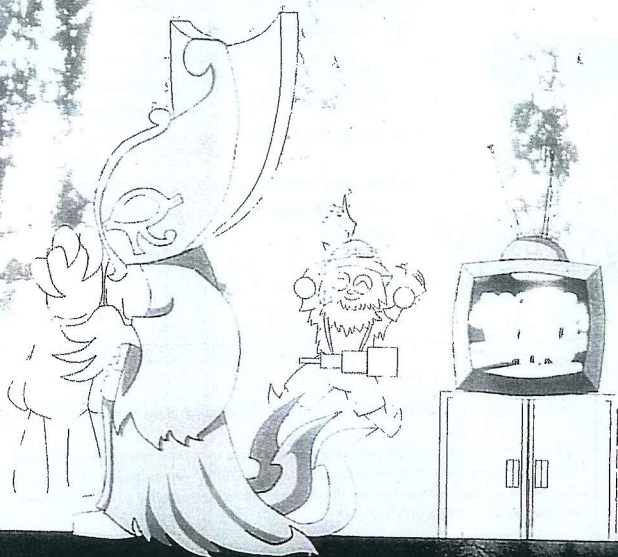


# ZWEIHANDER





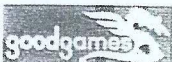
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**THE NERD CAVE**

### Editorial

What is SUTEKH? Why did you bother to join? What in particular about this society enticed you?

The common root to these questions' answers is typically something related to being a geek. "SUTEKH is a geek club", "I joined because I am a geek", "It enticed me due to all the geeky things they do". Now this is not the case for all members, but I imagine it is for a lot and I'll like to address this in reference to SUTEKH.

What even is a 'geek'? There seems to be no real common thread. Not every member of SUTEKH will like Star Wars, nor will they like playing board games. There are vague threads that can connect all 'geeks'. One being 'Pop Culture', but really doesn't everyone like Pop Culture in some way or another? Pop Culture doesn't really mean anything to me, so I would ignore this commonality.

Donald Glover describes a nerd as being someone who likes "strange specific stuff". In this collection of articles etc. you will find people are writing about specific things that are typically strange. And by strange I really could mean anything. Doors can be strange, and they are used by everybody every day. I think this description is more fitting to a 'geek', if there even exists such a description.

Really I don't think there is some natural test for 'geekiness', I don't even think that there is a class of 'geeks', and it is just a made up construct used to exclude people.

Dover Dubosarsky

Hi, everyone! Thank you for joining SUTEKH for 2014, whether you're a new student here at Sydney Uni (by the way, congratulations on getting into Sydney Uni!) or you're coming back for another year of daily doses of geek. As always, SUTEKH is here to organise events for our members to enjoy and share all facets of pop culture, including (but not limited to) film, television, tabletop gaming, video gaming and comic books.

Onto the changes for SUTEKH 2014! First of all, we are adding two new weekly events into our usual rotation. The first will revolve around the popular trading card game *Magic: The Gathering*, and this will run on Tuesday afternoons. Each event will be a structured tournament, with varying formats from week to week. We hope that the addition of this event will allow for members to focus their weekly fix of SUTEKH-flavoured *Magic* away from our other two gaming events (Wednesday Beer and Cards and Friday Pizza and Games), so that they may enjoy other games and activities with non-*Magic*-playing members. The second will be an online event on Saturday nights, revolving around PC-gaming on our new Steam group. We hope this second one will provide a positive online gaming community for our members to enjoy the world of PC.

Secondly, we're improving the scale of our major events. This year will see the return of our annual Trivia Night, which will be happening early Semester 1, so that it doesn't interfere with late-semester study or freakouts. This year, we also hope to improve the experience of our annual Video Game Olympics by increasing the stakes. This will involve qualifying matches or tryouts during Friday Pizza and Games throughout, or at the start of the Video Game Olympics event itself. Members with sufficient skill will be invited to the Quarter Finals to battle for first place. For less competitive and more casual attendees, there will of course be a range of other games and consoles to play on the night, as well as the finals itself to watch.

One of the most important changes is the addition of our Women's Officer and Queer Officer on our executive. We hope that the addition of these roles will help us take a big step toward making sure that female and queer members of this society are properly included, represented and catered to. Specifically, they will be present at our events to watch out for and to hear out any grievances related to their domains.

As for our TV and Film-oriented members, we haven't forgotten about you, and on the whole, we're pretty happy with where we are for you all. We'll still be organising "SUTEKH Attends" events for new movies this year (TBA) and TV Time will be largely the same. However, due to our Thursday Movies and Munchies event usually relying on the Holme Student Lounge, the event will be a little bit less comfortable for at least some time while the Student Lounge is being redeveloped. We apologise for this inconvenience, and hope that your experience of the event isn't tarnished. We will try our best to make sure that the event runs as smoothly as possible. Meanwhile, please don't hesitate to make any recommendations for the event.

That's it from me! Enjoy the rest of this brilliant publication, year and most importantly, get your geek on! Thank you for joining, and hope to see you at our events! Make sure to join the SUTEKH Facebook group to keep up to date with all of our updates.

*Your President, Tom Diep*

# Meet your exec!



## President

**Name:** Tom Diep

**Degree:** Bachelor of Science

**Geek Defining Quality:** Obsessive habit of researching, collecting and consuming

**Final Smash:** Noticing very minor damage to a board game and flooding the stage with tears in grief.



## Vice-President: functions

**Name:** Jason Harris

**Degree:** Bachelor of Education (Secondary Education: Science) / Bachelor of Science

**Geek Defining Quality:** TCG Collector

**Final Smash:** Card Shuffle (Teleporting around the map using TCG cards sliding past each other Like Luxford in KH2)



## Vice-President: librarian

**Name:** Alyssa Halbe

**Degree:** Bachelor of Pharmacy

**Geek Defining Quality:** Spends inordinate amounts of time reading

**Final Smash:** An avalanche of books



## Secretary

**Name:** Nickelbus Hogan

**Degree:** Bachelor of Arts

**Geek Defining Quality:** Mild Magic obsession

**Final Smash:** Sarcasm



## Treasurer

**Name:** Jessica Estephan

**Degree:** Bachelor of Science

**Geek defining quality:** Spent a summer holiday learning Klingon. Spent many more trying to forget it.

**Final smash:** Flipping hair and walking off the stage

## Publicity officer

**Name:** Brendan O'Shea  
**Degree:** Bachelor of Arts (Third)  
**Geek Defining Quality:** Doctorate in Who-ology  
**Final Smash:** Book-chop to the head



**Name:** Tom Blau  
**Degree:** Bachelor of Information Technologies  
**Geek defining quality:** insufferable know-it-all.  
**Final Smash:** Brain melt.

## IT officer



## New member officer

**Name:** Nick Ryall-Dincer  
**Degree :**Arts  
**Geek defining quality:** Walking IMDB  
**Final Smash:** Nick smash puny opponent with overwhelming argument. Also rock.



## Editor

**Name:** Dover Dubosarsky  
**Degree:** Bachelor of Arts  
**Geek defining quality:** Easily addicted, thus resulting in a wide knowledge of all things geeky  
**Final Smash:** Tying a bowtie in under 10 seconds around the opponents



## Women's officer

**Name:** Cathy Liu  
**Degree:** Bachelor of Environmental Systems (Third)  
**Geek Defining Quality:** Pointing out the impracticalities of magical girl outfits  
**Final Smash:** The all-arms-no-body midsection squish



## Queer officer

**Name:** Tom Gardner

**Degree:** Bachelor of Liberal Arts and Science

**Geek Defining Quality:** a misspent lifetime on the internet

**Final Smash:** running you over with a tardis.



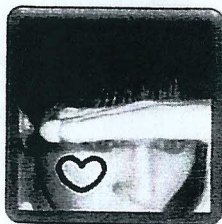
## General Executive

**Name:** Dom Campbell

**Degree:** Bachelor of Resource Economics

**Geek defining quality:** ASOIAF fan theorist

**Final smash:** Beating your asses in trivia



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## New Member report

Why should you join SUTEKH?

Because you like boardgames, or video-games, cult tv and genre stuff, comics, whatnot, other stuff, things, quoting cool movies ("IT'S ALL JUNK!" \*garbage chewing noises\*), incunabula, ephemera, blah.

Because it'd be less boring if you were here. Probably. I don't know what you're like. You could be *weird*. Or more awesome than me. Or know more about Doctor Who than me and then it'd get awkward, and I'd have to hate you. So *there*.

But since you're reading this, I guess you've already joined. So umm. Come to meetings? We don't have meetings. There is a timetable of the stuff we *do* do, in this booklet somewhere. I think. But good luck finding it amongst all the other exciting things in here! I mean, probably, I've not read them. I repeat: umm. If you can't find it, ask me. I know stuff?

Look: I can probably maybe not speak for a lot of people that I kind of know when I say that we're awesome people. And we want to know you. Forget what I said earlier, about you being weird. Maybe you aren't. Maybe you didn't get much of a chance to express yourself in highschool, or even here at uni.

Maybe you're weird, and we'll like you anyway. Maybe I was right when I said you were awesome. But we're not going to know that unless we know you. So get in touch.

Die awkward silence! Die!

I don't think that worked.

*Nick Ryall-Dincer*

## Weekly events

Every week SUTEKH run five events; probably more than any other society. This allows even the most busy students (Science students) to possibly attend some of our events. Here they are! (For locations consult the Facebook page)

### **Monday: TV time**

**12-1pm**

Join SUTEKH every Monday in watching some of history's greatest TV shows. From Adventure time to Star Trek to some show starting with Z, we will watch anything. Shows are voted for on the day and provided by exec members, so you don't need anything!

### **Tuesday: SUTEKH the Gathering**

**2-5pm**

Every week SUTEKH will host a variety of MTG events. Don't know how to play? We can teach you. Our first week will be a more relaxed event so that we know what format's everyone plays/ how new people are, and then this will determine our structure in future weeks.

### **Wednesday: Beer and Cards**

**3-5pm**

Like Beer and/or soft drinks? Like playing card games?(not the poker kind) Then Beer and Cards might be the event for you! We play games ranging from Munchkin to Citadels. They are all reasonably simple and playable in under an hour, which is perfect for a bar setting. Glasses of beer and other drinks are provided for FREE. We'd do anything for our lovely members.

### **Thursday: Movies and Munchies**

**6-8pm**

We all sit in front of a scene watching a movie together eating food. It is that simple. There is a theme every week so we don't end up watching Star Wars every week( although some of us would love to). The movies are voted for in our Facebook group, with the final decision being made on the night.

### **Friday: Pizza and Games**

**5-10pm**

\$5 dollar pizza for members, a wide selection of boardgames, videogames, and a bunch of your SUTEKH friends to boot; what's not to love!?

## Press X to Not Suck: Ruminations on Quick Time Events

In recent years, it seems quick time events (or QTE's, for short) have become ubiquitous in video games, to the chagrin of many critics and enthusiasts. You'll be sitting in front of a screen, playing the game, and then you do something that triggers a cutscene. Your brain automatically disengages to some extent, expecting that quick responses won't be necessary until the current sequence ends. Then, out of nowhere, an icon appears front-and-centre, prompting you to press some button. Before you know what's happening, you miss the window of opportunity and the cut-scene ends in a resounding failure. You were just the victim of a quick time event.

Many voices have been raised against this cutscene-gameplay hybrid, and their complaints are easy to understand:

First and foremost, it isn't actually *gameplay*. Yes, you're pressing a button and yes, your in-game avatar takes some action, but the connection between the two is ridiculously flimsy. It doesn't feel like you're involved. It doesn't feel like you're doing the fighting. Really, you might as well be playing a rhythm game.

Secondly, they're jarring. As in the scenario above, most gamers' brains have been trained to shut off somewhat during a cutscene. The models are going through some pre-baked animations, and the game doesn't need (indeed, can't use) any input from you until that's done. The button-prompt arrives with no warning, and often you won't know ahead of time what button you'll be required to press. All these things combined, it's easy to miss your cue or press the wrong button in a blind panic, making you fail the QTE and forcing you to restart it.

This brings us to the third major problem with quick time events- they are *punishing*. Failing to complete most manoeuvres will often have no consequences beyond losing the few seconds spent in execution (and sometimes a bit of health if you fail spectacularly enough). Not so with quick time events. A failure here requires you sit through the entire animation again, waiting patiently for that button-prompt you missed before. QTE animations are normally in the 10-20 second range, and sometimes it might take some extra work just to restart the QTE. This is trial-and-error gameplay of the worst sort.

If quick time events are truly so awfully, so deservingly and so widely maligned, why do developers keep putting them in their games? Mostly, it's an attempt to compromise between the developers' desire to present their vision in a controlled cutscene and the players' desire to actually play a game.

Pretend for a moment that you are a game developer. You are designing some encounter, and you have this cool idea for how you'd like the fight to turn out. You've got the choreography all worked out in your head: punch, dodge, slash, somersault, parry, kick. It looks so amazingly cool the way you imagine it, but the players just aren't cool enough to actually pull all the right moves at the right times. So what do you do?

A cutscene simply won't cut it. It may show the audience the cool things you want them to see, but they aren't actually making those cool things happen, which is antithetical to the nature of a game. Oh, here's an idea: you'll include a few button-prompts in the scene so it feels like the player is doing something. You're a genius!



## Events to look forward to in 2014

### Veronica Mars

(14 March)

It's incredibly rewarding to see another TV series that I love following the Firefly/Serenity footsteps and being reborn through the power of fandom. In this new adaptation, Veronica, now a successful lawyer in New York City, gets sucked back into Neptune to clear Logan's name with the help of the old gang, in town for a high school reunion. If the Veronica Mars movie goes anything like Serenity did, we'll be in for a delightful little gem that will appease old fans and new.

### Grand Prix Sydney

(August 22-24, 2014)

Magic the Gathering is a great game and it also includes with it a great competitive community. With 1000+ people attending these large tournaments, and them being held all over the world it is definitely something not to be missed, even if you don't enjoy playing competitively. Side events galore, and a main tournament structure that doesn't require your own deck (sealed) this is definitely an event to keep on your radar if you love Magic.

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## 2013 – A Year in Review

Obamacare, the royal baby Prince George, Syria, North Korea and the death of Paul Walker. That wasn't even the tip of the iceberg.

In a much less significant scale (I mean, really insignificant) for me personally, 2013 was a year of many firsts – the year I began pursuing this hobby called gaming. I became increasingly active on Steam, began playing Magic: The Gathering, got completely obsessed by League of Legends, and participated in Humans vs. Zombies for the second time (this is strange, because it involves physical activity...I run like a dog with socks on).

The fact that prior to this year my computer was a five year old iMac, shared between my sister and I, and it may have contributed to the lack of gaming flavour in my life. My Steam experience up until April (when I acquired myself a shiny shiny new laptop) consisted of a handful of games mostly casual and indie. When I started writing this I decided to go through all the games I had been gifted/purchased in 2013. I now have about 30 games, from all sorts of genres. I'm currently battling to get to the end of Long Live the Queen, an indie RPG revolving around a 14 year old Princess a year away from her Coronation, and one less skill point away from being shot by an arrow, poisoned by chocolate or causing a revolt from the common people by raising taxes. I fear the seemingly never-ending stream of sales Steam keeps rolling out will lead me to fall into the trap of buying a bunch of games that will sit there in my library, hoping to be installed one day. YES, MIRROR'S EDGE, YOU WILL HAVE YOUR DAY IN THE SUN.

I had a friend then introduce me to Magic: The Gathering, the mother of all trading card games. This game was made before Pokemon, before Yugioh and before any other riff raff trading card game out there. I will admit that at first, it was not the game itself that drew me in

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but the artwork, and it did the trick. I started out playing with my friend's decks, who then suggested I try playing on the PC to learn better how to play the game. It was a great way to learn, and I still haven't finished all the campaign matches. I am still very much a novice, but I currently own 2 starter decks and a fairly formidable stack of booster cards.

In amongst the board games, card swapping, excited squealing and general chaos, I was introduced to one last thing that would suck me in for good. *League of Legends*. The concept is simple. Two teams of five, three lanes and a nexus to protect. Capture the enemy team's nexus to win the game. There's so much more to it but what I think it is, is capture the flag, with amazingly awesome fantastical champions. I found myself playing nearly every night, then regularly twice a week with a Skype entourage during busier times of semester (I know, I show such restraint – I'm great). Although I don't play nearly as much as I used to now, I managed to suck my sister and some of my other friends into it too. I am by no means good at the game - and I get called out on that by other players. A lot. Although sometimes the community is not very forgiving, at the end of the day it's all just fun and games, right?

I think the biggest game I participated in this year was one which happened not in the virtual world, but on the university grounds itself – Humans vs. Zombies. It was essentially a bunch of grown-ass people decked out in nerf guns, camo, and, if they succumb to zombie power (which is a firm tap on the body) fake blood. A giant game of tag, which involves running, hiding, lots of confusion, chaos and the looming groan of a human turned zombie aching for brains. The premise was simple enough, but as we settled into the game the thing that struck me about it was that it began to feel real. We were in the middle of an apocalypse, hiding from ridiculously stealthy zombies armed with nothing but foam darts. 'twas one of the highlights of my year. My only regret, is not quietly whispering 'fly, you fools!' to my teammates as we were subtly tagged, one by one, by the stealthiest original zombie ever.

In the past year it would seem I have dabbled in almost everything. I used to find games a little petty, a little childish and a waste of time. The more I delve into this the more I realise that I'm learning so many skills and being asked to problem-solve in new and oddly fascinating ways. I have engaged in an activity with its own unique way of telling a story, sharing an idea or simply an innovative new way to have some fun. And I truly look forward to what 2014 has to offer.

*Yvonne Lui*

## Thor: The Dark World- A review

Score: 9/10

**Overall thoughts:** A Marvellous adventure that furthers the adventures of one of our favourite Avengers and if not more beloved villain. Bring us another!

**\*Note: Some spoilers ahead\***

In the second Marvel Phase II film, we return to the further adventures of our favourite godly Asgardian Thor, played by Chris Hemsworth, and his supporting cast from the previous *Thor* movie. Joining our Mighty Avenger includes characters such as the devious and cunning Trickster God and *Avengers* antagonist Loki, played by a one Tom Hiddleston (who by the way, I've met in person, he's got a great sense of humour especially when it came to the Hulk Hands, hahahahaha jealous? I know the Sutekh execs reading this and you probably would be ;P) and of course the lovely Jane Foster played by the beautiful Natalie Portman.



The plot of this film in a nutshell, is sort of a stand-alone prelude to the inevitable Infinity Gem story that will happen involving Thanos (the shadowy big bad in the end-credits scene of *The Avengers*) featuring Thor. I predict that this will continue forward in *Guardians of the Galaxy* as seen in one of the end-credits scenes for this movie. The story involves our leading lady Jane Foster activating the Aether which, like the Tesseract, is one of the Infinity Gems which awakens one of the many factions vying for its power that is Malekith and his legion of Dark Elves. Eventually Thor and the rest of his Asgardian compatriots get wind of this and band together to defeat Malekith. Of course, all this was just a massive Power Play for Loki, more on that later.

Replacing Kenneth Branagh as director is the *Game of Thrones* alum Alan Taylor. *Thor: The Dark World* brilliantly showcased the visual nature of Asgard and the otherworldly locations on a level which was comparable to the likes of *Star Wars*. From the costuming all the way to the magnificent soundtrack composed by Brian Tyler, he just pulls you into the movie. It makes you wonder why he hasn't been snatched up to direct a future *Star Wars* spin-off movie.

One of the key stand-out moments is the marvelous level of action within the film. For those that were somewhat bored or disappointed with the first *Thor* film back in 2011, it was

perfectly understandable. Thor spent more time in the middle of nowhere demanding another cup of coffee rather than doing what a warrior god does best. Sure it was great character development but now that the heavy-lifting is out of the way, we can now enjoy him and have fun of Thor in costume doing more "Thor things" as the matured badass leader of the Asgardians in the words of my favourite YouTube movie reviewer Jeremy Jahns (Check out his channel it's awesome) unlike "Regular Man"(You'll get a thumbs up if you get the reference ;D).

In every superhero film, there's always a villain to challenge and perhaps exploit the hero? In my honest opinion, there were two villains in the movie, both Malekith and Loki. Malekith(played by Christopher Eccleston), was a bit underdeveloped unless you count the Exposition provided by Odin gave a physical threat towards Thor. He provided most of the climatic action that left you on the edge of your seat. Malekith to me was the first glimpse into what the future holds for the Marvel Cinematic Universe with the inevitable chase of many factions for the Infinity Gems and their power. In future movies I believe this will be expanded upon. Then there's Loki and the charming antics he pulled off within the movie. Carrying onward from the previous movies *Thor* and *The Avengers* was the story arc of Loki's struggles with his family and his yearning for the Throne of Asgard were very well expanded upon through the movie, maybe due in part to Taylor's background in *Game of Thrones*. You also gotta love the hilarious moments provided by Hiddleston especially when he was playing off Thor's frustration of having to work alongside him by his famed illusion magic. That very same illusion magic reaffirmed his status as the Trickster God by using the events of Malekith's invasion a way to sneak off and take over the Throne. I personally cannot wait to see how this cunning move plays out in either a *Thor 3* or otherwise.

However, my only gripe with the movie is the excess amount of unneeded humour. Sometimes it's just plain silly and can often disrupt the pacing of certain scenes. Noted moments of the film include Kat Dennings' character and the childish dialogue she has as well as Thor riding the train during the supposedly desperate high stakes battle to save Earth. These weren't really needed.

Overall, Alan Taylor's *Thor: The Dark World* was in my opinion, the best Marvel movie of 2013. It definitely had a great story which pushes things forward, good action with good music to go with it along with great acting from everyone from Chris Hemsworth himself to Tom Hiddleston. The film brought a tonne of funny moments, some I never saw coming. The ending as well as the two After-Credits scenes definitely teases future exploration unlike *Iron Man 3*, and I can't wait to see how this will play out. The only thing they should do for next time is dial down the humour a tiny bit, not every moment in the film needs a joke no matter how smart it is.

*Thanura Ravindra*

## Why I love/HATE Moffat's Doctor Who

I'll be honest, I've been in a relationship with a guy for a couple of years now. Our first couple of interactions were great. He was great and unexpected in how he structured everything. He breathed life and passion into me which I didn't know I had. Then we got into a steady relationship and things just went downhill.. Things are so bad now that I'm questioning why I ever got into the arrangement in the first place. Sorry Stephen Moffat, but I'm breaking up with you.

He was wonderful at the start, with his episodic contributions in Doctor Who. The angels were one of the most terrifying monsters I could have ever imagined when I first saw them in 'Blink'. His subversion of the Doctor Who show formula, specifically the fact that the Doctor was missing during most of that episode, was superb. It created tension because you couldn't count on the old adage of "everything will be alright, the Doctor is there" 'The Silence in the Library' was also supremely creepy with a fear of the dark making a sudden return to my life. River Song also had an awesome character concept when you first introduced her to us.

But then he started writing entire seasons and I realised that it was almost as if he just wasn't trying any more. He'd won us over before and now that he had us, he just decided to get lazy in his writing.

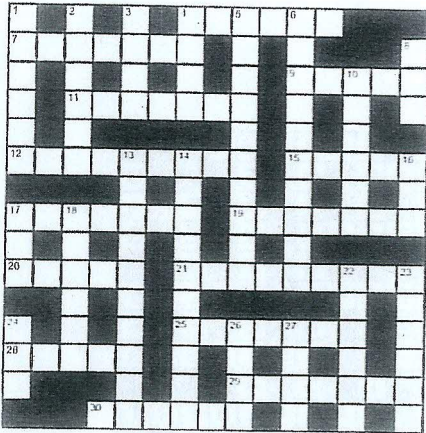
Doctor Who normally followed its own internal logic which was one anathema to the logic (and SCIENCE!) of the real world. That's fine, it's a science fantasy show after all. With him however, the show stopped following even its own rules. It's fun to subvert conventions every once in a while and do something different but if things arbitrarily change and act different because PLOT, then what's the point of watching anymore? The characters are not characters, they are whatever the scene requires them to be. The plot isn't interesting because I know everything is going to be alright. Oh, and he has this annoying thing where nobody dies (or more accurately: Nobody stays dead). I think he might be scared of commitment.

The most distressing thing is the way that he mistreats female characters. None of the main female characters really have any defining personality traits beyond their relationship with the doctor or some other male character (although to be fair, none of the characters are really all that fleshed out at all). Where it gets really demeaning is that there appears to be a trope wherein a powerful female character acts in sexually aggressive towards the Doctor as he then belittles and infantilizes them (see Mother Superior Tasha Lem). We don't see any reason why any of the women should be so infatuated with the Doctor and since he yells and belittles them quite often, we don't really see why they should remain infatuated. It would be alright if this was a character trait that was unique to one person who, as a powerful individual in authority, gets turned on by the fact that they get outshone by the magnificence of the Doctor. It takes all sorts to populate a galaxy and I could totally see that occurring in the universe, but the constant repetition of this characteristic is quite frankly disturbing.

It is for these reasons (and more that I don't feel like talking about) that I'm leaving you, Moffat. Come back when you've done a gender studies course and gained the courage to actually kill someone. Until then, I'll just be watching some old school Star Trek.

*Mateja Simvic*

# Crossword by Zplig

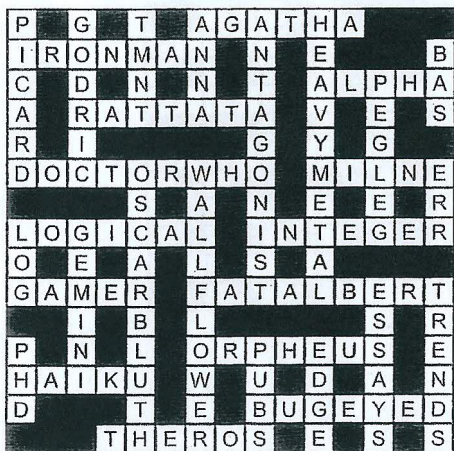


## Across

- 4 Crime writer (6)
- 7 Tony Stark's alter ego (7)
- 9 "I am \_\_\_ and omega, the beginning and the end" (5)
- 11 Pokemon #19 (7)
- 12 Popular sci-fi show (6,3)
- 15 Pooh's creator (5)
- 17 Attribute of a Vulcan (7)
- 19 0 or 1 or -1 or 2 or -2. (7)
- 20 Someone who plays a lot (5)
- 21 TV show character from the 80s (3,6)
- 25 Musician who went to hell (7)
- 28 These written words are: an example of this type ; of poetic verse (5)
- 29 Agog (3-4)
- 30 Most recent MTG block (6)

## Down

- 1 Jean-Luc, for example (6)
- 2 Maker of Eric in True Blood (6)
- 3 Bunch of mutated reptiles, acronym (4)
- 4 Kendrick's first name (4)
- 5 Lex Luther or The Green Goblin (10)
- 6 Hard and dense music? (5,5)
- 8 What a lot of students are studying at Ulsyd (3)
- 10 Pirates prosthesis (6)
- 13 George's twin in Arrested Development (5,5)
- 14 Perks of being a (10)
- 16 "To \_\_\_ is human " (3)
- 17 Naruto's dummy go to (3)
- 18 3rd sign of the Zodiac (6)
- 22 People who study 8D write these a lot (6)
- 23 Popular tastes (6)
- 24 Sometimes done after 8D (3)
- 26 Beer and cards is held in one of these (4)
- 27 Boundary (4)



Turn back! You have gone too far.