

# ZWEIHANDER



## A Lyrical Introduction to SUTEKH

Stumbling through the crowds at O-week,  
(Advancing at a crawl)  
You were beckoned by a curious stranger  
To a mysterious-looking stall.

“Come,” they cackled, “sign our sheet!  
Become our latest member!  
For a trifling fee, indeed you'll be  
In Sutekh 'til December.”

A question rose in your troubled mind,  
As you prepared to bolt:  
“Join Sutekh? Please, pray tell me why  
I'd join your dubious cult.”

The hooded figure glanced furtively  
Up and down the street,  
Then motioned you forth (slyly)  
And as you neared began to speak.

“Listen closely, for I will your fears and doubts allay!  
Doctor Who began us, but we've diverged in ages hence;  
Now we dabble in so many things, we like to read and play.  
Though “geeky”, Sutekh's interest range is really quite immense.”

“Hidden deep within the vaults  
Far beneath the Building Holme,  
We have a hoard of gaming boards,  
Of cards, and mystic tomes.”

“And if your own pursuits do lay  
In areas most obscure:  
Never fear, for know that here  
Doth lay a fellow friend for sure.”

“So come, friend, sign the sheet,  
Seal your fate with blackest ink!  
Although you may be dubious,  
We offer a one dollar drink.”

We welcome you most warmly  
To our jolly, geeky crew.  
We hope you're keen to meet us  
Cause we're eager to meet you!

## Captain's Log

Star Date 38254.7

Today marks a new chapter in the development of Sutekh. On this day we have welcomed into our ranks the select few who made it through the initiation process and were thus granted acceptance into our society. Only one in every seventeen million people is honored with this unique privilege.

In being accepted, these people have demonstrated outstanding skill in gaming, fun times and general geekery. In accepting their place amongst us they commit to going above and beyond the call of duty in accomplishing their mission; to spread the joys of geekery amongst the masses.

To help our new recruits achieve this mission we have established a strict roster of training courses. These courses are designed specifically to assist them in furthering our cause. I hope I have emphasized the importance of notifying their commanding officer should they feel some area of their geek education is lacking. We would certainly endeavor to rectify such a shortcoming immediately.

I look forward to working with all the new recruits in the future. Together we can boldly take Sutekh to success it has never reached before.

End log



## Training Regime:

### TV Time: Monday 1-2

Each week we'll screen a different episode of one of the great TV shows we all love.

### Beer and Cards: Tuesday 3-5 pm

Join us at the Manning Bar couches for fun card games and a free beer or soft drink.

### Movies and Munchies: Thursday 5:30-8:30

Thursday nights we get together with our buddies SUITS and host a Movie screening in the School of IT board room. Snacks are provided.

### Pizza and Games: Friday 6-10

Our most popular weekly event, Join us for \$5 Pizza's, \$1 soft drink and LOADS of great games! We've got board games, card games, console games, RPGs... You name it! This is also an opportune time to Borrow items from the diverse collection we have in our library

**These are the training courses of the society Sutekh. Its continuing mission... to bring Geekery to all!**

## Forget About Running Away to Join the Circus

### You should instead join Sutekh!

I am the top hat wearing new member officer to the society which boasts it's own mysterious blue box. Come to our tent and be dazzled by the list of events we have in store for you! If you have any questions about Sutekh, if you're feeling shy, or just want to meet a guy in a (classy) top hat, come find me at our stall! I'll be doing wonderfully geeky stuff all day with my fellow Sutekh carnies. We play games (of all sorts!), watch the geekiest of shows, eat pizza by the truckload, and engage in general merry making!

If our bill so far has tantalised you, feel free to find out more about us from our facebook group or our forums at 'sutekh.info'. This is also a great way to find people with similar interests to you if the direct approach of meeting our friendly Sutekh members is too daunting. I, however, am here to be the man behind the curtain who shows you that what appears to be a frightening monster of geekness is in fact a gentle giant. I call him Bob.

So remember, we have thrills and chills and geeks galore! And I promise you, (jedi mind trick) we have the friends you're looking for...

## A (Board) Game of Thrones, and a TV Series Too

Whether you're a sword-and-sorcery paperback hoarder like me, an avid board game fanatic, or someone who prefers their fantasy in bite-sized episodic chunks, *A Game of Thrones* has something for you. George R.R. Martin's 800-odd-page epic fantasy novel, first published in 1996, has spawned a board game, a television series, and even a trading card game.

The book is the first in the series - *A Song of Ice and Fire* - and it is wholly deserving of its status as an "epic" story. It is a complex, sprawling plot full of devious Machiavellian ploys, vicious backstabbing betrayals, and twisting, high-stakes games of political intrigue between warring houses. The story is told from the perspective of a plethora of different characters scattered across the Seven Kingdoms of Westeros, the Land of the Summer Seas, and elsewhere besides.

As the spiteful, ruthless Queen Cersei puts it, "In the game of thrones, you win, or you die," and indeed these words very nearly define this series, as hardly a chapter passes without someone expiring from poison, disease, a lance through the throat, or a summary execution. Martin is a master of his craft, however, and no death is in vain: every murder propels the plot forward and urges us deeper and deeper into the grimy, blood-soaked labyrinth of political machinations and lethal powerplay. If you're a fan of fantasy or cunning characters vying for supremacy over one another, check it out.

The board game, also titled *A Game of Thrones*, is a sterling adaptation of the novel, where up to five players adopt one of the noble Houses and struggle to establish their chosen House's dominance in the land of Westeros. During their turns, players will recruit troops, issue orders, capture regions, and bid for influence over the Iron Throne, the Fiefdoms, and the King's Court, each of which bestow their own unique benefits. The game ends when one player has amassed enough territory to claim the Iron Throne for their own. With a playing time of 3-5 hours, there is no doubt that it successfully captures the epic scale of the book itself.

The television series, titled - you guessed it - *A Game of Thrones*, and directed by David Benioff and D. B. Weiss, is also a fantastic interpretation of the original book, comprised of ten 1-hour episodes. With a talented cast incorporating the rugged Sean Bean (Boromir from *Lord of the Rings*) as Lord Eddard Stark and the humorous Peter Dinklage as the Imp, *A Game of Thrones* is one of those rare adaptations that is enthralling as a stand-alone series, with the pleasure derived from it only heightened by a familiarity with the source material. Much like the board game, this series captures the epic nature of the book, but not only that, it leaves you thirsting for more. With the second season set to begin airing in April this year (roughly covering the events of the sequel, *Clash of Kings*), I would recommend you start watching it now!

If you're into fantasy, this is one series you don't want to let pass you by. Whether you're reading the book, playing the game, or watching the television series, *A Game of Thrones* is anything but uneventful. Don't be intimidated by the scale of Martin's story, friends, for remember: "Fear cuts deeper than swords."

## DO YOU R18+ TOO?

This last decade has seen a great deal of changes in the ways video games are viewed by society. No longer the domain of spotty, prepubescent geeks as they were in the eighties, they're now a legitimate pastime for every age group and are enjoyed by all social backgrounds.

With the oft-quoted average gamer's age of 32, video games are not only a legitimate adult pastime, but one might say a popular one. This salient idea brings forth the logical progression that a strong adult audience demands a fully fleshed out, adult-inclusive rating system similar to that of films. In short, the creation of an R18+ rating.

It has certainly been a long road for the R18+ rating these last few years, but it reached its climax last year, when the attorneys general voted in favour of an amendment to the classification system. Currently, there is a private members bill before the House of Representatives that will, if passed, establish the R18+ rating at the beginning of 2013.

So now, adult gamers, break out the booze and your wii motes, it's time to rejoice! ...or is it? In preparation for the event horizon of adult gaming, I give you a few thoughts about an R18+ rating:

**The bill in question does not specify what qualifies a game for an R18+ rating.**

Indeed, the attorneys general and the classification board have been frustratingly vague about what will merit an R18+ rating. The words 'high impact' are not particularly meaningful to those not in the business.

**There is still a refused classification category.**

That's right, just like films, games can still be deemed too inappropriate, even for adults. So, in case you were hoping for some legally imported copies of the pomier Japanese titles, you're out of luck. They're still going to be illegal.

**Games previously refused classification under the current system cannot be reclassified under the new system until two years after their initial refusal.**

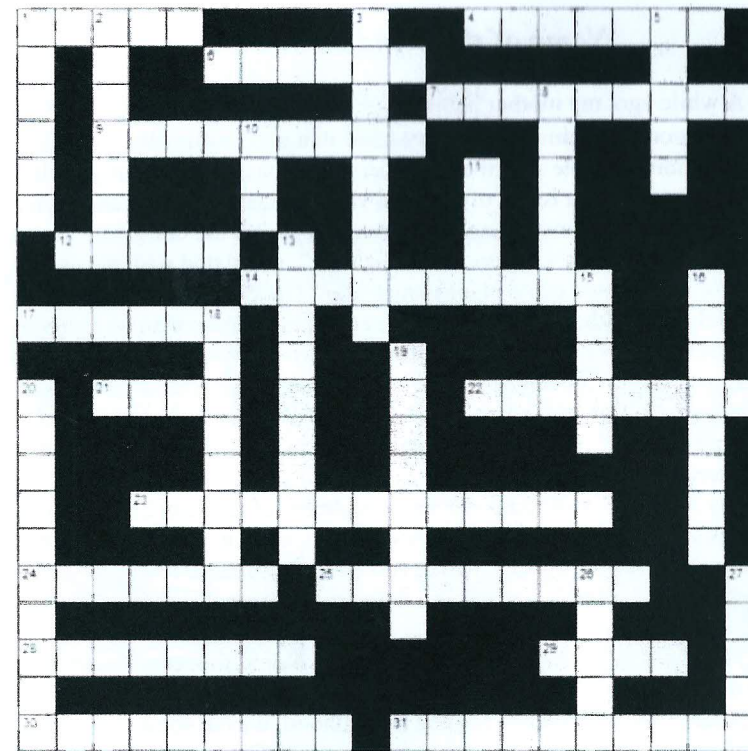
This may not seem so bad when considering older games, such as the uncensored Left 4 Dead 2, but games are still being refused classification in the lead up to the change, such as Syndicate, which was refused this December gone, and if you don't want censored versions of the games, you're going to have to wait the entire two years to get them.

**An overall shift to higher ratings is likely.**

It's easy to tell if you examine the discs of widespread PAL releases that Australia releases a fair few games with MA15+ ratings that other countries have released with R18+ ratings. When the R18+ rating starts, a large number of games that may have previously received an MA15+ rating will instead gain an R18+ rating. Though perhaps this isn't a bad thing when one considers it might mean fewer thirteen year old boys yelling profanities on the servers for Call of Duty and Modern Warfare.

**Imagine the look in your parents' eyes when they see the R18+ rating on a game and instantly assume that it's interactive pornography.**

Just imagine it.



### Across

- 1 Misfit who becomes Super Hoodie [5] (5)
- 4 Agent Sterling Archer's code name [7] (7)
- 6 In futuristic Detroit \_\_\_\_\_ makes perfect [6] (6)
- 7 Bouncy blue gel aids in problem solving [9] (9)
- 9 The house that always pays its debt [9] (9)
- 12 I used to be an adventurer like you, but then I took an \_\_\_\_\_ to the knee [5] (5)
- 14 \_\_\_\_\_ doesn't want to live on this planet anymore [10] (10)
- 17 Bianca's dwarven owner [6] (6)
- 21 MMO with record for most cyber-marriages in one day [4] (4)
- 22 \_\_\_\_\_ The Old Republic [4,4] (8)
- 23 Controversial coding from Dead Island [8,5] (13)
- 24 Teleporting musical instrument, now in 3D [7] (7)
- 25 Community's college [9] (9)
- 28 Youngest Malfoy has anthropodic name [8] (8)
- 29 Movie franchise makes a first class return with origin story [1-3] (4)
- 30 2011 Hugo award-winning Sci Fi film [9] (9)
- 31 Castle's third cop [10] (10)

### Down

- 1 Land north of Cyrodil [6] (6)
- 2 Hammer wielded by Thor [7] (7)
- 3 Child of Amy Pond and Rory Williams [5,4] (9)
- 5 Driver: San Francisco's unique game mechanic [5] (5)
- 8 Krogan clan that welcomes Gruut [6] (6)
- 10 Precursor to Shadow of the Colossus [3] (3)
- 11 Fenris' forgotten real name [4] (4)
- 13 Vampire who evicts Finn and Jake [9] (9)
- 15 Nazi organisation brought down by the captain [5] (5)
- 16 Dragon of Demise in Skyward Sword [8] (8)
- 18 First-day DLC character in Batman's city spree [8] (8)
- 19 Escapee from Sucker Punch's asylum [8] (8)
- 20 Yvonne who provides fanservice in Chuck and Mass Effect 2 [10] (10)
- 26 Surreal black and white 2D platformer [5] (5)
- 27 Steve Rogers' wartime sweetheart [5] (5)

## Name of the Wind Book Review

A while ago, my mother handed me a copy of a book called *The Name of the Wind*, a portly specimen of fantasy-hood that was, outwardly, much like any of the other innumerable sword-and-sorcery paperbacks littering my shelf. A cloaked figure amidst a forest of twisting vines graced the cover, and there, past the title page, dedications and acknowledgements, was the obligatory fantasy map detailing the "Four Corners of Civilization", populated with the usual plethora of unpronounceable place names like "Tinuë" and "Ceald".

I delved into the novel gamely, expecting little more than an *Eragon*-esque romp through a far-away land. Imagine my surprise, then, when I was greeted instead with the engaging tale of the amiable Kvothe, who, though occasionally stricken with angst, at least has the good sense to try and help himself, rather than wallowing in an irritating pool of self-pity (not naming any names here, Potter).

*The Name of the Wind* is the first instalment of the Kingkiller Chronicles by Patrick Rothfuss, and, as the first book in a trilogy, it has a lot to do. It needs a sterling plot, compelling characters, and enough suspense to pique our interest for the sequels. Fortunately, Rothfuss delivers handsomely on all accounts and leaves you hungry for more.

*The Name of the Wind* is split between two time frames: present, where a grizzled old bartender tells stories that take place in the past.


After a brief account of Kvothe's childhood, we cut some years later at The University, where Kvothe is sucked into a whirling maelstrom of intrigue, bitter rivalry, and academic and romantic challenge. Being an all-round awesome protagonist, Kvothe rarely falters but excels in most everything he attempts, mastering artifice, sympathy and even the power of the titular "name of the wind" (though unfortunately not the ways of love) at varying rates. Oh, and did I mention he plays a mean lute?

What surprised me most about this book was Rothfuss' impeccable writing style. For your average fantasy story, it's the plot, the characters, and the world the author paints that draw you in, not the usually-adequate-but-rarely-spectacular prose. However, Rothfuss is far and away an exception to this rule, crafting every paragraph, every sentence lovingly. From the entrancing single-page prologue "A Silence of Three Parts" to the same-named epilogue, I was struck again and again by the elegance of expression, and garnered a sense of endless revisions visited upon each and every phrase for utter perfection. That's not to say his characters and plot suffer for this, for, to the contrary, they reflect the same level of tireless effort and care. Never clunky and always enthralling, if you pick up a copy of *Name of the Wind*, it just might blow you away.



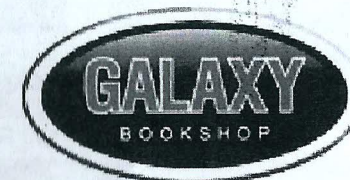
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