

THE ZWEIHANDER

ISSUE # 1 2016

Costume Shop



President's Address

Sitting here at my computer, I'm struggling to piece together what defines SUTEKH. I mean, it's a pretty impossible task. Better people than I have tried to describe this society. In its broadest sense, SUTEKH is community.

When I first arrived at USYD, I didn't know anyone. My old friends from high school had gone their separate ways, to other universities that didn't look as much like Hogwarts as USYD. Wandering through my first O-Week, I stumbled into SUTEKH. I started going to events throughout that first semester, and into my second, third, fourth... and now here I am, writing this little spiel for you as you flick through our O-Week *Zweihander*.

Within the pages of this *Zwei* you'll find little glimmers of what makes SUTEKH what it is. We're not a society about tea, or chocolate, or universal dominion (shush). SUTEKH is a society of people sharing interests in a big ball of wibbly wobbly nerdery.

So come along to our events! I'm sure you've heard of our TV screenings, film outings and game nights. We don't just do that. We also hang out over gelato and play board games with pizza. If you're looking for a society that can spice up your free time with games, TV and film – we've got you covered. We're also here for you if you're looking for friends.

Now, don't be shy. Our *Zweihander* is resting in your hands with open pages. I hope you enjoy this little taste of what a bunch of geeks we are. It really is just a taste.

-Brendan James O'Shea, President of SUTEKH



Report on investigation into “SUTEKH”

Meta:

This document contains what information we’ve gathered on “SUTEKH” over the course of our preliminary investigation into the leadership of the organisation.

Leadership Structure:

Their leadership are called the ‘executive’ they seem to be notionally democratic, with some form of elected-feudal structure, with the president at the top, followed by the core, then the rest of the executive, and finally the members at the bottom. There are numerous roles within the executive, each dealing with various aspects of the organisation, the known members of the executive and their roles are recorded in the next section of this report.

The SUTEKH ‘Executives’:

Role: President

Name: Brendan James O’Shea

Known attributes: Is intimately familiar with dark tomes such as Doctor Who, Evangelion and Game of Thrones.

Role: President of Vices and/or Functions

Name: Andrew Hau

Known attributes: Reader of queer subtext and writer of angry fandom rants.

Role: Custodian of the Cage and Keeper of the Books

Name: Mersini Karkoulas

Known attributes: Weak to sunlight, frequently seen haunting underground library spaces.

Role: Record keeper

Name: Helen Munro

Known attributes: Known for her love of virtual dungeons, Helen has an unholy appreciation for creepy-crawlies. Actually crazy, she is haunted by the ghost of Luigi the fish.

Role: Keeper of the Coin & Credit

Name: Aliza Chin

Known attributes: Known to spontaneously burst into song, has been spotted reading instructions, and completed the Kessel Run in ~~14~~ 12 parsecs.

Role: Editor of the “Zweihander”, a magazine distributed amongst SUTEKH

Name: Tristan Anlezark

Known attributes: Suspected to be responsible for the deaths of untold numbers of Kerbals, has plotted the downfall of many a Civilisation or Empire.

Role: Recruiter

Name: Ellis Armitage

Known attributes: Magma Manoeuvre Master, Ellis has reached heights that few others could.. reach.. because he’s tall.

Role: Propaganda master/image control

Name: Mathew Watts

Known attributes: in spite of being the public face of the organisation, all that is known is his role

Role: Fielder of Queer-ies

Name: Emily Burgess

Known attributes: reportedly tamed a rabbit without the use of a single grenade.

Role: Defender of the Matriarchy

Name: Sabrina Norris

Known attributes: Complete mystery, little of Sabrina is known except for her complete mastery of the criminal arts.

Role: <role removed from database by IT Officer>

Name: Simon Koch

Known attributes: Super-Hackar, known to delete student records.

Role: Head of Sponsor Corps

Name: Anahi Castillo Angon

Known attributes: Crochet master, suspected of being an undercover zombie based on evidence presented in appendix Z

Role: General Executive

Name: Mazesta Mehrabi

Known attributes: Naval tactics specialist, knows the location of “Piece of Eden”

Role: Lieutenant General Executive

Name: Andrew Lean

Known attributes: Took a calculated risk, but turned out to be terrible at mathematics.

Conclusion:

The 'Executive' are wildly varied in interest and capability, giving SUTEKH an unpredictable edge, where other organisations would be held back by their ideal, SUTEKH leaps forward with its diversity of character, I strongly recommend further investigation into their 'events' held throughout the semester, word has it that SUTEKH will have an operation going during O-week, so we may be able to find details on these 'events' there.

- [REDACTED] investigative officer for the USU Counter-intelligence Kabal

Dino Dossier

THE MOTHER-F***** TREX

The king predator of the late Cretaceous and the most versatile survivor of its kind.

It evolved tiny, tiny arms so nothing gets in the way of it's all powerful, crushing jaws of death.

10/10 would run from again.



Poetry with SUTEKH

Part I

Doctor Who, Game of Thrones, Magic and Battlestar,

Avalon, Dixit and Coup,

Buffy and Firefly, everything Pixar,

and Steven, and Werewolf and Gloom.

Steven Universe: Attack the Light

We are the Crystal Gems...

Attack the Light is a bundle of impossibilities and, like *Steven Universe* itself, a source of unexpected depth and fun. A licenced smartphone title based on a children's cartoon should raise more warning signals than the crew of the Titanic didn't. But Grumpyface Studio's final product is faithful to its source material, satisfying to play and eschews the free-to-play model for a modest \$4.09 price tag. Basically *Attack the Light* is a goddamn unicorn of a game and I still don't quite understand how it exists.

The game takes the show's basic conceit of Steven, a young half-Gem/half-human hybrid, and the Crystal Gems (Garnet, Amethyst and Pearl) fighting otherworldly creatures and spins it into a turn-based RPG. Steven accidentally releases seven light creatures from the Light Prism which spawn seven different levels. The Gems navigate these through simple swipe gestures. Enemies, secret rooms and items are scattered throughout levels, encouraging you to explore and 100% the game. It's a simple setup but the game uses it as a platform for some immensely enjoyable gameplay.



Attack the Light has a surprising depth to its combat. The show's character dynamics are baked into battles with the Gems using various skills to attack or debuff enemies while Steven provides support with buffs (his Ukulele), healing and items. Show favourites such as Garnet's Purple Puma persona

and the Gem Fusion Alexandrite make exciting appearances as abilities while Together Breakfasts and Cookie Cats appear as items. Attacks require you to nail specifically timed taps or swipes to achieve bonus damage or other effects. It's an engaging and instinctive way of using the touchscreen. Although the target audience is kids, battles are no cinch. In early levels, I repeatedly died as a result of complacency and a failure to block enemy attacks. The game demands careful budgeting of Star Points, which limit the number of attacks you can make per turn and push you towards a defensive style of play.

Secret Gauntlet levels provide the player further challenges and further opportunities to gain XP. Unfortunately, late-game difficulty suffers as result. My characters had reached max level just by playing through secret levels with little use of Level Up Charms. By the final dungeon, I found myself automatically tap-tap-tapping through battles. There was no actual risk of defeat and no new mechanics added to spice things up. The fact that the final dungeon featured re-coloured repeats of previous foes did not help the matter.

The game's storyline is largely peripheral, although its resolution keeps the pacifist heart of *Steven Universe*. The joy is in the dialogue and characterisations which are 100% on point. The new recordings of three of the main voice actors (Estelle's Garnet uses soundclips from the show) enhances the experience considerably. Grumpyface Studios should be applauded for creating a title with fidelity to its source material and a sense of joy baked into every level. The game is a must for any *Steven Universe* fan or mobile gamer.



4.5 Cookie Cats out of 5

-Andrew Hau

Queering the Air

Do you know what's frustrating? The fact that it's 2016 and some shows are still using queer baiting as a method of promoting their show. So you're sitting there, soul invested in some tv show that the internet told you had potential queer characters, and you're eyes are starting to hurt a little from how long you've been watching, squinting at all the subtext, and wondering when the hell it's going to become actual text.

And let's be real here, everyone recognises the queer baiting. Everyone knows what's up. But somehow, certain shows are still using it like it's the only reason people are watching.

For those who have no idea what queer baiting is, the quick breakdown is that it's homoerotic undertones added to the relationship of two characters without the writers ever intending to follow through. Sometimes it's added as a recurring joke, in something like BBC's *Sherlock* for example, or sometimes the two characters, particularly if they're women, are allowed as much as a kiss, but are never pronounced as gay or bisexual, and the relationship between them is either dropped completely in favour of a heterosexual one, or one of the characters disappears off the show. It's a marketing technique to attract a particular audience without ever daring to fulfil that audience's expectations and that, quite frankly, is offensive. Either give the audience something, or don't bother at all, because it is tiring and frustrating to be denied over and over and over again. Pop culture is filled with these denials and being treated like a second class audience member is infuriating at best, especially when companies like the BBC or CW are using queer identities, or rather, the implication of them, to make money.

Any number of shows come to mind, whether it's Jessa and Marnie kissing in *Girls*, or show runners banking on a portion of *Supernatural's* fanbase being invested in Destiel, or (before fan reaction prompted it to become canonical) Brittany and Santana's sexual relationship in *Glee*, it's a common enough phenomenon to have become exhausted. Of course, they might otherwise be enjoyable shows, but it is infuriating to find that queer baiting is still such an integral part of popular culture. So here we are, living in hopes that this year, television will not fail us.

-Mersini Karkoulas

The Adventures of Nygmy-boo and Sammy J

PART I

The sun streamed through the kitchen window where Samuel L. Jackson stood, naked except for a 'Kiss the Cook' apron that was just that little bit too short - not that Firenze was complaining. They'd pulled straws and Samuel L. Jackson lost, which meant that this time Firenze got to watch Samuel L. Jackson's perfect buns while he waited for breakfast.

'Well, well, well, it looks like Director Fury has been demoted to a kitchen hand after the hydra disaster,' said Firenze playfully. The Hydra mishap was still a bit of a sore topic for Samuel L. Jackson, regardless of who brought it up. He pulled one of his spare eyepatches from God-knows-where and flicked it at his centaur lover, but still found himself smiling. Nothing could ruin this perfect morning.

'Okay your neighness, breakfast is ready', Samuel L. Jackson said as he piled two plates with ridiculous amounts of food. Just as he was carrying them over to the bed, the doorbell rang.

'Since you're already standing up, would you mind getting that?' Firenze asked as he took the plates from the Master of the Green Screen. Samuel L. Jackson sauntered over to the front door and opened it, preparing to tell whoever was there to go away, when he was confronted with the skinny, naked body of...The Riddler.

The Riddler was startled by the presence of a man who was clearly not Firenze at the door.

'What the hell are you doing here?' he said as he quickly tried to cover himself up with the classy tan trench coat he was wearing.

'I was just about to ask you the same thing!' Samuel L. Jackson puffed out his chest and crossed his arms, managing to look incredibly intimidating despite the apron.

Firenze could hear raised voices and wondered what Samuel L. Jackson could possibly be saying to the individual at the door. He walked out of the room, putting on his beautiful red satin dressing gown, which had been tailor made with a split at the back to drape in a flattering way over his muscular, equestrian body. 'Just tell them we already donate to their charity...' Firenze stopped as he processed the scene in front of him: both of his lovers having a semi-naked standoff at the front door. 'Shit.'

‘Have you talked to Sammy J recently?’ Pam asked as she took a sip of O-neg from a beautiful china tea cup.

‘Sammy J?’ Carmilla smirked, ‘Seriously?’

‘Yeah, just go with it. Any news on the love triangle situation?’

‘I had lunch with him last week. Samu- I mean Sammy J’s still pretty angry with Firenze because he won’t end it with Riddler.’

‘Hey guys, sorry I’m late,’ Leslie Knope said as she walked through the front door. ‘What are you guys talking about?’

‘Sammy J’s boy drama,’ Carmilla replied. ‘Firenze is still stringing him and Riddler along. He keeps spewing that crap about the stars and equally bright futures with both of them.’

‘Does he have a herd?’ Leslie asked thoughtfully, ‘He might just be missing herd-life. You should get him to come to my support group.’

Pam looked at Leslie with a mixture of affection and confusion, ‘Leslie, why the hell do you run a support group for centaurs?’

Samuel L. Jackson, The Riddler and Firenze were standing in the Forbidden Forest. Firenze believed that the fresh air and the stars would help keep his two angry lovers relatively calm while they had the conversation that not one of them was looking forward to.

The Riddler was the first to break the silence. ‘Firenze, we need to talk.’

‘What was that? Nygmy-boo, honey, you need to speak up.’

Samuel L. Jackson took a step towards Firenze; he seemed to be almost twice the size of The Riddler. ‘This is an ultimatum, Firenze! You need to pick! Open relationships might work for you, but we are not okay with it!’

‘Yeah! What has four legs and doesn’t choose?’ The Riddler reached for his tie and ripped it off in one smooth motion.

‘In a universe as large as ours’, Firenze tried to explain, ‘both outcomes are equally likely. Think of parallel universes...as quantum physics tells us...science, yeah...and stuff.’ Firenze stopped talking when he realised that Samuel L. Jackson and The Riddler kept looking at each other and then back at him, then at each other again.

They both walked towards Firenze and stopped half a meter from him. Once again they looked at each other and then back at the centaur. Samuel L. Jackson took a very dramatic step forward.

'If you won't decide...then we will choose for you!!!' Samuel L. Jackson and The Riddler lunged passionately towards each other and stared hungrily into each other's eyes.

- Sabrina and Anahi



BookWorm

Tank Talk 1

Beast British Matilda

World of tanks is a MMO with reliance on player skill and team work in order to succeed. Currently there are British, German, American, Chinese, Japanese, French and Czechoslovakian and Soviet tech trees from Second World War in the game. In this review I will be focusing on the British tier 4 medium tank Matilda. The review includes the categories; armour, modules, crew skills, equipment and final verdict, due to space constraints an in-depth analysis is not possible. Development of Matilda started in 1936 to 1938 and a total of 2987 tanks were manufactured. Among the British tanks Matilda was the one to remain in service throughout Second World War and saw action in North Africa, proving problematic to German Panzer II, III and IV of DAK XVth Panzerdivision.

Armour:

Hull armour on Matilda is 75/70/55 mm (front/side/rear) and turret is 75/75/75 mm (front/side/rear) for the stock (mark IIA) and upgraded (mark IIA*) turret. This armour thickness is very good for its tier as other medium tanks have armour thickness of 30/20/20 mm. Due to sloping armour effectiveness is increased, for instance lower frontal glacis (LFG) ranges from 83 to 111 mm due to 64° angle. The upper frontal glacis (UFG) is angled at 60°, thus increasing armour to 82- 90 mm. The sloped amour (1) ranges from 120 to 140 mm. Moving on to the turret there are variations in armour thickness, for instance turret cheeks (3) fluctuate from 91 to 144 mm in thickness. Area 4 ranges from 70-75 mm in thickness, however area 5 ranges from 174 to 237 mm. The only weak points are 84 mm turret ring (6) and the commander's hatch (7) which varies from 75 to 85 mm in thickness, however both are very small targets.

Modules:

Gun Selection/firepower:

Matilda comes with choice of three guns: the QF 2-pdr Mk. X, QF 3-inch howitzer mk.1 and QF 2-pdr Mk. X-B. The best approach is to research and mount QF 2-pdr Mk. X-B, which has better penetration at 121/145 mm for standard armour piercing (AP) and premium armour piercing composite rigid (APCR) ammo with 55 damage per shot. Mark X-B enables Matilda to damage tier 6 heavy tanks through the front with AP shells. In comparison the howitzer utilizes H.E. and premium H.E.A.T with 38 and 100 mm of penetration and 175 and 110 damage per shot. Both 2 pounder guns have dispersion of 0.36 at 100 m which is much better than 0.53 m of the howitzer. Furthermore mark X-B and howitzer have aim time of 1.9 seconds compared with 1.7 seconds on mark X; however this is not a drawback as similar tier medium tanks have aim-time higher than 2 seconds. The final aspect of gun is

rate of fire which is 28.57 rounds per minute for both 2 pounder guns and 15 for the howitzer. Another great aspect of this vehicle is the gun depression, allowing for tank to show the turret and hiding commander's hatch (hull down).

Turret and engine:

Mark IIA* turret increases view range to 340m and hit point from 340 to 370, while turret traverse is the same at 34°. Being an infantry tank, Matilda has low top speed of 24 km/hr even with Leyland E164 engine, thus it takes a while to get to battle.

Suspension and Radio:

Mark IIA (upgraded) suspension has traverse speed of 36° when combined with fast hull traverse, enables Matilda to avoid being flanked. Consequently being able to return fire and heavily damage if not destroy the flanking tank! The signal range is relatively low due to weak radio so you need to be careful not to lose contact with allies.

Crew Skills and Equipment:

Each tank has between 4 to 6 crew members which can be trained in various skills and perks unique to role of the crew. In case of Matilda the crew members are commander/radio operator, gunner, driver and loader, I will now provide two examples for each crew. I would recommend having brothers in arms for all crew members; then obtain the perks sixth sense (commander), deadeye (gunner), and clutch braking (driver) and safe stowage (loader) respectively. For Matilda its best to equip improved ventilation, gun rammer and coated optics, improving crew skills, aim time and view range.

Final Verdict:

In tier 4 game Matilda is a beast of tank and should move to the front line and use that accurate fast firing gun to reduce hit points of enemy tanks. There are only number of tanks that can reliably damage Matilda through the front. In tier 5 or 6 games extra care must be taken to avoid getting hit and provide support either via engaging higher tier tanks while they're reloading or hitting their side or rear flank while they're distracted by friendly higher tier heavy tanks .

Mazesta Mehrabi



A liveblog spiral into despair

Or

When a TV show appears to have promise but actually sucks and you can't stop watching

Part I

[NAME OF TV SHOW REDACTED]: A drama which explores the dark underbelly of a city at night and the people who make their living during this time of fear and the unknown.

*A minute and a half in and we have hit a majority of cop stereotypes: the one with a secret past (**Sec**), the no nonsense cop (**Nono**), the token female officer (**Fo**), and the big talking rookie (**Rookie**)! Will they grow beyond these stereotypes??????*

Cop monologue by Nono about his team and how the city changes after dark, complete with montage of the underbelly that only comes out at night!!!!!! And only at night, you hear me????

Upbeat music to showcase the fun side of the city aka the paid party girls!!!!!!!!!! Or is it so fun????? Find out with our plucky female protag and newcomer...Aka!

*Guy down on his luck (**LD**) gets pressured by gangsters to deliver drugs to relieve debt. Much grit!!!!!!*

LD describes their life as a produce delivery person!!! And the risks they are taking delivering drugs!!! Such dark. Very grit!

*Meat Guy (**MG**) enters and talks about his dying trade as a meat guy and how he misses the good old days....*

LD and MG meet!!!! Because it's night, they are completely different people!!!!!! Cue cracky road rage and street racing montage!!!!!! Between a delivery truck and a van...and only ends because MG steals LD truck. WHAT WILL HAPPEN NOW??????????

Sec's secret is that... he sees dead people!!!!!!!!!!

Nono and Sec clash over methods!!!!!! Because night is so different it requires different police methods

*Being a paid party girl is dangerous with a capital D! But don't worry! Aka's here!!!
She's not like those other paid party girls!!! Because she has a heart and Cares!!!!*

*Turns out Sec has hallucinations!!!! How can he possibly be on the force now that
EVERYONE knows?!*

Spooky fortune teller!!!!!!!!!!!! Because every street at night has one!

*In the most hand-wavey solution of the month, it turns out that the drugs are right
in front of LD the whole time!!! He's saved!!!!*

*Aka is in great danger!!!! She must be because spooky fortune teller told her and
spooky fortune teller must always be correct!*

Heavy handed foreshadowing that Sec is going to go Rogue!!!!!!!!!!!!

Very grit!!!! Such dark!!!! And that's just episode one!!!

-Aliza Chin

Poetry with SUTEKH

Part II

Marvel and DC, our very own library,
Cards Against Humanity,
(whether you just do it for social commentary
or shocking profanity.)

5 Reasons you should game on a Mac (or Linux)

posted on Feb. 4, 2016, at 7:18 a.m.



Simon Koch
IT Officer. Sutekh

1. Quality

Games that have been developed for mac and linux (in addition to Windows or consoles) are often developed to a far better quality standard, especially if the addition of Mac compatibility was made after the initial release of the game. Well-known examples of this effect include Assassins Creed 2, most Valve Source Engine games (Half Life, Portal, Left 4 Dead), Minecraft, and many others.

2. System Requirements

Take a look at the box of almost any mac-compatible game. You will see two lists - one for Windows, one for Mac (or Linux). In general, the Mac and Linux versions of the game have lower system requirements due to operating system optimisations, as well as the increased stability and unity within the software-hardware interfaces provided by Macs. This is due to the operating system being designed specifically for the hardware it uses, which is a strong benefit of using a (often more expensive) Mac over a more generic PC.

3. OS-implemented system auditing

Proper system auditing (as implemented in Unix-based systems) not only improves how your game's processes are managed, it also provides developers the tools required to optimise their games to the most ridiculous extent possible. A recent contrast of Java for Windows, Mac and Linux showed large performance increases for graphical applications on the latter systems, and, as mentioned above, even the system requirements on many games show the optimisations made on OS X or Linux platforms.

4. Application Sandboxing

Some operating systems, in particular OS X and Orbis OS (Playstation 3 and 4), implement very stringent application sandboxing. This has a huge impact for games, especially when they are combined with auxiliary processes and programs including screen capture, video recording, and running audio communication protocols (e.g. Teamspeak, Mumble) in the background. Game suddenly glitch and slam your CPU? Don't worry - that didn't just kill your screen capture, video feed, or your call with your teammates. Network running slow? Sandboxing makes sure Skype still gets the bandwidth it needs. Important email from your boss? Email server's still running on the 0.1% left over whilst you're slamming into cop cars on GTA. No matter how heated your game gets, you can always be sure that the rest of your system is still gliding along, chill as ever.

5. An ever-increasing library of interesting, well-coded games

Currently the library of games available to Mac and Linux gamers is sorely lacking. This does have the interesting side-effect of making sure that only the most interesting and successful games make it on to non-Windows systems, and currently a wide range of new, upcoming, and indie developers are adopting a more inclusive approach for their exciting new games, making sure they support the full range of operating systems.

5 Reasons not to game on Windows

posted on Feb. 4, 2016, at 8:46pm.



Simon Koch
IT Officer, Sutekh

1. **Operating System Instability**

On Windows, you will often find that the OS provides little to no incentive for developers to properly code their games. The system hooks for proper resource management are confusing and usually unused, and hence often your games end up slow, bugged, or inefficient. Countless times I have been forced to use annoying little 'fixes' to make my OS play nice - force closing explorer.exe, turning off antivirus software and system tools. Most other OS's provide far better stability, especially if they are based on the indestructible system core that is UNIX.

2. **Cost vs Scope (a.k.a. Gaming systems only game)**

Ever since the start of the 'PC Master Race' movement, manufacturers have charged a premium for products that only offer a negligible or often unproven benefit to system performance, yet are priced well above their non-gaming neighbours. 'Manufacturer Overclocked' graphics cards and 'Game-optimised' drivers are all the rage at the moment, yet often perform worse than standard versions when used for anything but gaming (3D animation/rendering being a surprising yet annoying example of this). When purchasing a Linux or Mac system, you can be sure that you are getting a well-rounded package (even if it does cost a little more up front).

Once you add the cost of programs, necessary peripherals, Windows (if not included), etc to a PC, you get pretty close to what you'll pay for a Mac anyway. And even if you can't rationalise that, save a couple of bucks by not buying Windows.

3. **DRM**

Most modern games use some form of Digital Rights Management, be it licensing through Steam or Origin, or requiring online login (Minecraft). However, for many games that make it to non-Windows systems (consoles excepted), the licensing method often doesn't make it at all. Hence you are left without the annoying, resource-hogging, badly-coded updaters, launchers, and other bandwidth-hogging garbage that has become all-too-common on Windows.

4. **Support**

Apple computers may initially be more expensive, yet being someone who has had four screen replacements and an entire (brand new) laptop covered under warranty, I can say that you most definitely get the quality of service you payed for. Linux distributions are famed for having some of the most extensive, open-source documentation and most active online communities who are willing to help you with just about any issue you're having. Windows and Windows-based manufacturers just fall over when it comes to providing ongoing, comprehensive support for gamers on their systems.

5. **DirectX**

The most broken, bugged, slow, annoying and functionally opaque collection of media API's available on any operating systems anywhere. 'Nuff said.

Quidditch

When most people find out I play Quidditch they look very confused, some even ask “Can you fly?” Sadly we can’t but it is still an amazing and crazy sport. The rules are much like the rules in “Harry Potter”, with a few changes for us muggles. It makes for a complex, high intensity sport.

There are 4 positions each adding another layer to the game. Three chasers and a keeper use one quaffle score through one of three hoops for 10 points. The beaters add another layer. There are two on each team and they throw one of the three bludgers to ‘beat’ players on the opposing team. Once ‘beat’ the player must drop any ball in their possession, and return to touch their defensive hoops before re-joining play. Finally there is the seeker. Each team’s seeker pursues the snitch runner and attempts to detach the snitch: a successful catch is worth 30 points and ends the game. The snitch is A ball in a sock is attached with Velcro to the pants of the snitch runner, a neutral official dressed in yellow.

The match is played on an oval pitch that is 55 meters long and 33 meters wide, making for high intensity playing. During the match all players must be mounted on a broom at all times. The game is also a full tackle sport, though there are strict rules on contact. At all times, a maximum of four of the seven on-field players (excluding seekers) may identify as the same gender. With matches usually lasting 25 minutes although there have been the odd game lasting over an hour.

Quidditch was started in 2005 at Middlebury College in the USA and has been growing ever since. Over a decade later it has now spread to over 20 countries hosting over 300 teams. In the middle of the year countries from around the world will compete to see who is the best. The tournament will be held in Germany, and Australia will be sending a full team of 21. Their biggest rivals will be the USA who they lost to in the finals last time the tournament was held. The USA is the strongest country in Quidditch as they started the sport and most of the colleges and universities have active teams.

The University of Sydney has been competing in Quidditch since late 2012 and trains twice a week at Victoria Park. Throughout the years there have been many highlights including going to World Cup. In 2015 the team came third in the annual national tournament QUAFL, taking a full 21 person squad. Held over a weekend in Melbourne our team didn’t lose a match during pool play, one of only two teams to do so. This year there will be six Tri-Wiz Tournaments held through out New South Wales before QUAFL. Doing well in these will help secure our team the best position so we can hopefully win QUAFL 2016.

-Laurel Keller

the sutexh server

Server News:

Welcome one, welcome all.

This section will seem new to all, and that is because it is. As of early this year, Sutekh officially owns and runs its own dedicated server thanks to a lot of help from the University of Sydney Union (USU), and the Information and Communications Technology (ICT) team at the University. We are pleased to announce that the sutexh server, as we have dubbed it, currently hosts our website (see sutekh.org.au), the new Tap-to-Play card system, and a series of web and development services open to those interested in contributing to Sutekh's technological infrastructure. However, that is not all - sutexh is capable of providing a range of dedicated game servers for our members and friends to enjoy.

Currently our repertoire includes Minecraft and Terraria, supported by the Mumble open-source voice server. Additionally, GMod, Don't Starve Together, Team Fortress 2, Left 4 Dead 2, and Counter Strike: Source servers are all in development and on their way. Every server is individually managed and run, and have been given (where applicable) the ability to access a full range of modifications, optimisations, and additional content.

This is where we need you! Please let us know what gamemodes, mods, minigames, and maps you like best, and we will do our best to add them for you. A small team of Sutekhers is already working on an exciting new hunger-games style map for Minecraft, and the GModders among us have a list of gamemodes they want enabled, from Trouble in Terrorist Town (TTT) to Prop Hunt and Pirate Ship.

- **Simon, IT Officer**

Developers Needed!

Do you want some experience in developing for a server, website or web application in a professional environment? Enjoy administrating game servers as much as you enjoy gaming? Want to be part of a sophisticated, professional development team whilst you're still at University?

Join Sutekh's development and administration team!

Contact Simon Koch, IT Officer
(nomis@tomahfarm.com.au)

The Regular Events

SUTEKH hosts an event almost every day of the week. Come to as many as you want – we have something for everyone!

MONDAY – TV TIME 1PM

Come and watch an episode or two and then join us in Manning Bar afterwards to hang out and chat. Here at SUTEKH we welcome your thoughts and opinions so suggest a weekly theme or television show and vote for what you want to watch!

TUESDAY – MAGIC: THE GATHERING 12-2PM

If you like playing *Magic* then this event is for you! Grab your friends and bring them along to this event dedicated entirely to playing *Magic*. Beginners are always welcome to join – there will be people happy to help you learn this popular card game.

WEDNESDAY – BEER AND CARDS 4-6PM

Play card games and drink beer. Or just play card games. Or just drink beer (but where's the fun in that?). We have *Tsuro*, *Smash Up!*, *Coup* and *Munchkin* (just to name a few), and feel free to bring your favourite card game along.

THURSDAY – MOVIES AND MUNCHIES 6-8PM

Vote for a movie you would like to watch and then watch it (unless another movie wins)! How democratic is that?!

FRIDAY – PIZZA AND GAMES 6-10PM

For four hours you can play as many games as you want! We have board games, card games and video games for you to play to celebrate the end of another week at uni. Our selection is huge and includes Ticket to Ride, Elder Sign, Betrayal on House on the Hill and so much more!

SATURDAY – STEAMY SATURDAY 8PM – SUNDAY Morning

Play your favourite online games with your favourite people (I mean us...) in the final weekly event!

The Irregular Events

SUTEKH gets also hosts events outside of the weekly hum-drum of uni, from special weeks to unique one-off events!

PUB CRAWL – WEEK 2

Nothing suggests adventure like a pub crawl! Come and meet the members of SUTEKH – both old and new – as we start off at Hermann’s Bar and make our way down King St on one sunny evening. It’s a great way to meet and socialise with new people, and to remember the names of everyone you’ve met in week one!

WOM*N’S WEEK – WEEK 2

International Women’s Day is Tuesday 8th March so this week we are celebrating all things wom*n! Meet our friendly Wom*n’s Officer, Sabrina, and discuss wom*n’s roles within popculture – games, films, television, novels, etc. Particular events will be themed around this idea.

BAKE SALE – WEEK 5

After the mid-semester break the weather starts to cool down, and everyone realises that we have nine weeks before the possibility of a break. With that horrible thought in mind, SUTEKH has decided that we want to comfort you. With baked goods. Who doesn’t like baked goods? Come by and buy some chocolate cake or a Wookie Cookie, or even bake something yourself!

QUEER WEEK – WEEK 6

The USU has organised Pride Week so SUTEKH will be holding one too! Meet our fantastic Queer Officer, Emily, and get discussing! Some weekly events will be organised around this theme.

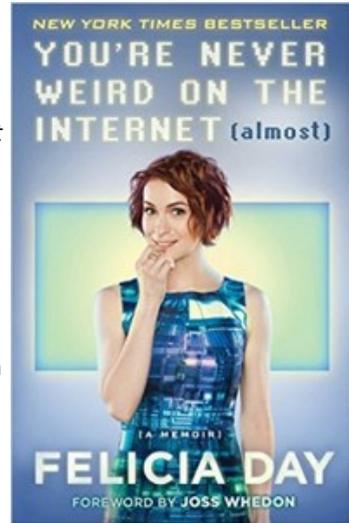
SUTEKH ATTENDS...

Throughout the semester SUTEKH attends a film or a few at the cinema. This will replace the regular Movies and Munchies. SUTEKH will definitely be attending *Captain America: Civil War*, but the other movies are still to be decided.

Felicia Day's *You're Never Weird on the Internet*

Felicia Day's book provides an enlightening and human take on life and the internet.

You're Never Weird on the Internet is the latest in a spate of women's pop culture memoirs (see Tina Fey's glorious *Bossypants*, Amy Poehler's *Yes Please* and Mindy Kaling's *Is Everyone Hanging Out Without Me?*). But what differentiates *You're Never Weird* from its memoir siblings is that Felicia Day's success is shockingly recent and fresh. Day skyrocketed to fame in the last ten years. She achieved success not only in male-dominated gaming culture but in pioneering the entire industry of web media through her webseries *The Guild*, her role in *Dr. Horrible's Sing-Along Blog* and her YouTube channel *Geek and Sundry*. In this book, Day explores how she developed from a neurotic geek to a highly successful neurotic geek.



The book's opening chapters are an enlightening exploration of Day's childhood. Moving from a Catholic school to home-schooling to double-majoring in violin and mathematics at age 16. She frames her childhood as equal parts confounding and foundational. The seclusion from other children may have hobbled her social skills but it also meant that her interests in gaming, drama and mathematics could flourish away from the hierarchies of school. These chapters paint a flawed but endearing picture of Day as both self-possessed and achievement-oriented while also being a neurotic bundle of nerves. Basically, she's a human being.

Every line of the book is imbued with Felicia Day's trademark neuroticism, humour and insight. Odd little image macros of Day's own making are scattered throughout each chapter, counterbalancing the occasional turns into darkness her life takes. Day remains impressively candid about her mental health throughout the book. She reflects on how unhealthy her addiction to *World of Warcraft* was and the effect fame and success has on somebody with anxiety issues. She neither valorises nor condemns the darkest periods in her life. Her gaming addiction became the basis of *The Guild* and her unhealthy, obsessive side was what drove the production of the

whole webseries.

The book is so laser focused on Day's perspective that other figures in her life, such as her mother or Star Trek actor Wil Wheaton, are rendered completely peripheral. If you're looking for *Dr. Horrible's Sing-Along Blog* trivia or behind-the-scenes goss about the cast of *The Guild*, you'll be disappointed. More manifesto than memoir, Day and her book presents a strong take on how communities online and offline can destroy or elevate people. Webrings, gaming forums and opened up her a social life as a young, home-schooled geek. YouTube and Xbox later became the basis of her success on the web. But Day also highlights the toxic elements of the web, highlighting how her fame led to run-ins with stalkers and threats from the Gamergate movement.

Felicia Day knows things about the world. In another time, she may have been burnt as a witch. But now you should just revere her, follow her on Twitter and buy her book.



4 out of 5 Pennies

- Andrew Hau

Poetry with SUTEKH

Part III

Movies are better with laughing and heckling

Pizza to finish the week,

Board games that help you to practise your cackling,

As total havoc is wreaked.

sutekh game



Mumble

Website: mumble.info

Server Address: mumble.sutekh.org.au

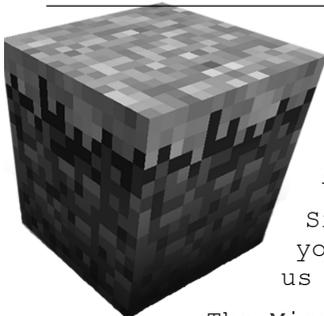
Port: **63748**

Installation Guide:

1. Download the latest Mumble release for your Operating System at mumble.info
2. Start mumble, and follow the setup instructions to configure your microphone and headset/speakers.
3. Click *Add New...* and enter the server details above.

Join the Sutekh Members Group:

1. Go to *Configure > Certificate Wizard*.
2. Fill out the required details, and complete the certificate creation process. Save the certificate in a secure location as you will need it in future.
3. Join the Sutekh Server, right click your username in the right hand pane, and select *Register*, then select an appropriate username.
4. Find a Sutekh executive member and ask them to verify your membership.
5. Congratulations - you now have access to the Members Lounge and a range of other features.



Minecraft

Website: minecraft.net

Server Address: minecraft.sutekh.org.au

Port: **25565**

Simply add the Sutekh Minecraft Server to your server list in Minecraft, and join us in-game.

The Minecraft server is administrated by **Tristan**, the editor of Zweihander.

server guides

Terraria

Website: terraria.org

Server Address: terraria.sutekh.org.au

Port: 7777

Add the Sutekh Minecraft Server to your server list in Terraria, and join us in-game.

The Terraria server is currently managed and run by **Ellis**, our New Member Officer.

Garry's Mod

Website: www.garrysmod.com

Distributor: **Steam**

Server Address: gmod.sutekh.org.au

Port: 27015 (or 27016-20)

The Garry's mod server will float throughout the Steam port range (27015-27020). See the individual event details for the exact port number.

GMod is currently managed and run by **Simon**, our IT Officer.

Don't Starve Together

Website: kleientertainment.com

Distributor: **Steam**

Server Address: dontstarve.sutekh.org.au

Port: 10999

Don't Starve is in development, but will be online soon.

Don't Starve was requested and is administrated by **Helen**, our Secretary.



Tank Talk 2

DPM Monster British Conqueror

With the brief introduction into world of tanks, I decided to carry out review of higher tier tank. The focus of this review is British heavy tank Conqueror; the DPM monster at tier 9. Production of Conqueror began in 1949 and ended in 1959 and it was in service until the year 1966. Conqueror was built to counter the soviet Iosif Stalin 3 (IS-3) tank and provided long range support to centurion main battle tanks. Due to space constraints I'll focus on more important parts of this tank.

Armour:

Starting at tier 8 in the British Heavy tank there is shift from infantry tanks to more mobile support heavy tanks as evident by the Caernarvon and Conqueror. Conqueror shares the same hull with the Caernarvon, thus the armour profile is 130/50/38 at the front/side/rear.

The LFG is very weak ranging in from 119 to 125 mm, which houses the ammunition rack. The upper frontal glacis (UFG) is angled at 52°, thus armour ranges from 189 to 209 mm which is weak at tier 9. Thus it's always best to try hide both the LFG and UFG or slightly angle the hull.

Turret cheeks have effective armour of 286 to 366 mm, making it strong against other heavy tanks, but be mindful of tier 10 tank destroyers. Gun mantlet (area 2) benefits from having two armour layers on top of each other as well as sloping, providing effective armour of 568 to 580 mm. The weak-spots of this vehicle are area 3, which lightly armoured but can be difficult to hit.

Modules:

Gun Selection/firepower:

When fully upgraded Conqueror mounts the 120mm L1A1 rifled gun developed by Royal Ordnance. The infamous L1A1 fires standard AP, premium APCR and HESH. Standard AP shells have 259mm of penetration and 400 alpha, premium APCR does has higher penetration at 326 mm. The HESH ammunition has 500 alpha damage and 120 mm of penetration almost double that of HE shells found on other heavy tanks. Due to high penetration HESH shells are effective against lightly armoured medium tanks and tank destroyers and artillery. Also L1A1 has excellent aim time of 1.822 seconds and dispersion of 0.316 at 100 meters and can fire 5.71 rounds per

minute dishing out 2384 damage in one minute, this is more than hit-point of some tier 10 tanks!

Crew Skills and Equipment:

Conqueror has 4 crew members; commander, gunner, driver and loader/radio operator each with their own unique skills. For each crew members I recommend using brothers in arms. As a second skill train sixth sense for the commander, deadeye for the gunner, clutch breaking for the driver and safe stowage for the loader.

Also mounting large-calibre gun rammer, improved ventilation class 3 and coated optics, will improve reload speed, major qualification crew r and view range respectively.

Final Verdict:

Grind towards the L1A1 can be frustrating, but once researched conqueror becomes a DPM monster and is capable of dealing heavy damage. When using the Conqueror attempt to avoid being the target of the enemy tanks and hide both LFG and UFG, via going hull down. Therefore always play Conqueror as a support tank and avoid getting hit and dish out damage using 120 mm L1A1 which is possibly the best heavy tank gun in the game.

- Mazesta Mehrabi

Poetry with SUTEKH

Part IV

Video games for the older and younger

Where fierce competition is rife,

Weekends where Steam games can make you a warmonger,

That is a SUTEKHer's life!

The Adventures of Nygmy-boo and Sammy J

PART II

Samuel L. Jackson and The Riddler kissed each other as if they were dementors trying to remove the other's soul. They broke apart, surprised by their passion. Samuel L. Jackson took a step back from The Riddler and reached for something hidden in the leaf litter. The Riddler didn't move. He was still trying to process that 10.0 earthquake of a kiss.

Samuel L. Jackson found what he was looking for and whipped out what appeared to be a large green curtain. Firenze looked puzzled. Then recognition flashed across his eyes when he remembered his past encounters with The Jackson. Samuel L. Jackson started to tie the green screen to a tree and Firenze automatically took the other side.

When the job was done Samuel L. Jackson turned to Firenze. 'Unless you've made up your mind, you need to leave. We're busy.' Firenze turned and galloped away as Samuel L. Jackson walked purposefully to The Riddler and tenderly removed his future squeeze's jacket. After dropping it onto the forest floor, he ripped The Riddler's shirt open, revealing his smooth and milky-white chest. 'Come on Ed, look alive. You're no war boy.'

The Riddler snapped out of his shock at the sound of his name used by someone who was so unlike his previous centaur love. He slowly reached to unbuckle Samuel L. Jackson's belt and then unzipped his pants.

'Is that a lightsaber or are you just happy to see me?'

Samuel L. Jackson whipped out his purple lightsaber which was throbbing with anticipation for The Riddler. He used The Force to undo The Riddler's pants. The Riddler was surprised when a small woman dress completely in green started to undo his pants.

'Hang on a second, Force. We're going to have to do that again,' Samuel L. Jackson said as he walked over to the ten cameras he has set up earlier to turn them on. 'Oh! That reminds me,' he exclaimed. He whipped out a piece of paper from his coat pocket, 'would you mind sign this release form? Just so we don't have any misunderstandings.'

Once the papers were signed, Samuel L. Jackson made another dramatic hand gesture and The Force took The Riddler's pants off again, leaving them around his ankles. With another hand gesture from Samuel L. Jackson, The Force pulled The Riddler's shirt off from behind. Well, she tried to, but unfortunately those damned

cufflinks got in the way. The Riddler stepped forward to try and help The Force remove his shirt, but fell on his face instead. Yes, his pants were still around his ankles. But hey, at least his shirt was off.

At the sight of his almost lover struggling in the leaves, Samuel L. Jackson lunged forward to help, but fell on his face well, as his pants had also not been removed properly. The two men giggled at the ridiculous situation and started to crawl towards each other, eager to get going. When they finally met in the middle of the forest floor, they immediately removed their pants. And shoes. And socks.

They stopped for a second or two to take in the whole picture: Samuel L. Jackson in his sexy leather jacket and matching leather g-string; The Riddler in his tighty-whities.

Then the fun began.

Dino Dossiers



Titanosaur

As big as a 747 jet. Only one bone has been discovered and the size is inferred from that.

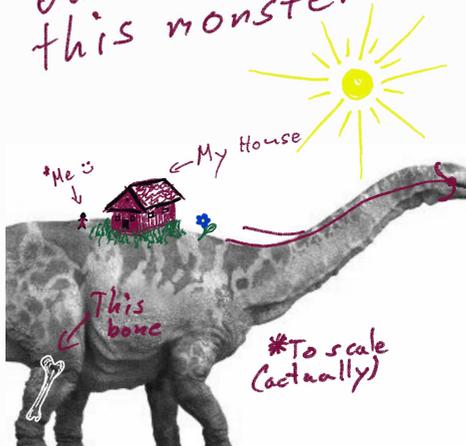
This thing was huge. No, think bigger. Bigger. A bit bigger. There you go.

Build a base on this monster

Liopleurodon

The most maneuverable sea monster that ever was. It had a unique swimming style that used all four flippers independently. Lived in the Mid Jurassic in the oceans covering what's now Europe.

One is rumored to have survived the eons after the meteorite hit and still hides somewhere in Scotland...



This page is Intentionally left blank

A liveblog spiral into despair

Part II

Outline of every storyline following the first episode:

Nono angsts over his relationship with his mistress Aka, and why they're so bad for one another, but why they can't be apart. Over the span of next Seven episodes (eleven in total).

Aka pulls a solid 180 degree personality change to become the Elite Paid Party Girl Boss of the Night™ in the span of one and a half episodes.

Sec goes rogue and discovers that he has repressed memories of the ghost he sees!!!! And that the police chief is EBIL!!!! And that he knows the location of BLOOD MONEY!!!!!!!

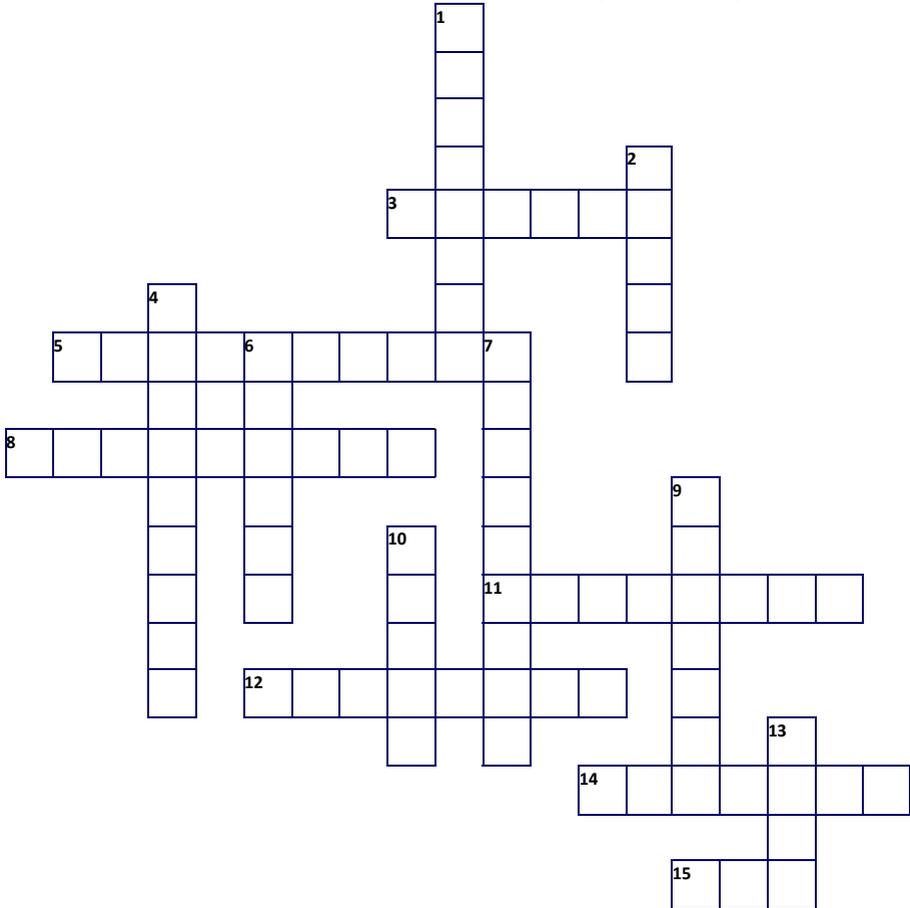
Girl who works at 7/11 (7/11) starts dating a gangster (6luck) not long after he accidentally destroys her relationships with her boyfriend and best friend simultaneously, because 6luck took all of them hostage so that he could recover in relative peace.

Paramedic newbie (Fb) liveblogs all of his ambulance calls and gets into trouble with superiors, before saving the life of a gangster.

Social worker (Samaritan) gets roped into helping old lady illegally bust her sick husband out of hospital against husband's wishes, before accidentally 'killing' him. Old Lady then ropes Samaritan into taking the corpse back to her place where they discover that the husband isn't actually dead.

Wild goose-chase with Blood Money ending up with pretty much every character at some point before it disappears forever and the series ends with a Zombie Apocalypse. No really.

suteKHrossword—2015 retrospective puzzle



Across

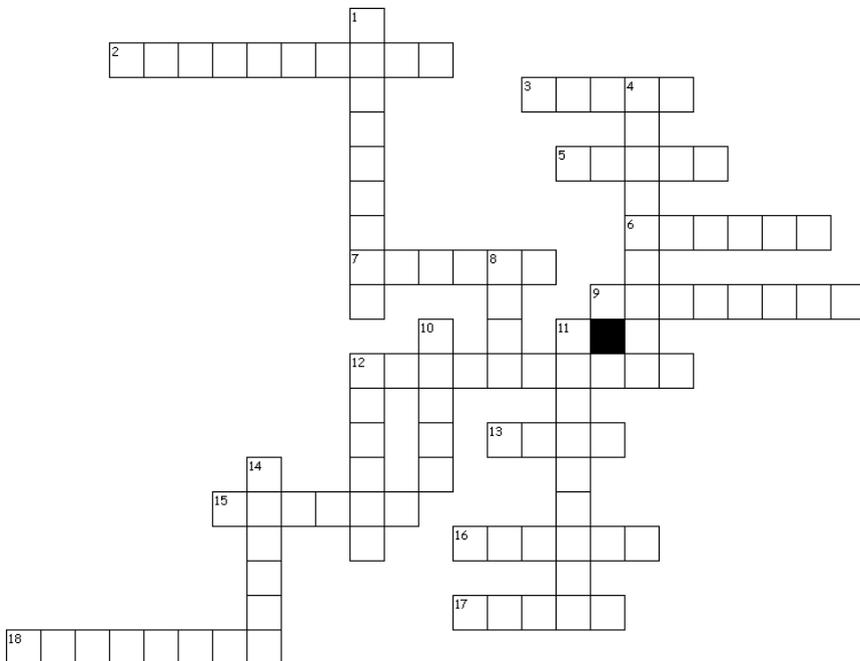
- 3. The new Star Wars space-faring minia-
ture game
- 5. Death-initely not the Death Star
- 8. Jurassic World's attraction gone wrong
- 11. A Crystal Gem!
- 12. When Mafia gets hairy
- 14. The queen of road rage
- 15. This particle really makes you shrink

Down

- 1. Murdercorpse was already taken
- 2. Settle on this hexagonal game
- 4. The Final Smash character
- 6. Batman's final Arkham game
- 7. Hannibal's latest killer
- 9. Doctor Who's hybrid, maybe?
- 10. This girl gets turned Inside Out
- 13. Villainous Flash

Need help solving puzzles? Look on our website: <http://sutekh.org.au/failure>

AngryWord



Across:

- 2. Zaphod ____ (10)
- 3. Banned character from Smash tournaments (5)
- 5. Nintendo's Super ____ Bro's (5)
- 6. Goat Mum (6)
- 7. Number of rings of power forged in the 2nd age (6)
- 9. I'm Mr ____ look at me (8)
- 12. Time And Relative ____ In Space (10)
- 13. Xbox flagship launch game (4)
- 15. Friend of Buffy Summers (6)
- 16. Adam Sandler's film with a spin on retro video games (6)
- 17. The Legend of ____ (5)
- 18. Highest grossing film of 1977 (sci fi classic) (8)

Down:

- 1. Author of The Colour of Magic, Terry ____ (9)
- 4. Our's is the Fury (9)
- 8. Security program written by Alan Bradley (4)
- 10. Nintendo's Super ____ Bro's (5)
- 11. Plant taken by Harry Potter to pass the 2nd round of the Tri – Wizard tournament (9)
- 12. Inventor of the Daleks (6)

Where's Wordo?

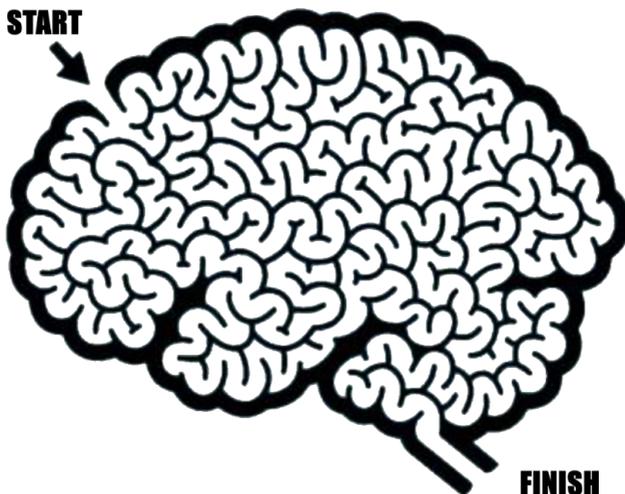
S	O	P	T	C	O	P	T	H	Y
D	I	M	I	I	P	N	O	B	T
C	N	D	R	Z	A	T	Z	O	T
T	B	A	R	V	Z	S	V	O	O
F	M	Z	A	A	U	A	Z	K	C
M	P	L	Q	T	T	U	U	C	S
A	A	W	E	R	E	W	O	L	F
G	T	K	C	A	T	A	N	U	Q
I	H	R	E	T	T	O	P	B	R
C	S	L	G	X	A	U	U	X	N

Word List

- BOOKCLUB
- CATAN
- GALAVANT
- MAGIC
- MARIO
- PIZZA
- POTTER
- SCOTTY
- SUTEKH
- TARDIS
- TMNT
- WEREWOLF

Moffat Maze

Steven Moffat has written a new Doctor Who finale, can you figure out what went through his head as he did so?



Editorial

There are many things I'd like to say, but first, I have to thank all those who contributed to this Zweihander, there wouldn't be a magazine without you, we also wouldn't have been able to print the magazine without funding from the USU, so if you're holding a physical copy, it's thanks to them.

There are a number of contributions in this magazine that went un-attributed. Some, such as the SUTEKH poetry, was deliberately kept anonymous, as the author did not want to be identified, others, such as the Hulk and BookWyrms artworks, were simply inconvenient to attribute at their printing locations.

The Hulk and BookWyrms were both drawn by our President, Brendan O'Shea.

The Dino Dossiers were created by Bernie Telalovic.

The Dragon at the bottom of this page was drawn by Aliza Chin.

The cover was drawn by Emily Burgess, who did an absolutely fantastic job.

The Mac vs. PC stuff was done by Simon Koch.

Many SUTEKH members have worked towards creating the articles that you've been able to read in this Zwei, and some have gone through particular pain cutting their articles down, the magazine wouldn't have been possible without their efforts.

Special thanks go to Aliza Chin, for being the first to submit an article after I asked for content, and Maz, for cutting over 50% of his articles to make them fit in the magazine.

Finally, SUTEKH publishes multiple Zweihanders a year, if you felt inspired to create content, think you can create content, or have a friend or family member who once created content, I encourage you to make something for the next Zweihander, if you're interested, chuck me an email at

submissions.zweihander@gmail.com, and we'll make something wonderful.

-Tristan Anlezark, Editor.



If you're looking for the front cover, you've come to the wrong side of the Zweihander!

Afterword

So you've read our Zwei, you signed up to join the group in O-week, but it's now Semester 2, you've not been involved since that fateful day in O-week, and you just found this Zweihander under your bed, but don't know if the event information is still accurate. What do you do?

In ancient times, like the 80's, you would've been doomed to isolation, never finding us or our events, but not so today.

In this bright, shining modern age of the Internet, SUTEKH has an online presence where you can find out all about our events or talk with other members.

The SUTEKH Website: sutekh.org.au

The SUTEKH Facebook group: www.facebook.com/groups/Sutekh/

The SUTEKH Steam group: steamcommunity.com/groups/Sutekh

SUTEKH is sponsored by a number of businesses in the Sydney area, they give our members benefits.

Kinokuniya - \$10 off membership

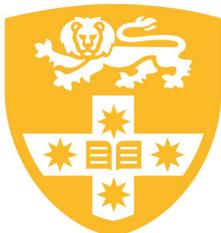
The nerd cave - 10% discount

Animeworks - 10% discount

Games paradise - 5% discount

Good games - 5% discount

Spawn point - 5% discount



PROVIDED BY
UNIVERSITY OF
SYDNEY UNION