horror novels and films, since I was a small child, for those of you who might be interested in finding out a little bit more about this vast genre. Oh, and don't worry, I'll be making a lot of recommendations, but I promise there won't be a single spoiler, so if I mention a movie or novel you should go and check it out, because there won't be a lot of information about it here. And for further reading about the horror genre, you can't go past Stephen King's nonfiction work *Danse Macabre* (1981), which I make quite a bit of reference to in this article.

The Haunted House

Come and play with us... forever, and ever, and ever!

This has to be my favourite of all the horror subgenres. There are two fairly distinct traditions of haunted house tale. The first is the British tradition, in which the ghost of someone who has died in the house in some sinister way, or has unfinished business, seeks revenge, justice, or simple acknowledgment. The classic example of this is Horace Walpole's

gothic classic, *The Castle of Otranto* (1764). A more recent example of this style (although not British), is the 2005 remake of *The Amityville Horror*.

In the American tradition, however, it gets more complex (and in my opinion, more interesting). Usually the American haunted house itself is evil, due to an accumulation of bad deeds occurring in it over the years, such as in Stephen King's *The Shining* (1977) and Stanley Kubrick's film of the same (1980). Alternatively, the place may just be an example of what Stephen King refers to as "The Bad Place" – in some way feeding off the negative emotions and weaknesses of those who go there. As well *The Shining*, my other highly recommended American haunted house stories are Shirley Jackson's *The Haunting of Hill* (1959), Robert Marasco's *Burnt Offerings* (1973) and Anne Rivers Siddons' *The House Next Door* (1978).

The Vampire Story

I never drink... wine.

Everyone knows about vampires, right? Originating in folk tales, most cultures have some sort of vampire in their mythology. This subgenre really took off, however, when Bram Stoker wrote *Dracula* (1897). Since then, apart from the literally hundreds of adaptations of *Dracula* itself, the vampire story has been incredibly diverse, and its popularity has not waned. Some notable examples include Theodore Sturgeon's *Some of Your Blood* (1961), the 1983 film *The Hunger* (starring David Bowie), Anne

To Honor

Rice's homoerotic take on the vampire in *The Vampire Chronicles* (1976-2003, so far), as well as the 1994 film of *Interview with the Vampire* (the less said about 2002's *Queen of the Damned* the better), and of course the recent blockbuster success of Stephanie Meyer's tales of Edward Cullen and Bella Swan, and the film adaptation of *Twilight*.

Monsters!

It's alive!

Monsters of all shapes and sizes have been around since stories have, but Mary Shelley's *Frankenstein*, or the *Modern Prometheus* (1818), is the most famous. Since then, countless film adaptations of *Frankenstein* have been made, and many other monsters have been created. Most notable of these are the bevy of creatures that came out of Universal Studios, predominantly in the 1930s and '40s, including the *Wolf Man*, the *Mummy*, the *Invisible Man* and the *Creature from the Black Lagoon*. Other more human monsters include Robert Louis Stevenson's *Mr. Hyde* (1886) and Oscar Wilde's *Dorian Gray* (1890-1891). Some good recent monster films and TV shows include *Dog Soldiers* (2002), *Ginger Snaps* (2000), the BBC series *Jekyll* (2007), *The Descent* (2005) and *Cloverfield* (2008).

Slasher Movies

Whatever you do, don't fall asleep...

The slasher film could also be dubbed

the "stalker film". The basic premise is a serial killer stalks and kills a

number of victims, usually teenagers, usually promiscuous, partying ones. If there is a survivor it's usually a less promiscuous woman. This formula was made much of in the postmodern slasher *Scream* (1996). The classics are of course the famous franchises of the 80s – *A Nightmare on Elm Street* (1984-), *Friday the 13th* (1980-) and *Halloween* (1978-). These days the slasher film is either in the same style as those original films (including remakes), or the cleverer, more complex modern style. A good example of this latter is 2005's *Wolf Creek*.

Another recent category in the slasher form is what some people refer to as torture porn. The argument is that films that fall into this category are trash, and are meant as nothing more than titillation for those interested in watching scantily clad women being harassed and dismembered, usually in that order. While people who are only out for this sort of titillation certainly exist, I think the whole torture porn designation is bulls*&t. A film (or any work at all) either has merit or doesn't, and the torture porn label misses the point of such franchises as *Saw* (2004-) and *Hostel* (2005). Both works have quite a bit of merit, the first demonstrating an incredibly complex interwoven story), and the latter presents a very clever critique of American attitudes to foreign countries, exploitation of resources and human beings, and the consumerist, capitalist attitude that enough money can buy you anything you want.

Killer Rednecks!

I'm gonna make you squeal like a pig!

Closely aligned with the slasher subgenre, but deserving a mention of its own, is the redneck movie. Most famously treated in *Deliverance* (1972) and *The Texas Chainsaw Massacre* (1974), the basic idea is that a group of people (city folk after a rustic weekend, partying teenagers, whatever) leave the comforts of their city life for an outdoorsy adventure. Cue inbred hicks wanting to kill, eat, rape them, or any combination of the above. Recent additions to the genre are the remake of *The Texas Chainsaw Massacre* (2003), *Wrong Turn* (2003), and *The Hills Have Eyes* remakes (2006, 2007) of the 1977 classic.

Demons and Antichrists

The power of Christ compels you!

The 60s and 70s saw something of an obsession with novels and movies about children who turn out to be the antichrist or possessed. Stephen King argues that this was a reflection of the political climate at the time, the era in which kids were growing their hair long, taking drugs and having lots of sex, and protesting the Vietnam War and agitating for civil rights. These films were a way for confused parents to account for what was happening to their

children and their own lack of control over them. Films and novels in this vein include *Rosemary's Baby* (1967 novel, 1968 film), *The Exorcist* (1971 novel, 1973 film), *The Omen* and sequels (1976-1981), and *The Amityville Horror* (1979) – this last involving demons attacking a family who are simply trying to achieve the good ol' American dream of owning their own home!

Generic Supernatural

A year later their footage was found...

Anything that doesn't fall into the haunted house, monster movie or demon subcategories. Some examples include *The House that Dripped Blood* (1970), *The Ring* and *Ringu* movies, *Don't Look Now* (1973), Peter Straub's *Ghost Story* (1979), *Final Destination* (2000), *The Blair Witch Project* (1999), anything you can think of that has ghosts or unexplained supernatural events. My personal favourite (in fact it's my favourite film of any genre), is Bernard Rose's *Candyman* (1992). Worth a look if you'd like to watch an intense and emotional reflection on American race relations, or are interested in urban legends, or issues of fidelity and believability, along with a beautiful and haunting soundtrack by Philip Glass, and some major gore. It has everything for the serious horror aficionado.

Brains! I mean Zombies!

Send more paramedics!

Finally we have another of my favourite horror subgenres – the zombie film. George Romero created what we call the zombie in 1968 with his landmark film, *Night of the Living Dead*. Since then the zombie mayhem has never stopped (and Mr. Romero we are truly grateful)! Romero went on to make 3 sequels (so far): *Dawn of the Dead* (1978), the classic critique of consumer culture and apathy; *Day of the Dead* (1985) and *Land of the Dead* (2005). However, although most people associate zombies with a lust for eating people's brains, accompanied by shouts of

from Romero's films, whose zombies actually eat all human flesh, and cannot speak. It was another seminal film in the genre, *Return of the Living Dead* (1985), a fantastic black comedy and very clever, that created the brain-eating, "brains!"-shouting zombie, and the rest is history. Some other really good zombie films include *Evil Dead 1 and 2* (1981, 1987), Peter Jackson's *Braindead* (1992), the 2004 remake of *Dawn of the Dead* (as well Tom Savini's 1990 remake of the *Night of the Living*, which is very good), *28 Days Later* (2002), *Shaun of the Dead* (2004), Robert Rodriguez's instalment in *Grindhouse*, *Planet Terror* (2007)



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Call of Cthulhu?

A beginner's guide to the Cthulhu mythos by Tim Weston

If you spend any time at all immersed in internet culture, geek-subculture or indeed even fringe pop-culture you are eventually going to run across references, jokes and even outright parodies to some crazy mixed up being called Cthulhu, or his wacky friends. This multi-talented demonic cephalopod seems to have squirmed into all manner of references across the glorious stew of current popular culture, and some may be feeling a little at sea as to what exactly is going on here.

Yes, you may indeed simply chuckle and laugh along without questioning, hoping to hide your ignorance of what is a seemingly obvious reference that everyone else seems to get in order to escape the humiliation of admitting your lack of knowledge in front of your erstwhile comrades whom you worked so hard to impress upon that you are a cool, suave, hip and knowledgeable individual in a desperate attempt for validation, leading to a bizarre and farcical "Emperor's new clothes" style scenario in which everyone forces laughter at a reference that none of them get in an eternal spiral of not wanting to look stupid in front of people who are just as clueless as they are... or you could read this article.

To start with, the eternal question, who is Cthulhu? One may say that no-one can really know anything of another person, but that's really the purview of the philosophy student. So let us cut to the chase and simply state that Cthulhu is a gigantic monster having the head as of an octopus, the body of a human and the wings and limbs of a dragon, or some such amalgam. He waits, not dead but in a deep comatose slumber, in the sunken city of R'lyeh until the stars are right upon which juncture he will arise and begin his reign of terror on the earth, which largely consists of devouring people. He also has a cult of worshippers who wish to help him rise once more, largely in the hope of being eaten last.

Originally appearing in the short story *The Call of Cthulhu*, Cthulhu was the fictional creation of the prolific horror writer H.P. Lovecraft who was a contemporary and friend of Robert E Howard, the writer of the Conan stories. Lovecraft created Cthulhu as well as many other monsters along similar lines, most of his stories focusing on the horrible vast uncaringness of the universe, the inevitable descent into madness of those who delve too deep into the darkness, and giant monsters that want to eat people.

Lovecraft's evocative and terrifying cosmology in which uncaring gods strain to return to wreak havoc on

insignificant mortals in an unsympathetic and unfeeling universe populated by more terrors than one can poke an elder sign at is generally



known as the Cthulhu Mythos, Cthulhu being the most memorable of all the mad deities.

Lovecraft strove to give authenticity to his creation, as though it was not something he had invented but rather it was a real body of ancient myths that he was plundering for ideas. To this end he urged his fellow writers in the world of pulp horror/sci-fi to use and expand upon his mythos as much as they wished. This spread the common themes and major characters of the mythos far and wide, to the point that people still ask to find a copy of the *Necronomicon*, the fictional tome through which Lovecraft referenced his ideas, in the Library of Congress.

Besides Cthulhu and the dread *Necronomicon* (the title comes from the little Greek that Lovecraft possessed and was a hopeful attempt to render an ominous title of "The Book of Speaking to the Dead"), there are many other beings besides. A few of these will, for the further illumination of the reader, be briefly covered here.

Deep Ones: horrible fish people from the bottom of the sea, sometimes spawned from odd pacts to interbreed with humans, they live indefinitely and are hard to kill, also worship Dagon, a giant fish-man god.

Yog-Sothoth: Eater of souls from outside of space and time, a sort of Zeus figure to the rest of the dark pantheon, sometimes has earth children who create havoc.

Shub-Niggurath: The black goat with a thousand young, a dark twist on the traditional fertility goddess.

Hastur: Not originally created by Lovecraft, but a well known part of the mythos now, his name is unspeakable, in that if you say it he will appear from nowhere and splat you.

Unausprechlichen Kulturen: Another fictional occult book, translates as Unspeakable Cults.

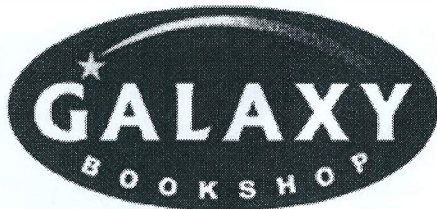
Mi-go: Prawn-like aliens from Pluto, strange fetish for removing peoples brains and keeping them alive in jars.

Due to this early open-source availability of the ideas, and of course the brilliance of his stories

in and of themselves, Lovecraft's writing has had an influence on the genres of science-fiction and fantasy comparable to that of Tolkien. Reaching across the spectrum from Hellboy to Buffy to Doctor Who and many other books and series besides one will find references to Lovecraft's enduring myths.

Well, hopefully that's shed some light on the dark corners of the world that humanity was not meant to pry, so the next time someone makes a "Booty-Call of Cthulhu" joke, or the old "Cthulhu, a Deep One and an investigator walk into a fish and chip shop..." you'll be laughing awkwardly not because you didn't get it, but rather because it wasn't that funny to begin with. But if you're interested in tales of horror, madness and the macabre stocked with hideous fish demons and evil deities from beyond the stars, or would just like to find out why so many evil world-destroying beings in sci-fi are covered in tentacles, I recommend picking up a copy of the tales of H P Lovecraft.

A collection of Lovecraft's tales is available for loan from the Sutekh library



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Galaxy Bookshop

143 York St, Sydney

A specialised sci-fi/fantasy bookshop that stocks rare and imported items, as well as the bestsellers of the genres. You can often find books here that haven't hit Sydney shelves yet. They also stock a wide range of expanded-universe books and comics for TV shows, as well as DVDs. Show your Sutekh membership card and you'll receive a 5% discount on all stock!

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Sutekhers love dressing up, whether it's for roleplaying, costume parties, or movie opening nights, and Carnival and Toy Wholesalers is one of the best places in Sydney to get the things that will make your costume fantastic. Prices are already seriously cheap, but Sutekhers get a further 5% discount on stock. If you need a costume, or even if you're just looking for fun, cheap toys, this is the place to go.

The Tin Soldier

40 York St, Sydney

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Books Kinokuniya

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"Kino" as it's known by Sutekh members, stocks an amazing range of comics, graphic novels and manga. They've got an amazing selection, with new items as well as old favourites. This year they've very generously donated a substantial amount of prizes for our upcoming events. Sutekh will be attending their Free Comics Day in May.

RUN THAT BY ME AGAIN...

A guide around the potholes in the road of comics by **Aidan Popely**

Comics, graphic novels, funny strips. Whatever you want to call them, they have been a part of Western media since the thirties. Now, I love comics, I think they're great. But not all of them. For every Watchmen, Kingdom Come, Sandman, Marvels and 1602 (all of which are brilliant) there are tens if not hundreds of Skrull Kill Krew, W.I.L.D.C.A.T.S., Gen 13 (all of which are the opposite of brilliant). But those aren't the comics I'm writing about. No, I write about the comics so stupid they would melt your brain.

This isn't a Marvel vs DC thing as when they put publish crap stories the only loser is the reader. Take Wolverine and Spiderman, possibly the two most well known Marvel heroes. Together they make up 15 monthly titles. This is probably Marvel's biggest problem, overexposure and overuse of characters. Wolverine especially has a tendency to be on every single mutant related team ever. DC has it's own problems. Sure Superman and Batman perhaps appear in too many comics, but it's not on the level of the Marvel characters. DC's problem is that it needs to have a large reality spanning crossover to fix the mistakes of the last crossover meant to fix mistakes. Which invariably leads to more mistakes. Most of these events are known as

a 'Crisis', Crisis on Infinite Earths (destroyed multiple universes), Infinite Crisis (brought them back), and so on. Both of these companies need to stop listening to their marketing departments and just produce some adolescent power fantasies with explosions. It's all I really want (if you agree, check out NextWave, Agents of H.A.T.E).

The stupidity goes beyond the basic outlook of the companies. Today you get to learn about Spiderman and the Clone Saga. This was a storyline meant to shake up the Spiderman titles and engage reader interest (and wallets) in a similar manner to the Death of Superman, World Without a Superman and Return of Superman events. Without getting too detailed, Peter Parker discovered that there were clones of him and it led to a whole thing where he thought he might be the clone. And he was supposed to be a clone while Ben Reilly would end up as the real Spiderman, allowing Marvel to reset the character without too much of a hassle. However, as you're reading about it now, something went horribly wrong.

The Clone Saga was only meant to go for a year and yet it stretched out for four. You see, Marvel let their marketing department control the project and soon it spiralled out of control. Editors refused to talk to each other, ending up with a half-hearted and confusing mess that nobody wanted to read. This all happened in the early nineties when

variant covers with glow in the dark and metallic ink variants ruled the Earth. Which led to the comic book crash of the mid-nineties. And you would think that Marvel learned their mistakes, but alas no. Spiderman has had another two half hearted attempts at events, The Other and Brand New Day. In The Other, Spiderman discovers his powers are actually magical in origin, not radioactive and he gets a power boost and it's pretty cool (except for the fact that again there was no editorial control, making three very different chapters by three different writers). Brand New Day reversed all of The Other and then made Spiderman single again by selling his marriage to Mary-Jane to a devil in order to save Aunt May even though she's like 150. Why? Because everyone likes to see Spiderman miserable. Oh it's still the original Spiderman in case you were wondering.

Perhaps I've been mean to Spiderman and Marvel, but it's not like they don't make themselves easy targets. DC, in comparison has a much more grounded basis for their stories. Like the time that Batman, the smartest person alive, wrote up a report on all the heroes identities and powers and weaknesses and how to kill them if they turned evil which was then stolen by bad guys. Or the time that Batman made a super spy invisible satellite that could track down superhumans and then use nanites to turn normal people into killer robots with the powers needed to kill the heroes which gets hijacked by a spy organisation before gaining

sentience and going on a killing rampage. Or the time Batman fired this new girl Robin and she stole a plan from him that would get all of the crime gangs in Gotham city to unite under one man controlled by Batman, except that the plan needed Batman to be present and a city wide gang war erupts (during which the new Robin dies, proving that nobody is ever as good as Batman. You can see a pattern here, right?

I'll leave you with a retelling of possibly the single most stupid thing I've ever read in a comic ever. Ever. It requires a little bit of background to make sense, but here we go. In 1986 DC had the Crisis on Infinite Earths event which tied up all the timelines into a single universe. However an alternate version of Superman, Superboy Prime (who had the power to push planets around) was trapped in a pocket dimension as he saved the universe. Hold onto that thought. Jason Todd was the second Robin, killed by the Joker in a competition where readers would vote on whether he lived or died (hint: he died). Fast forward to Infinite Crisis. Superboy Prime, upset at being trapped in this prison begins to pound on the walls of reality, time and space. He hits it hard enough to create a reality ripple that made the universe back the way it was "supposed to be". Which involves Jason Todd being alive. That's right, Superman hit the universe so hard he brought Robin back to life. *Many comics are now available for loan from the Sutekh library. Talk to Aidan in order to avoid duds.*

Why do people stick with SUTEKH? Here's some of the points of view of n00bs from 2008 who joined last year and are still part of the club.

- 1.What is your geeky interest?**
- 2.How did you hear about SUTEKH?**
- 3.What were some of the highlights of '08?**
- 4.What are you looking forward to in '09?**
- 5.What advice do you have for incoming n00bs?**

Aidan

- 1.My geeky interest is everything! I have all interests of geekiness... well except Harry Potter... and Buffy. Yes, everything except Harry Potter and Buffy.
- 2.I felt a calling in O-Week, I knew I could find my people if I tried hard enough. And lo and behold there they were.
- 3.Being elected New membership officer, and the Iron man dressup and movie was pretty cool.
- 4.All kinds of perks my newfound power will bring. Nah, I'm just looking forward to '09 being a really awesome year, basically- we're going to do all kinds of great stuff.
- 5.Join! Just join! Don't think about it, just do it! Worst that can happen is that you learn something, and isn't that why you're at uni?

Caitlin

- 1.Dr. Who, Terry Pratchett, and basically any board games.
- 2.My friend's brother was friends with all the people on committee, so yeah.
- 3.All the events like Beer and Cards and Pizza and Games, and just meeting all new people!
- 4.Same things that I liked about '08. Meeting more new people, but seeing all of the old people. It's really just made up of people really, the best of SUTEKH.
- 5.Don't ask any SUTEKHERS about any rules for the game. Just go with it, play all the games and meet all the people.

Al

- 1.I'm interested in fantasy books and things, and computer games, particularly indie computer games, and pop culture things like Black Books and Monty Python and Stuff.
- 2.I found out about SUTEKH on the USU site, and found the stall during Oweek,
- 3.The best part was everyone being around Manning Bar and being able to just wander up there... it was nothing specific.
- 4.More of the same, I guess. We've got a great new exec so hopefully we'll do

some great new stuff... I trust them.

5. Try to come along to as many events as you can because you get to meet people, and wander up to Manning when you've got free time, because there are lots of people to talk to.

Martin

1. Comics and computer games mainly.

2. I knew a few members from lectures, and had hung around a little bit during first year without actually joining.

3. I thought the Iron Man screening was a lot of fun. Lots of people dressed up in crazy costumes, there was the trivia competition beforehand and it was great seeing a comic book movie with a cinema full of enthusiastic geeks having a great time. It was also fun to just hang out at Manning between or after lectures and get to know people and make some friends- in the end that's the main reason to join a society, to meet and socialise with people with similar interests.

4. I'm looking forward to catching up with everyone from last year as well as meeting the noobs.

5. Find a balance between all the social opportunities at uni and the academic demands otherwise you'll go crazy? That's about the best I can come up with.

Shari

1. I'm an appalling fanfiction addict- Harry Potter, Xmen, Labyrinth are some of my more common fandoms, but I read all sorts of stuff. I'm also into graphic novels and movies, oh, and anything made by HBO.

2. My cousin Finn, who was New Member Officer last year was all "Hey, join us!" so I said "okay".

3. Probably Blitz (a WW2 era live action role playing game event), Iron Man and the screenings of Buffy and Firefly were my favourites. Coming to Manning and just hanging out with the people who were always around was pretty cool too.

4. I'm really looking forward to the Wolverine screening and some LARPing events that are rumoured to be in the works for this year. Also meeting all the newbies should be fun.

5. Get involved. Turn up to stuff, and don't be afraid to just join in and enjoy yourself!

The Haiku Guide To Popular TV Shows

Lost is a show which
Neatly encapsulates the
Thing by the name of.

Joss Whedon presents:
Buffy the blonde cheerleader
Fights kickboxing vamps.

Voltron is a big
Fuck-off robot with a sword
That's made out of lions.

What do you get when
The air force finds a **Stargate**?
Lots of explosions!

Old show made new: the
Battlestar Galactica
Still running away.

True Blood has fake blood,
Real vampires and werewolves
And a sassy girl.

Who watches **Watchmen**?

Who cares, let's crime-spree while we
Oh shit, it's Rorscha-

Doctor Who? I don't know.

Some British guy from space-time
Pet girl, or K9?

Bounty hunts. Faye whines,
Spike and Jet break heads, Ed grins,
Cowboy Bebop rocks!

Firefly: a Western

Where space cowboys speak Chinese
A leaf in the wind.

There are cops in cars
And on the rooftops. Don't talk.
The phone has **The Wire**.

In **Little Britain**,

Yes, it's the same joke again.
Over and over.

Yo Joe! **GI Joe**!

Real American hero!
Snake-Eyes ninja strike!

Transformers! Robots!

In disguise! Transformers! More!
Than meets the eye! Yeah!

Come see **Astroboy**,
He's flying high in the sky
Cause he's a robot.

Neon Genesis

Love and Hate. Sex and Death. Angst.
Giant robots fight!

In **24** hours
What's the worst that could happen?
Mister Bauer knows.

House: cantankerous
Medical practitioner
Who gets the job done.

Regular people
With pointless abilities
Can be **Heroes** too.

Deadwood: outlaw town
Full of cowboys and whiskey
"Cocksucker" is said.

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Need a little cosmic help? Astrology student **Gayda de Mesa** shares her insights into the motions of the heavens and what it means for each zodiac sign this year.

The Six Signs of the Sutekh Zodiac

Year of the Zombie

Year of the Pirate

Year of the Wizard

Year of the Ninja

Year of the Superhero

Year of the Robot

Your Sutekh zodiac sign is determined by the year you first joined Sutekh, and not your birth year. Each of the signs has its own set of qualities and personality traits. For more info please see: http://sutekh.info/wiki/Sutekh_Zodiac

Year	Zodiac Sign	Year	Zodiac Sign
1998	Superhero	2004	Superhero
1999	Robot	2005	Robot
2000	Zombie	2006	Zombie
2001	Pirate	2007	Pirate
2002	Wizard	2008	Wizard
2003	Ninja	2009	Ninja

Year of the Wizard

You are more than intuitive enough to fill in any blanks and connect the dots, and it won't take you long to predict the outcome of your endeavours. The Full Moon in your sign means you'll have a bit of trouble taking the time to conjure up new ideas, so rely on your coven of friends to help rev up your creative side.

Year of the Ninja

Wishing you could be invisible? Social situations are not comfortable to you now, but they may be avoidable. The moon's in line with Jupiter, casting a shadow over everything and making it a bit difficult for family and friends to see you because of your stealthy ways.

Year of the Superhero

Your generous nature will force you to jump into the middle of a conflict. You've earned a certain amount of prestige lately and it could be that you are getting a swelled head to go along with it. Just remember you're coming across as extremely intense right now, so fight your battles accordingly.

Year of the Robot

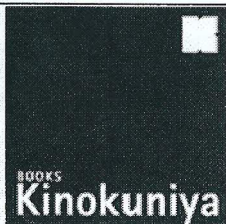
The voices in the back of your head are speaking the truth, so listen to them! If the humans leave anything up to you today, they are sure to be disappointed -- you just can't make up your mind about anything! That doesn't mean you can't enjoy yourself, as long as you can just sit there.

Year of the Zombie

Big changes are coming soon. You used to be such a studious pupil but now you are a little different and these pesky humans keep trying to kill you. But why? All you want is some nice, delicious brains. They have plenty. Perhaps if you infected more people, it wouldn't be such a problem...

Year of the Pirate

People will be drawn to you today and show you a newfound respect. You'll think they're attracted your sparkling personality or rapier-like wit. But in actuality it'll be because you'll be wearing skin-tight leggings and no underwear. Works every time!



Books Kinokuniya

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500 George St, Sydney

As the most awesome club on campus Sutekh obviously caters for your every whim, want and desire. However we know that some of you out there are young, naive and curious, maybe even entertaining crazy ideas that there might be more to life than our illustrious club, thus to help you out and to stamp out any heretical ideas you may have about turning to others than us for fulfilment of your university social lives, we present:

A Sutekh Guide to Other Clubs on Campus

SCA: Caution, may contain SCAbies. Known as the Society for Creative Anachronism these are a collection of people who enjoy getting dressed up in enough metal to make a small Dihatsu and bashing at one another with swords, arrows and large lumps of wood. Also enjoy getting up in frills and tights and telling each other how wonderful it is that Henry V is on the throne. Widely believe in the three Fs Fighting, Feasting and ... umm... well let's just say they're also referred to as the Society for Consenting Adults. For all their faults their annual festivals certainly have an air of medieval authenticity about them, at least in the smell.

SUDS: Strange types who enjoy putting on a variety of performances throughout the year. Enjoy getting up in public and playing Live Action Role Playing Games which they call "Plays" Several prominent members of Sutekh, including some of the exec, have been involved in SUDS. Just smile, nod, say you loved their last play and never ever say "Macbeth"

SUCS: Unlike the name implies they actually don't. The University's resident Comedy society. They do a lot of stand-up, but not a lot of sit down. See what I did there? That's what SUCS is for. Also: SUCS is home to many geeks/awesome people that Sutekh doesn't house. Known for quality events and bad jokes

Filmsoc: These guys are dedicated to showing "great" films (hence the name, I suppose). They hold weekly screening on Friday nights from 5pm (if you need a break from the awesome of Pizza & Games). They also hold film outings occasionally and an Annual Trivia Night in Manning Bar in around week 8 of 1st semester. Sutekh's own Sponsorship Officer Reg usually writes most of the questions (what would they do without him?), and they're always good fun.

Russoc: Talk philosophy and drink. A lot. Actually, there may be a connection

SUITS: If Snappy clothing is what you are looking for, well these guys have IT. Information Technology that is. Yes, they are our resident rivals in the lands of computer gaming and computer knowledge. When we challenged them to Guitar Hero last year: we beat there asses. These guys are actually a faculty society but are a lot more fun than other faculty societies. Rumors abound that they posses a secret lair buried in the bowels of the IT Building (That big glass place). Which, whilst cool, isn't as cool as calling the bar your home. Like we do. Check them out if you do IT or are looking for reasonably cheap Pizza one day a week (Psst... its more expensive than our Friday offering)

SUANIME: Often situated next door to Sutekh at O-Week stalls but this year we were ripped from each others bosoms by the cruel O-Week overlords. They watch Anime. Often crazy obscure stuff that you won't know about. Hang around with them if you want to learn more about Anime.

CosSoc: They like to dress up and do things. Whenever they do something, they are probably wearing a costume. You will never guess what I'm wearing whilst writing this. But seriously, they wear costumes all the time. It's kind of cool and Sutekh likes to get together with them when we have events that require costumes. Like some free-form role-playing events Independently of us they like to run events where you wear... wait for it... costumes. You will like them if you like costumes.

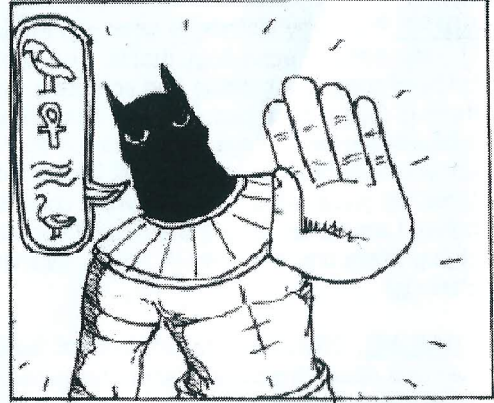
Rubiks Cube Appreciation Society: Sutekh's ugly step-sister. 'CubeSoc', as it is known amongst the locals, celebrates the invention of so much wasted plastic and so many wasted hours reconfiguring coloured squares.

Lego Appreciation Society: Sutekh's *other* ugly step-sister. See Rubiks Cube Appreciation Society, just substitute 'CubeSoc' with 'BricSoc'.

Socialist Alternative: Possibly the most clear minded and friendly political club on campus. Attend their talks and find out how the world really is. They may have cake.

EU: Home to all heathens. The EU, or the "Ethereal Unity" as they are formally known as, represents the University's pagan and wiccan community. If you are looking for eye of newt, wing of bat or panda flavoured pop tarts then swing by their stall. Don't be fooled by their mild demeanor, if crossed they've been known to hex unsuspecting first years. So if you come up with an unusual rash or a mean case of the pox, then you'll know who's to blame!

SAFETY TIPS FROM ANURIS





I WANT YOU!

To write an article for the Zwei

If you liked this publication why not submit your writing for the future issues of Zweihander?

Conversely, if you hated it, why not see if you could do a better job?

Either way, please contact Editor Tim "Hat Guy" Weston either on the forum or in person for more details

A big thank you to everyone who helped out and contributed to this issue. Especially Emily Lloyd for doing the backgrounds as well as articles. Thanks to the committee and Sutekh for being awesome.

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