

ZWEIHANDER



Captain's Personal Log: Star Date 38257.5

With my second year as a crew member, and my fourth year as a civilian in Sutekh, coming to an end, I have found myself frequently reflecting on the years which have passed by.

When I first joined the civilian community of Sutekh, I had no idea that I would one day be in command of this great society. Though it may not have been what I had planned when I first enlisted in university, this society has come to be one of the defining features of my time here. Unbeknownst to me, becoming part of the Sutekh community would give me some of the best memories I have of my time at this academy. As well as providing me with friends and engaging activities, it gave me an unique opportunity to develop my experience in the ranks of command, an opportunity which I cautiously accepted.

These past two years serving in the command crew of Sutekh have given me invaluable skills and experience, whilst also allowing me to further develop this society which has meant so much to me during these past few years of study. Though my position has mostly involved supporting the continued function of this community, it has also allowed me to shape and develop the society in ways which I believe are in its best interest. The creation of new events and the implementation of new procedures are services I have brought about through my time in command, and it is largely this facility for individual contribution and change which has made my time in command such an enjoyable experience.

However, with my time in command coming to an end, I can only hope that there are new recruits as willing to embrace the experience of command as I was. Sutekh needs, and deserves, a good crew.

This is Shae, Captain of the USS Sutekh. Signing off.

End log.



DO YOU LOVE YOUR SUTEKH?

If the answer to that question is yes, then you should think about running for the SUTEKH executive committee when the AGM comes around later this semester. There are ten positions available each year, with a wide range of skill sets needed. It's a great opportunity to make some new friends, learn new skills, have your say, and do your bit for the society that you love.

If you're eager to help out, consider nominating for President, Functions Officer, Librarian, Treasurer, Secretary, Publicity Officer, New Member Officer, Internet Officer, Editor, or Sponsorship Officer of 2013. If you want to know what any of these roles entail, feel free to approach the current executive, and we'll tell you what we can, or have a look at the club constitution, which can be found at the society website, sutekh.info. We hope to see you there at the AGM, ready and willing. At ease, soldier!

SUTEKH Executive.



Sutekh weekly events:

Monday:

1-2pm TV time

Join other Sutekhers for a screening of an episode from one of our favourite series each week. This is a free event, and is held in the Education building, in to be announced rooms.

Thursday:

3-5pm Carbonation and cards

Join us at the Manning bar couches (top floor of Manning house) for a free beer or soft drink and a chance to play any of our excellent card games. Free for Access members.

5:30-8pm Movie and Munchies

Join us in the Holme Lounge for an evening screening of a movie pre-voted for by members. With nibbles and good company what more could you want? Free for access members. If you'd like a chance to vote, join our facebook group; SUTEKH.

Friday:

6-10pm Pizza and Games

Join us in the Holme Lounge for 4 hours of gaming fun! This event provides access to all the games in our extensive library. Card games, board games, video games, role playing games, you name it! We sell pizzas for \$5 (access, \$10 non-access) and cans of soft drink for \$1 on the night.

What Time is it?

Adventure Time is a cartoon series invented by the inestimable Pendleton Ward that follows, loosely, the exploits of the wise-cracking, impossible-to-keep-down Finn the Human and his magical canine pal, Jake the Dog. Their many, many adventures (at the time of writing, Season 4 is in the process of being released) take place in the strange land of Ooo, populated by candy people (natives of the Candy Kingdom), Marceline the Vampire Queen, the nefarious but hapless Ice King, and princesses by the dozen, ranging from Hot Dog Princess to Turtle Princess the librarian. In short, it's a land where absolutely anything can happen, and often does.

The thing that I love the most about *Adventure Time* is the creativity of the writers in coming up with completely surreal scenarios for our two heroes to plunge knee-deep into, and somehow struggle their way out of again. What sets it apart from other television series that do something similar, the like of *Family Guy*, is that the humour is always clean and fresh, delivered with such light-heartedness that you can't help but laugh. The episodes themselves are short, clocking in at only about 10 minutes or so a dose, but, boy, do they pack some serious entertainment.

Take, for example, the very first episode (excluding the pilot), "Slumber Party Panic", in which the Candy Kingdom's Princess Bubblegum accidentally creates a horde of ravening zombies. Soon, Finn is desperately trying to fend off a wave of zombies, all the while trying to keep the candy people calm – an essential step, as it turns out, for Candy Kingdom's denizens explode when upset. What follows is an exercise in ludicrousness, with zombie piñata, a game of "Blockade-o", and Finn's inadvertent awakening of the Gumball Guardians when he breaks a Royal Promise. The episode is every bit as insane as my description makes it sound, but all the way through I found myself unable to catch my breath as some new height of well-timed insanity prompted me to fall laughing, helplessly, to the floor.

Overall, there's just something about watching this exuberant, imaginative, indefatigable boy of 13 go gallivanting off around Ooo on wild adventures, all the while accompanied by his best friend, a magical dog, that really brings a smile to my face. I think that for many people a lot of what goes on in *Adventure Time* is the kind of adventure we'd all like to have but can't experience in our own, more mundane world. By losing ourselves in Ooo, we can feel that sense of freedom that Finn himself so enthusiastically embraces, and find the imagination that runs so rampant in his head. With Finn, every moment is an adventure.

So regardless of what your tastes are, if you like a good laugh and don't mind a total lack of a linear, cohesive narrative (the episodes are truly episodic in that they have very little connection to each other, with unrelated situations arising in consecutive instalments), you should look no further than *Adventure Time*. Dive into the wide and wonderful world of Ooo with Finn and Jake, and discover an experience that you may just find completely algebraic!

SUTEKH & SUITS

Gaming Olympics 2012

Friday 24th August (week 4),
 in Manning bar top floor, you
 can play against other Sydney
 Uni students for prizes and
 glory, or just for fun.

Games include: Super Smash
 Bros, Brawl, Mario Kart, Halo
 and Guitar Hero.

Ticket entry also includes
 a free drink and food.

Access.....\$5

Non-Access.....\$10

TV Time Find-a-Word

Can you find these fantastic TV series in the grid?
 Well, we've put them in there, so we sure hope that you
 can.

Words to Find:

- | | |
|-----------|------------|
| ANGEL | BATTLESTAR |
| BIGBANG | BUFFY |
| CASTLE | DOLLHOUSE |
| DRWHO | FARSCAPE |
| FIREFLY | FUTURAMA |
| HEROES | LEXX |
| MERLIN | MISFITS |
| REDDWARF | SPARTACUS |
| STARGATE | STARTREK |
| TRUEBLOOD | XENA |

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A O Z Z P U M F E K Y M Q C F D X B S N
R U G L T L E A E F Q S B Y Z A N E X P
S S K L D E R R M P M E B Z H T S X B F
T G F T F Y L S L O T I C K U O F K K K
S F O P Z C I C F H O E S U X D X L F S
T W D U L S N A P U O Q R F S M E O I N
A S T R P Z D P J R T U K I I T Q J R R
R L Q O W U G E B K A U F I L T A D E X
T E G X Q H C L I X J T R R B L S M F R
R G B R Y O O X G H C S S A A K E U L K
E N L E V V R Z B T A B U E M W T X Y A
K A O S C N L X A A Z S K C L A D A X H
Y A O U X M V D N C Y E F C A T P D O E
V E K O P X J B G D R R K X T T T G E V
Y X B H P Y L R U X Y N P Z Y I R A J R
D O O L B E U R T F D N I C H W I A B N
U T D L I R T D W J F D C A S T L E P T
B T S O S U U R K A A Y D H E R O E S S
R J D D G G I X U F M C X Q F D W X G O
B I O C C R Q S T A R G A T E C O I U G
  
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Card Game Review

Yomi

Yomi is a 2 player card-based fighting game. No, I'm not talking about a collectible card game like *Yu-gi-oh!* or *Magic: the Gathering*, where you shell out hundreds if not thousands of bucks to keep buying new expansions and booster packs. I'm talking about a game akin to *Street Fighter* or *Tekken*. With cards.

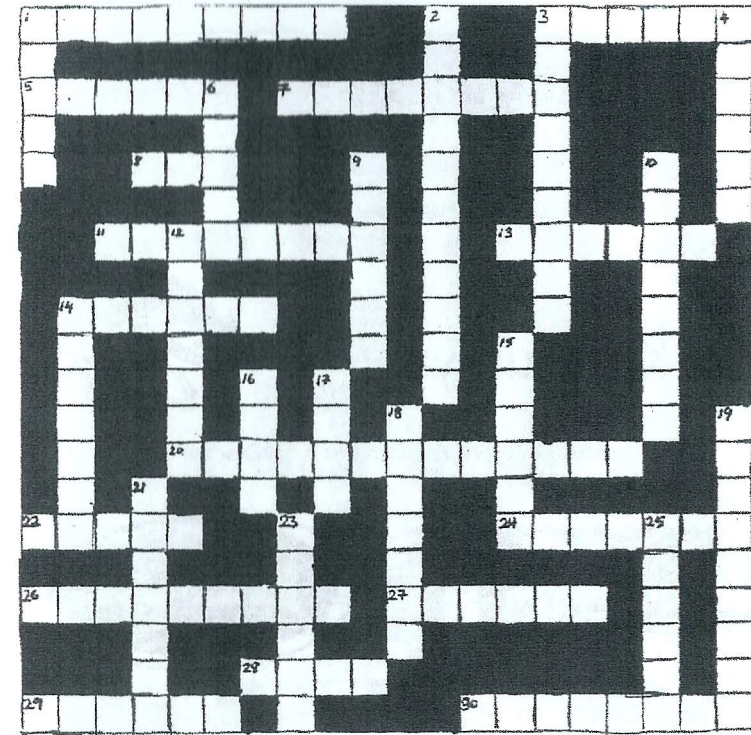
Players take simultaneous turns placing a card face down from their hands, choosing from amongst four basic move types: attack, throw, block or dodge. When the cards are flipped, combat is resolved by a simple weapons triangle, with attacks beating throws, throws beating blocks and dodges, and blocks and dodges stopping attacks cold. If a player successfully lands a hit, they can follow up with a devastating combo to wear away their opponents' life points.

On the surface of it, and especially to the new player, *Yomi* may seem entirely random, with no way of determining what type of move your opponent is going to pull. However, this is far from the truth. In Japanese, *yomi* means "to read", and that's exactly what lies at the heart of this game, the ability to read your opponent and constantly evolve your playing style to counter theirs. There's a definite thrill that comes from flipping the cards and realizing you've seen right through their double bluff to hammer home that final attack combo.

Yomi arrives in a sturdy black box that contains a rule book, two illustrated playing mats, some life track counters, and, most importantly, the ten different character decks. Each deck contains 54 breathtakingly-illustrated cards (numbered as a standard poker deck, with two jokers), a character card, and a turn structure insert. There are no mirror matches in *Yomi*: each character has a radically different playing style, with their own unique character ability, two special ability number cards, varying compositions of the four basic move types, and four totally unique face cards that reflect their personality and style. Further choice is given in-game by the fact that every number card and most face cards have a choice of two types of move depending on how you orient them, adding yet more depth to play.

Most remarkably of all, every deck, while radically different in composition, is asymmetrically balanced, allowing you to pit any two against each other with a fighting chance. So whether you prefer Geiger, the Precise Watchmaker, who bides his time before unleashing a lethal flurry of his signature Time Spiral attacks, Garus Rook, the Stone Golem, who lacks a single dodge but makes up for it in brutal, lightning-fast throws, or Argagarg Garg, the Water Shaman, who punishes enemies for every turn they leave him standing, you'll find every match-up to be fresh, interesting, and, most of all, fun. A caution for new players: beware of using Lum Bam-Foo, the Gambling Panda, whose every ability from his "Roll the Dice" character ability to his notorious "Blackjack" ace relies, like your fate in *Yomi*, on the turn of a card.

ZWEI CROSSWORD - "VILLAINS"



ACROSS

1. Self made orphan [9]
3. Deagol's murderer [6]
5. Xenophobic pepperpots [6]
7. Nemesis of Blake and his 6 crewmates [8]
8. Daisy, daisy, give me your answer do [3]
11. Jason of the 13th [8]
13. Perpetual princess kidnapper [6]
14. Timelord outlaw [6]
20. Indoctrinated renegade spectre [5,8]
22. Why so serious? [5]
24. Pursuer of Resident Evil [7]
26. One-winged angel hates Cloud [9]
27. Pimp cane-toting wizard [6]
28. He's adopted [4]
29. Team blasts off at the speed of light [6]
30. Replicant leader [3,5]

DOWN

1. Luke's father [5]
2. Chainsaw-wielder from Texas [11]
3. The only Gerudo man in the village [9]
4. Alex likes to snack on people [6]
6. Superpower connoisseur [5]
9. The king of Mississippi [6]
10. Programmed to be an idiot [8]
12. Doctor who gains additional limbs [7]
14. Eric would rather be called this [7]
15. Always watching, but not big brother [6]
16. Gary Oldman never meets protagonist [4]
17. Ex-con likes breaking backs [4]
18. The original vampire [7]
19. Deadly kisser [6,3]
21. Zombie pirate of Monkey Island [2,5]
23. Lex collects green rocks [6]
25. Self-aware computer destroys world [6]

