

FEBRUARY 2013 - ISSUE 67

THE ATHENIAN



[CWRU'S STUDENT HUMOR MAGAZINE, EST. 2000]



the  Athenian

*“He: “Whale you be my valentine?”
She: “Dolphinitely.”
- Adam Young*

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ISSUE #67

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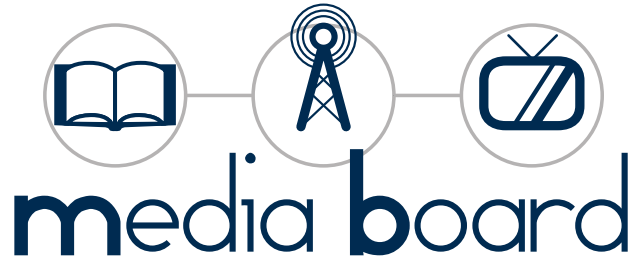
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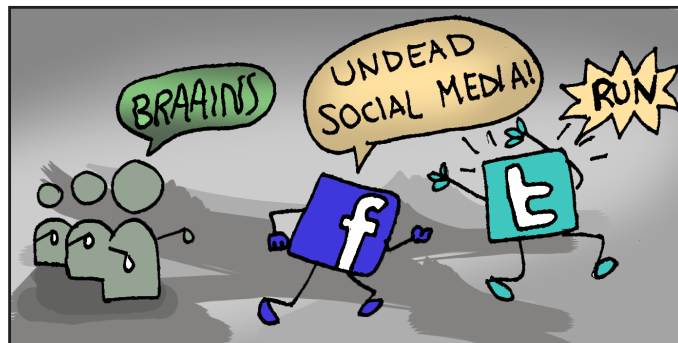
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[From The Editor]

If we could have taken some masochistic stab at what the undead apocalypse would be like, I don't think any of us would have predicted quite this predicament. I'm writing to you from under a state of semi-house arrest, though as all of you should know, we're safe. For now. The nicer zombies didn't want you guys to get the wrong idea about them or to confuse them with their deranged cousins, so they're trying to intimidate me by standing over this script (though, as they didn't stop me from writing that line, it appears to be purely an act as their brains have decayed).

You see, for you who might have cut yourselves off electronically (and find this slipped under your rock), the virus originated from research labs in MIT where immortality went totally wrong. That virus spread through the air and basically made the entire campus of zombie-like geniuses into immortal zombie geniuses with a weird craving for brains. Basically, the worst situation ever. Well, aside from the end of Twinkies.

Before we lost all communication, struggling humans at the MIT lab sent the virus sequence to other laboratories, including Case, to try manufacturing some sort of make-shift cure. The cure we came up with is debatably as bad as MIT's. Case, you see, managed to make another zombie strain, the nice one. They can talk (though I'd try to avoid that exchange – it's painful) and they're not always brain hungry, as long as they're on their pills. Basically, Case hasn't changed much.

How is that a cure? Well, it's sort of strange. If the MIT zombies bite anyone human, we have a lovely "incubation" period where our flesh begins to die and we hit cravings. Yes, for brains – we become one of them. If the MIT zombie bites a normal zombie, they turn into vicious vampires (something about regaining a will to live and gaining a delirious need to put blood back into their systems). If it goes the opposite way around, you got it, the nice zombies turn the humans into more nice zombies



Melanie Sayre - Editor-in-Chief

and nice zombies turn the MIT zombies into the vampires who keep us humans alive. What can I say? They like it that we bring them blood from willing donors in exchange for not being eaten straight-out.

So basically, we're talking a strange type of war, the bad against the sort've nice... but here, the question isn't, what side will you turn to. It's more like asking what side are you already on. Think carefully about what being a Case student means to you... and whether you'd rather go to class with your flesh falling off, an even stronger desire to suck the life out of your professors, or as a socially-inept zombie.

That said, be careful out there and I wish you all the best of Februarys from those holed up in the Athenian cave.

Mel Sayre
Editor-in-Chief

Next brainstorming meeting: Feb. 4th, 6:30-8 PM

Next production meeting: Feb. 8th, 12:30-2PM

**Free Scholar provided. Email mfs71@case.edu to order.

The Athenian Guidelines

- 1) *The Athenian* is a semi-anonymous publication. While names can be printed, all contributors' names are printed on page 2, but aren't necessarily connected to any particular article.
- 2) *The Athenian* maintains that the sanity of every writer must be tested on a monthly basis.
- 3) *The Athenian* is released on the first Friday of every month. The deadline for submissions (including articles, Photoshops, and captions) for issue 67 is Tuesday, February 12th.

Congratulations to **Anne Nickoloff** for winning best submission of Issue 66!

WELCOME TO THE UNDEAD APOCALYPSE.

Seven ways to stay alive in the post-apocalypse

as reported by: Dr. Jekyll

With the need to be able to fend for yourself in the zombie apocalypse quickly encroaching, it's important that everyone start reading up on – and practicing – ways to stay alive when their newly-zombified friends are after them. Luckily, we can provide a list of foolproof tips.

Tip 1: Remember the “Six P” philosophy.

I once had a tennis coach who told me that “proper planning prevents poor performance.” Not sure how much prep tennis needs besides putting on shoes, but I digress. If you want to survive, you've got to be ready. Start watching zombie movies and stocking up on supplies, because you're going to need them. Never had motivation to join a gym? Well, you do now. Follow these instructions to a T, and you'll make it out alive.

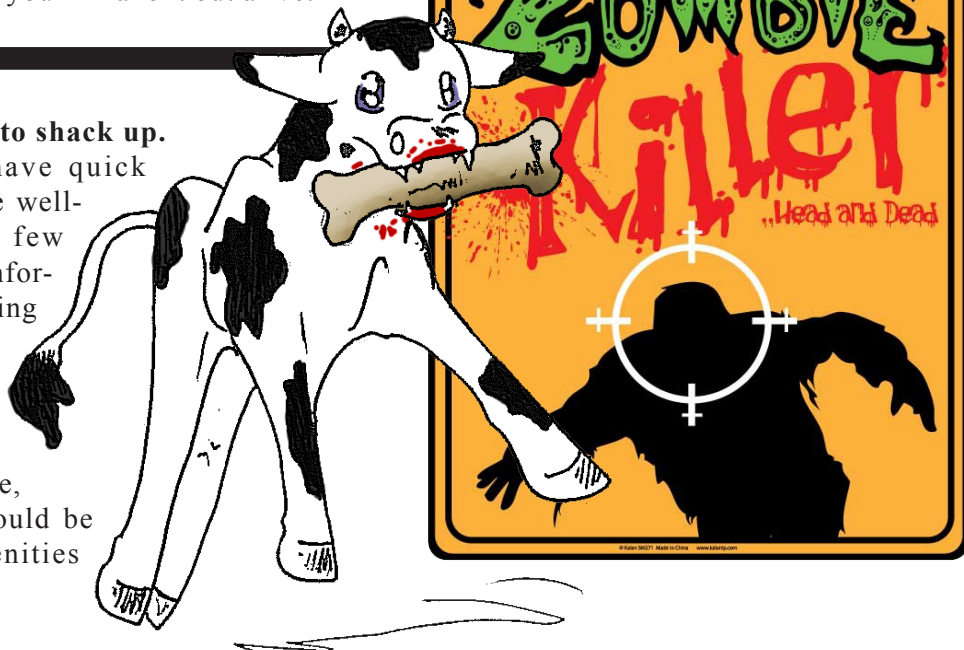
Tip 2: Find a place to shack up.

The best locales have quick access to food and are well-fortified areas with few people inside. This unfortunately rules out staying in Leutner and Fribley, due to their huge windows. Ever play HvZ? Then you know the dangers. Mather House, on the other hand, would be a great spot. Its amenities

include a basement with no windows, narrow hallways, and a quick run to Thwing. Loot Bag-It, and you will have all the food you'll need for years. However, I'm not sure what would be more impressive: surviving a zombie apocalypse or living purely off Bag-It. I change my mind. Just live out of Aldebert Gym; it's an armory, after all.

Tip 3. Be sure to choose proper weaponry.

What's “proper” really depends on your play



style. If you want to be sneaky, pick up a Nerf Maverick or be a sock ninja. While it may seem counterintuitive to carry fewer weapons, zombies tend to look more for guns than headbands. If you're more of the brave run-and-gun type, the Hailfire or Vulcan will be your best friend.

Wait, we're talking a real zombie apocalypse, aren't we? Crud. Well, in that case just pick up a shotgun. Always go with the shotgun. Aim at the head and they should be dead.



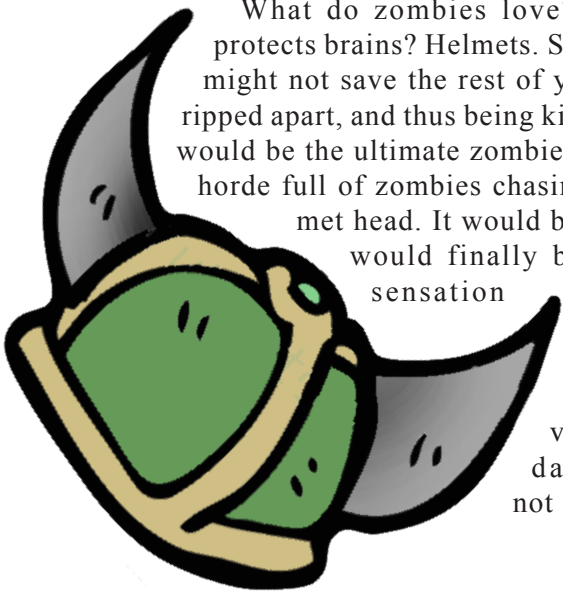
Tip 4. Don't have friends.

You know, having someone to look out for you sounds like a great idea. You can take turns watching each other's backs while the other sleeps. You can clear out rooms full of zombies together and really develop the ultimate bromance. The downside? Just about everything else. I mean, have you seen *The Walking Dead*? Sure, a couple of the main characters are still around, but every time these people find a new group, the additions just become meat shields. Do you want to be a meat shield? I didn't think so. So unless you're a sheriff, his son, and/or a racist redneck hillbilly, be a loner; they stick around and you'll actually have some peace and quiet.



Tip 5. Always wear a helmet.

What do zombies love? Brains. What protects brains? Helmets. So while a helmet might not save the rest of you from getting ripped apart, and thus being killed, at least you would be the ultimate zombie troll. Imagine a horde full of zombies chasing a rolling helmet head. It would be hilarious! You would finally be that Youtube sensation



you've always dreamed of being. Now stop uploading the videos of you dancing. You're not good at all.

Tip 6.

I get it, the zombie world sucks. There aren't any more cat videos on Youtube because now all anyone uploads are videos of zombies chasing helmet heads. But it's worth living. If you make it out alive you get a lot of points! That's how the real world works, right? Or after the zombies all die off, you can help repopulate the world or ride roller coasters without waiting in line. Really, you can do anything you could imagine. I'm leaving that to you to figure out.

Don't lose hope.

Tip 7. Treat others the way you want to be treated.

Scratch that, you've got to survive. Hold up, and do whatever you can to stay alive. You've got this. Just let me know where you live. No, I'm not violating Tip 4. I'm just hoping that you listened to me, and I want your stuff.

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BRAAIIINSS!



Brains: the answer to life, the universe & everything

as reported by: Mr. Chuckles

We were originally supposed to interview Cedric von Mortenheimer this month, the Case student whose world ended when his computer died. Unfortunately, Mr. Mortenheimer never responded to our email requests asking him to verify time and date. We assume the zombies got him. So, instead, join us as we interview a real, live (in the loosest sense of the word) zombie!

Mr. Chuckles, Interviewer: Hello, hello, sir! Thank you for sitting down with me today. Now, I'm afraid I didn't get your name.

Zombie: Braaaaaaiiiiiinnss...

Chuckles: Well, that's, uh...that's a rather peculiar name, but okay. So, Mr. Brains, what motivates you? For what reason do you get out of bed in the morning?

Brains: BrrraAins!

C: The pursuit of knowledge! Always a worthwhile goal! Next question: what do you spend your days doing?

B: BRRains!

C: You're a brain surgeon? Nice! You know, you always struck me as the sophisticated, smart type. Has anyone told you that before?

B: *starts noticeably drooling*

C: On a more personal level, Mr. Brains, my audience is just dying to know: what kinds of things do you like to eat? I'm sure many of my female readers would like to have a smart, handsome young man like yourself over for dinner sometime.

B: Brains!

C: Of course, of course, now...hey! Personal space mean-

ing anything to you, buddy? Back off! Can I get security in here, please?

B: *is dragged back to his appropriate place at the visitor's chair*

C: Sheez! You need a mint or something, seriously! And would it kill you to take a shower once in awhile? You smell like death!

B: *Stays silent*

C: Right then. Moving along. Undead are very popular in fiction these days, as I'm sure you're aware. Take Twilight, for example. However, most people find that example...less than satisfactory. How about you? What do you think the film is lacking?

B: Brainsssss!

C: I completely agree, my friend. Maybe when they remake the series with zombies they'll factor that in.

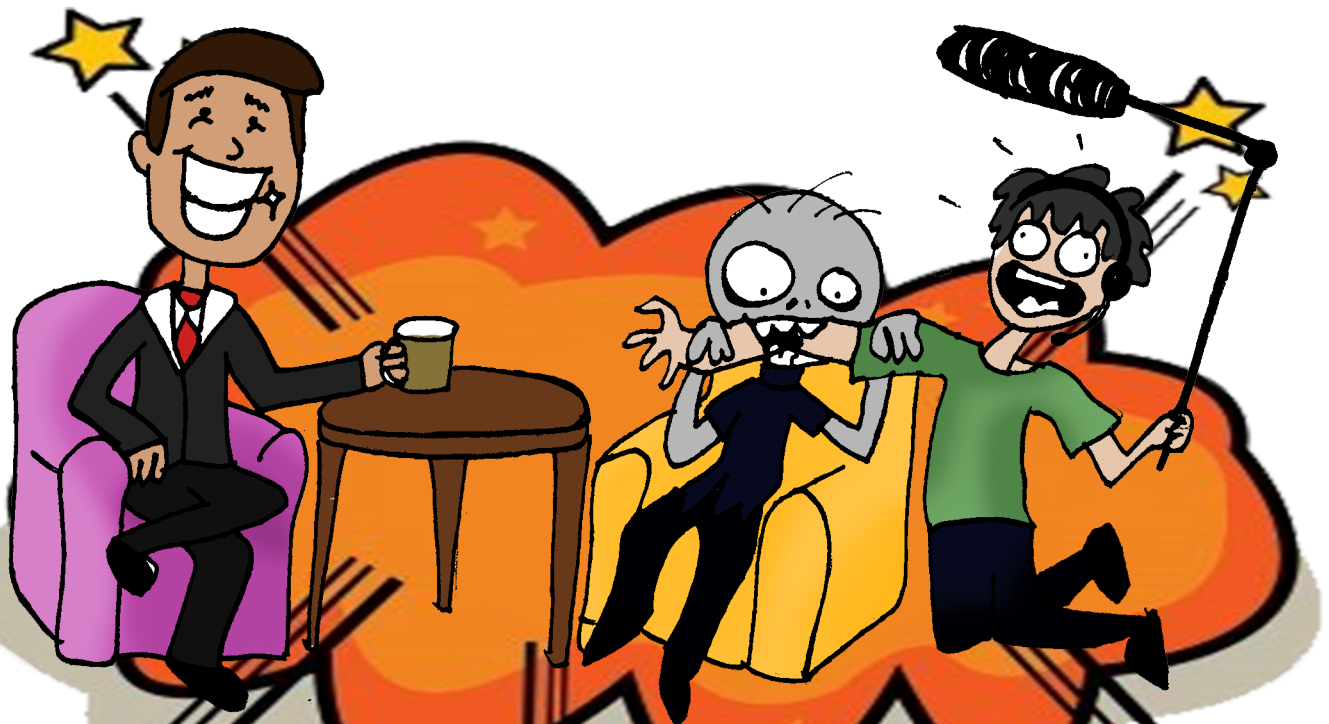
B: Hmm?! *previously vacant stare turns into wide-eyed disbelief*

C: You haven't heard? Of course, I don't see the point, considering, as you point out, everyone is brain dead anyway! Ha ha ha ha ha ha ha!

B: *removes belt*

C: Now, next question...hey, what are you doing?

Unfortunately, Mr. Brains proceeded to hang himself from the rafters of the interview room, presumably not wanting to have his brand of undead associated with Twilight. Thus, the interview was concluded. Which is kind of a shame – we had so much more to ask him! Like what his strongest muscle was! Or what made him so successful! Oh well, we'll live.





The Athenian's recommended list of lesser-known zombie games

When it comes to zombie games, people naturally think of the big names – Resident Evil, Left 4 Dead, Dead Rising, etc. But for every well-known title, there's a title that's just as good, yet not quite so popular. For those few folks who didn't spend their entire life savings during the Steam Holiday Sale and/or are looking for a break from the mainstream zombie games (you hipsters, we know you're there), we present a few obscure titles worth looking at.

And yes, they're all real.

as reported by: Mr. Chuckles

Dead Pixels (PC, Xbox Live Arcade)

Do you miss the old days when games didn't have them fancy-schmancy plots and graphics? Then this is the game for you. Pick up items, sell them, buy bigger guns, kill progressively tougher zombies. All in 8 bits and accompanied by a kickass score. Perhaps most enticing, however, is the fact that the game is available for under \$3. You've spent more money on stupider things, so this one is a must-buy.

Lone Survivor (PC, Mac)

This is a survival horror game crossed with a psychological horror game – it's not clear what exactly is real and what isn't—and it's not like the zombies are going to tell you. Others have previously noted that the game has flaws, but it's still engrossing and engaging. The title pretty much says it all, so what more can I say?

Stubbs the Zombie: Rebel Without a Pulse (Xbox, PS2)

Now this is the kind of zombie game that *The Athenian* can get behind. Where else can you use your own head as a bowling ball and throw your own (exploding) organs at people? Indeed,

this one is a bit different – the player controls Stubbs, a zombie, and attempts to turn the futuristic town of Punchbowl, PA into a town of futuristic walking dead. It's meant as a parody of zombie films and everything is played for laughs. Definitely worth a look.

Killing Floor (PC)

Oy! Those bloody zombies have overrun the streets of London! Now it's up to you and your squad to clear out the buggers and kill the bastard that created them. This game has seven "perks" (classes) available to choose from and requires teamwork and communication to survive. And the development team adds new maps and special events all the time. So cough up some dosh for this one and give it a go!

(Notice: If it sounds like it's ripping off Left 4 Dead – it's not. This game came first, starting its life as an Unreal Tournament 2004 mod before getting its own standalone release in 2009).

(Additional notice: anyone who writes us to say that they are technically "Specimens," failed attempts at creating supersoldiers and thus not technically "zombies," will be summarily ignored).



The Zuper Bowl VI - the play by play

as reported by: Mariah Dornberger

“Welcome ladies and gentleman, boys and girls, alive, dead, and undead, to Zuper Bowl VI! This year’s faceoff is between the Dallas Deadboys and the New England Patriots. Both teams have fought hard to make it to this illustrious game.”

“That’s right Bob. The Deadboys were strong through the whole season, and it’s no surprise they’re here. But the Patriots got lucky, with their wildcard shot at victory. We’ll see if they fight hard enough to shuffle away with a win!”

XXX

“Dan, this first quarter has been a slow going one. Both teams defense have been hitting hard, with five quarterback sacks for the game already. The ball has been going back and forth, with neither team managing to score a goal. The Deadboys are close, but they’re on their third down.”

“And the ball’s in play now. Deadboys quarterback Tommy Bomo is passing the ball and... it’s good! His man in the endzone has the ball! The Deadboy’s score the first touchdown of the game!”

“Oh, not everyone seems to be happy about that Dan. If you’ll look to the stands on the right side, you’ll see one of our undead watchers has just taken a bite out of the other team’s supporters. Only the first of many during this game, I think!”

XXX

“And that’s halftime. The score is now tied seven to seven. We’ll see how things progress over the next two quarters. But now, the halftime show!”

“Bob, we’ve got one heck of a lineup. Undead Musician Tyler Swift is being carted out to sing his latest single, Yarg, Groan, Scream. Tyler has a great groaning voice, and the crowd always seems to love him. His swaying during the songs always seems to pump his listeners up.”

“Let’s hope he can calm a few people down. We’ve already had four

people carted off after being gnawed on by one of the other team’s supporters. I’m hoping we can keep that number under ten for the game.”

XXX

“All right. We’re five minutes into the third quarter and the Deadboys are bringing a whole new game. They’ve gotten another touchdown already, and they’re well on their way to their third for this game. The Patriots really need to step their game up if they want to win this one.”

“To be fair, they have been hitting the Deadboys pretty hard. But Bomo is throwing a little too well this game for them to be able to keep the ball on their end of the field. The Patriots are shuffling as fast as they can, but it’s just not getting them there fast enough.”

XXX

“We’re down to the last thirty seconds of the game. The Deadboys are winning with twenty one points, but the Patriots are sitting close at fourteen, and are only fifteen yards from a touchdown. If they can make it, we could have a tie.”

“And you know what that means Bob. Doesn’t everyone want to see some overtime for this Zuper Bowl? Watching our beloved undead players groan across the field is always a delight.”

“Isn’t it? Oh, but it looks like... and yes, that’s the end of the game! The Patriots were close, but just not close enough! The Deadboys will be taking the Zuper Bowl VI victory!”

“It’s seems like the Patriots quarterback is less than thrilled by—oh my! He just ripped the arms off one of his own team! It seems like he was not thrilled by his performance. And now the Patriots are fighting. The Deadboys have been pulled off the field just in time.”

“Everyone is trying to separate the Patriots Bob. But it seems like they’re taking their loss out on each other. It looks like the Patriots will be needing to field a new team next year.”

“So it seems Dan. In any case, this is been Undead Zuper Bowl VI. The Deadboys took the victory this time around. Good night all, alive, dead, and undead!”

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as written by:
Mariah
Dornberger

THE Greatest Love Story

ever told
by the undead

It was a dark Wednesday night as I crossed the street and entered my favorite diner. I had a Doctor Who thermos full of my favorite snack in one hand, and my laptop bag slung over the opposite shoulder. I had a productive night ahead of me, hopefully.

Dropping into my usual booth, I offered Becky, the waitress on shift tonight, a small smile in response to her nod hello. While I never ordered anything besides water, I always left a generous sum to account for my taking over the table. Hiding in the little all-night diner was the best way to avoid certain annoying siblings and friends.

I took a sip from my thermos, savoring the coppery taste of the blood washing across my tongue while I waited for my laptop to load. Within minutes, I set the thermos aside and immersed myself in the land of code vs. code.

I had just gotten to a particularly tricky area of password access when someone slid into the booth across from me. I resisted the urge to heave a sigh, and instead shut down what I was doing, opening another, simpler program instead. It would entertain me over the fifteen hellacious minutes.

“Did Dmitri send you?” I asked, despite already knowing the answer.

After a brief pause, I received the expected response. “Yes, he did.”

The voice sounded vaguely familiar, but the slight lilt- ing accent threw me off. Ignoring it, I began my regular spiel. “Welcome, Number Thirty-Seven, to The Game. You will have fifteen minutes to answer as many of my questions as you can. If you’re not honest, I will know and be less than thrilled. Many of played the game, none have ever won the prize. Welcome to what I have affectionately dubbed, the Great Love Story.”

I didn’t look up to see the man’s reaction, completely uninterested in it. While my mother wanted me to find a respectable consort, I had no interest quite yet, still hoping a certain someone would wake up to my attraction. Regardless, my mother had Dmitri, my younger brother, send all prospective suitors my way, requiring that I spend at least fifteen minutes speaking with them before I rejected them. As I offered her mostly

decent reasons for my rejections of each one, she was so far mollified. I figured I had another dozen or so of my fellow vampire brethren to reject before she would acquiesce to waiting at least another decade.

“I’m—”

“Not interested,” I interrupted. “I don’t care what your name is. You answer my questions, and then we’ll see about an introduction. You’re free to leave at any time, by the way.” There was no response, so I began my interrogation as I started typing a string of code. “First question: you are a vampire in good standing with the Court?”

“Yes. I am equally ranked with your mother, in fact.”

I quirked a brow in surprise. Vampires, especially those closely involved with the Court and its political intrigue, were always looking to improve their standing. Marry into a better family, become a valuable tool to a better family, kill off the better opponent, whatever was required to move up the latter. “Good to know. What is your preference for feeding?”

Honestly, it was a completely rude question. Feeding was considered intimate for most people, and to so blatantly ask about it could offer someone deeply. Six of the people sent to me over the last six months had either left or been dismissed because of their reaction to that question.

Number Thirty-Seven took it in stride. “A positive is a delicious treat. I prefer it from the source, willing donors only. Blood just tastes so much sweeter when a person surrenders willingly.”

Nodding in understanding, I continued, all the while concentrating on my computer screen. My next few questions were boring, about Number Thirty-Seven’s job, age, and relative power. All of them were respectable, and it was also interesting to note that he hadn’t lied yet. Four contestants had been stupid enough to lie to me.

“So, here’s an interesting one: any wives, husbands, fiancées, mistresses, consorts, fuck buddies, or friends with benefits I should know about?” I asked sweetly. I heard a snort of laughter, and had to resist the smile that attempted to curve my lips upward.

“No. There’s only one person I’m interested in, thank you. I don’t play with people that way.”

“Good to know,” I said, respecting Number Thirty Seven even more, since I could feel that he was telling the truth.

“Nasty drug habits?” I asked next. More than one vampire had gotten hooked on a human drug because of drinking blood that contained it, and I had no desire to bring such a person into my life.

“I had issues with a few drugs during the human “Peace and Love” era, but kicked the habit. I’m clean now, and intend to stay that way.”

I made a face at that answer, but understood it. Those times had been difficult for many of our kind. With a great deal of humans so freely using, it had sometimes been difficult to find something clean to drink. “Tattoos, scars, birthmarks, or brandings?”

“I have several tattoos, as well as scars. The latter are really unavoidable anymore.” His voice was amused for some reason, but I ignored it.

“Mortal enemies out to end you and all your line?”

He sighed. “Two that I know of. One is a vampire my family crossed decades ago - he will not allow a grudge to die. However, he’s impoverished, with few friends. I am not yet worried about him. The other is a human family, hunters. Most vampires have had at least one of those on their tail.”

“True enough,” I responded. I continued my questions, sometimes throwing out odd and somewhat random questions, such as Number Thirty-Seven’s thoughts on kittens and puppies. I had a cat and a dog, and had no desire for them to be lunch for someone else. Three contestants had lost because of that.

In the end, I was surprised to find that I didn’t object to spending more time with this vampire. He seemed interesting, if nothing else. He’d taken all of my questions with ease, and had answered each one truthfully. Perhaps Dmitri and Mother had finally found someone decent.

“You made it through. Congratulations,” I said, closing my laptop gently.

“Thank you.” I could hear the smile in his voice. For the first time, I looked up to see what the vampire looked like, and my jaw dropped in surprise.

“Alexander?” I whispered.

“It’s been a long time, Gabriel. I’m sorry it’s taken so long for me to come back to you.”

I shook my head, unable to believe it. Alexander and I had been friends for decades, only for him to be ordered elsewhere by his family nearly twenty years ago. We had stayed in touch for a while, but things had eventually fallen

apart between us. I’d always had feelings for him, and had been heartbroken when Alexander left without me ever being able to speak with him. Truly, I had thought him dead for some time.

“I thought you were gone,” I murmured, rubbing a hand over my face.

“As did I. It took some time for me to maneuver my way into control of my family, so I could return.”

“You’re the—”

“Dracula Kolyva now, yes.”

I nodded with a smile. “I’m happy to hear it, but why are you here?”

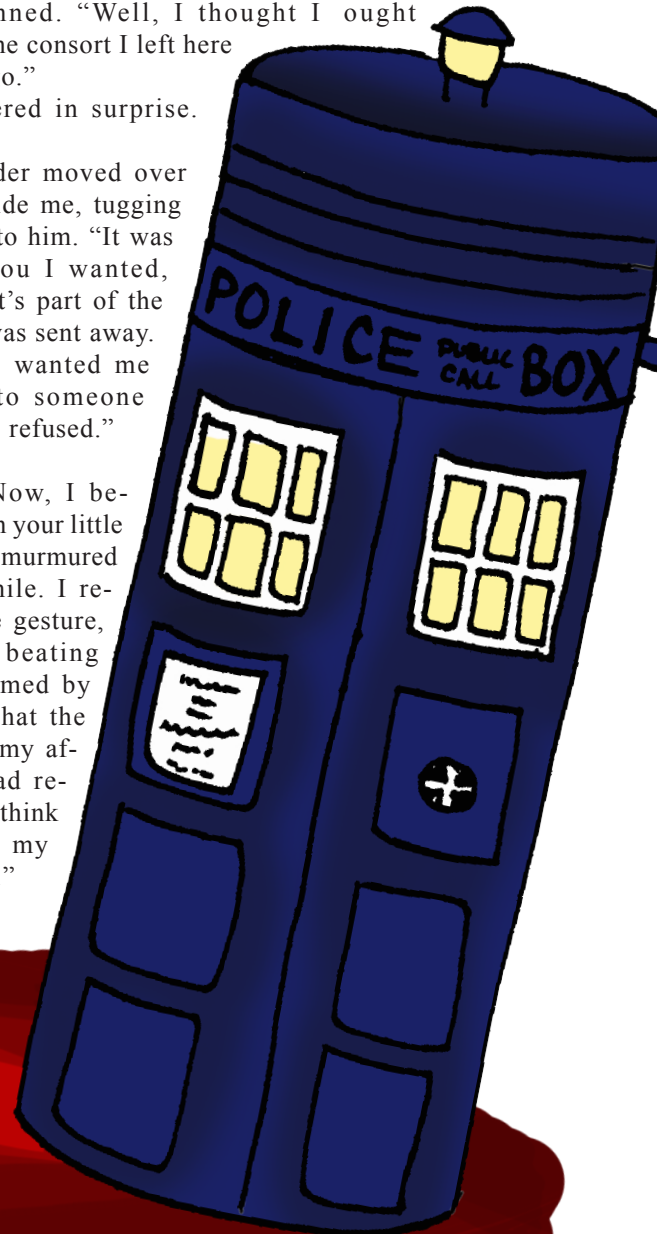
He grinned. “Well, I thought I ought to claim the consort I left here so long ago.”

I sputtered in surprise. “What?”

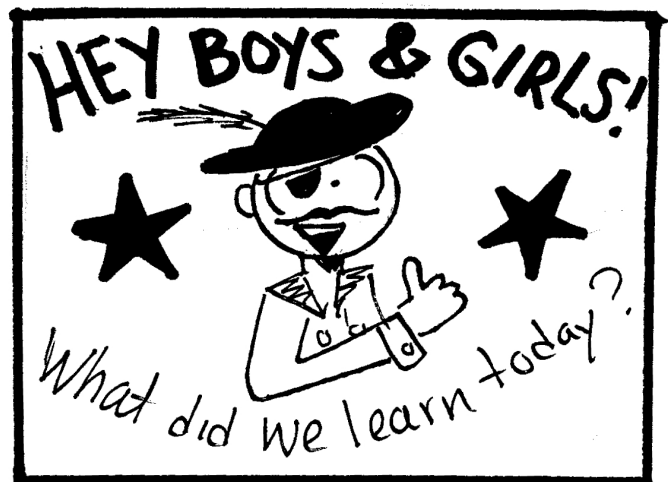
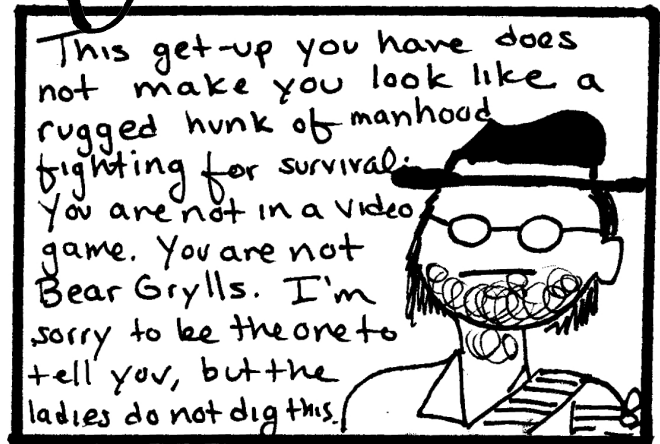
Alexander moved over to sit beside me, tugging me close to him. “It was always you I wanted, Gabriel. It’s part of the reason I was sent away. My uncle wanted me married to someone else, and I refused.”

“Oh.”

“Yes. Now, I believe I won your little game,” he murmured with a smile. I returned the gesture, my slow beating heart warmed by the idea that the object of my affection had returned. “I think I’ll claim my prize now.”



The Adventures of CAPTAIN ATHENIAN



Down and dirty with zombie fashion

as reported by: Hallie Dolin

With the constant threat of a zombie apocalypse looming above us in our day-to-day lives, it's time to address one of the most pressing issues that come with the rise of the undead: what to wear when you make those perilous supply runs.

Surprised? Well, while some may think survival skills are more important, we would like to assure all our readers that clothing is of the utmost importance when dealing with zombies. In fact, given how many of them there are, why not take a few fashion tips from them? Imitation is the highest form of flattery, and a happy zombie means more people left alive!

The best thing you can do for your appearance during the zombie apocalypse is to stop washing your clothes.

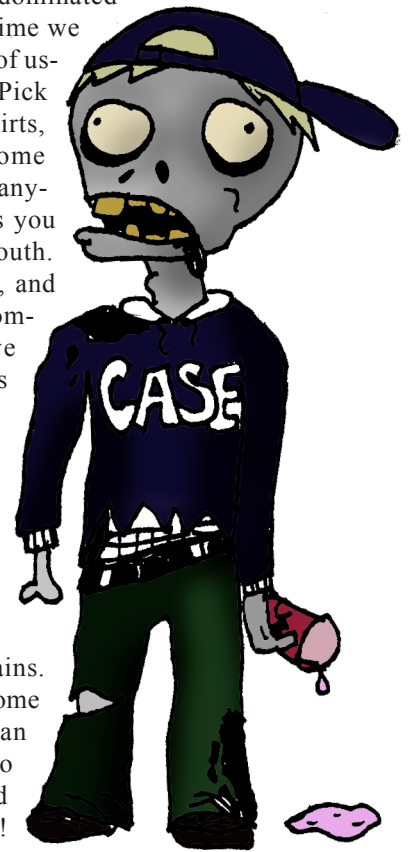
A good layer of dirt will make every alteration – patches, rips, or bloodstains – just pop right off that fabric. Whether tight-fitting and sexy or loose and trendy, your clothes will benefit from some visible soil to bring contrast back to their color. And here's an added bonus: it serves as camouflage! Zombie vision isn't great, so seeing someone in the distance who's just as dirty as they are could save your life.

Don't feel like getting dirty? Reluctant to rub mud into that \$3000 sweater? There's another solution. Take out your scissors and put a few vents into your vest! Rips, tears, and holes have been part of human fashion for centuries, so both you and the zombies will

fit right in. The good news is that if you start feeling a little chilly when winter comes, you can always sew a patch over those holes and be none the wiser. Just be sure to use big, clumsy stitches. Zombies love 'em and so will your friends.

Of course, no zombie fashion guide would be complete without some talk about blood. The stuff is everywhere in a zombie-dominated world, and it's well past time we embraced the practicality of using it in our daily outfits. Pick it up, smear it on your shirts, step in it to make awesome bloodprints in the snow – anything you want as long as you don't get it near your mouth. It's full of zombie germs, and while we might admire zombies' fashion choices, we don't want to be them! (It's murder on the hair.)

Above all, make sure you keep yourself in comfortable clothes. While zombies are fascinating to look at, they are rotting monsters, and they would love nothing more than to feast on your delicious brains. Remember: you won't become one of the undead if you can run away from them, so make sure those torn and bloody shoes are sneakers!



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The 7 Degrees

as written by Dr. Gambit

Gambit's guide to love,
Zombie Valentine Edition

It's that time again, guys and gals: love is in the air and Valentine's Day is right around the corner. It's time to get your rears in gear and find yourself a special someone so you don't spend V-Day alone. Again.

"But Gambit! How can I find myself someone by then?" Well, I've got the perfect solution for you. As long as putrid stench, horrible skin, and the fact that people run in terror at the sight of them (to which some of you can relate anyway) don't bother you, zombies are the perfect last-minute lovers this time of year!

Even if guys or girls normally want nothing to do with you, the undead would love to get a piece of you (your brain in particular). But then again, chances are your brain is your best feature, so at least you know they aren't shallow.

Now, I know what you're thinking: "How will I know she won't leave me for the next warm body that walks past?" But it's easier than you think to trust your SO: just lure your would-be lover into a trap, then keep them captive! Now, normally I wouldn't advocate imprisoning the object of your affection (in fact, this is the only time I would advocate it), but luckily there's no law against kidnapping the undead, and everyone else will be thankful you did it!

Okay, so you've captured the guy/girl of your dreams/nightmares. Now what? Well, as with any relationship, you need to set boundaries with what you and your partner are comfortable doing. Now, normally a bit of friendly biting is great to set the mood for a steamy night, but given your partner's insatiable desire for flesh (in the bad way), make sure to keep the biting to an absolute minimum. Don't forget to pay attention to their needs too, though. Just like you need some time with your friends to play Magic: The Gathering or Super Smash Brothers, give your partner time with their friends too. And don't get clingy, either. If they come home smelling like some other guy or girl, it doesn't mean they're cheating on you. They probably just ate someone.

Okay, so maybe the undead aren't the best girlfriends or boyfriends in the world, but at least it's something, right? And at least if this year you find that dating a zombie isn't right for you, it'll just be more motivation for you to find a normal human being to date come next year, right? Of course it is.

SPECIAL: GAMING SECTION

The pick two deal of the college experience

as reported by: Jon C

By now you've probably heard of the college "pick two out of three" bargain: Sleep, Study, Social. But wait! For the modern college student, we must add in another choice: gaming. Whether you're a Call of Duty fiend or a World of Warcraft fanatic, an explorer of Minecraft or a Pokémon trainer, it's inevitable that you'll consider gaming as one of your two college foci. Let's take a look at the benefits of each focus.

SLEEP:

Sleep refreshes your body and mind for the next focus, whatever it is. Dreams can also be quite fantastic! So why is sleep so often the road least taken?

The answer: caffeine! You don't need sleep when you've got an endless supply of coffee and 5-hour energy drinks! Just take five a day!*

All in all, this is one of the easiest foci to ignore. With a little bit of practice, you too can run on three hours of rest per night!

STUDY:

We all came to college to study, right? Wrong! We're here to party it up and be awesome! That tuition is paying for you to be free!

Still, this focus requires at least some solid investment of time, if only so that you can return next semester to continue your life of debauchery and hedonism. Definitely a focus worth considering for those who want to return next year. Or those who don't want their parents on their asses.

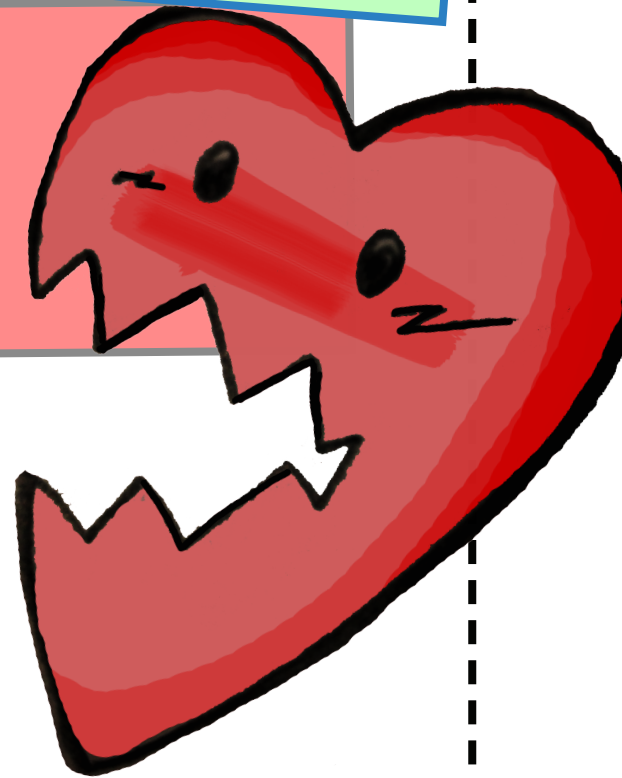
GAMING:

Some consider this finest of fields to be a subset of the Social focus, but gaming has its own flair, its own finesse, and for quite a few of us**, it's a solitary adventure. Gaming lets you get all the stress out that you've built up from ignoring all the other foci. Getting bad grades? Play some video games, relax, escape! Haven't been sleeping well? Nightmares? Play some video games, chill out! No SO to spend time with or parties to go to? Play some video games. Or masturbate.

SOCIAL:

Oh come on, this is Case.

**So why would you focus on anything else?
Play video games. Win.**



*The Athenian does not condone taking five 5-hour energy drinks in one day without proper supervision or training. Hardcore sleep ignorers (asomniacs) spend months training their bodies to take such horrendous punishment. Please consult a professional asomniac trainer before embarking on such a path.

**Lol Case.

The Athenian names its five best games of 2012

as reported by: Leon Trotsky



5.) 007 LEGENDS

007 Legends features five James Bond movies as flashbacks happening while Bond is drowning in a river, a scene from the latest Bond movie (Skyfall). The game takes scenes from Goldfinger, On Her Majesty's Secret Service, License to Kill, Die Another Day and Moonraker. It also replaces the original Bond with the likeness of Daniel Craig, minus his voice, and all the old Bond toys with modern cellphones and vehicles. The boss battles are quicktime cut scenes allowing you to punch out classic Bond villains as if you're Mike Tyson in EA's Fight Night. Add in a hefty dose of Call of Duty first-person gunplay, and you have a new style of Bond. The game improves on the Nintendo-64 classic "GoldenEye" by changing absolutely everything and throwing all of the history of Bond games out the window.

4.) ORION: DINO BEATDOWN

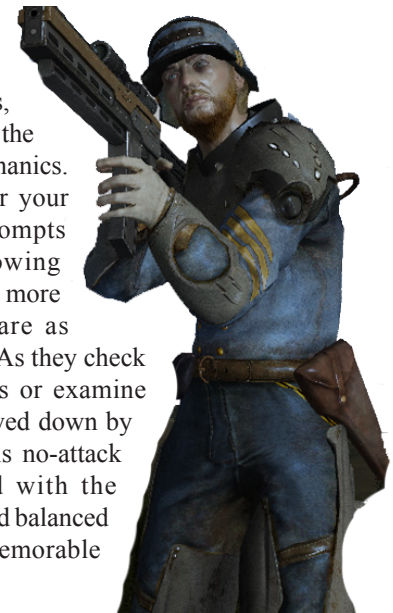
Orion: Dino Beatdown can label itself as a sort of "Far Cry meets Jurassic Park" game, in which you're allowed to take revenge on the giant reptiles that terrorized your relatives many millions of years ago. You mow down waves of dinosaurs as they attack your generator, since the dinosaurs' ever-growing population requires the need for more fossil fuels – a problem that presents its own set of problems for the reptilian beings. You are given a wide array of tools to use against the dinosaurs, ranging from rifles to rocket launchers and jetpacks to dump trucks (the true armored vehicle). However, the dinos get an equally impressive set of skills to match your arsenal, like being silent all the time and being able to kill you through walls/buildings/vehicles/the ground. The real treat of Orion, however, is the graphics, which are so cutting edge and realistic you'll think you're playing on the N64. The believable and timeless



storyline of this game combined with the never-overdone genre of the first-person shooter and next generation graphics make Orion: Dino Beatdown a fantastic game.

3.) GETTYSBURG: ARMORED WARFARE

Gettysburg: Armored Warfare uses the simple and realistic premise of modern weaponry being transported back in time to let you live out your fantasies (namely, the Confederacy winning the Civil War and enslaving the Union soldiers on cotton plantations). Gettysburg lets you control a myriad combination of infantry, cavalry, tanks, and zeppelins, which once and for all proves the effectiveness of the cavalry charge against tank turrets and Gatling guns. The true genius of the developers, though, comes through in the new take on combat mechanics. The attack mechanic for your units never actually prompts action from them, allowing the combat to take a far more Zen approach to warfare as your units stand around. As they check and clean their weapons or examine the scenery, they're mowed down by zeppelins and tanks. This no-attack mechanism, combined with the well-thought-out story and balanced combat, makes for a memorable experience.



2.) RESIDENT EVIL: OPERATION RACCOON CITY

Even the most casual gamers have heard of the Resident Evil series, whether from the long running series of games, or the almost as long-lived series of award-winning films. The series has become famous for its tense scenes of sneaking through zombie-infested buildings or fighting off classic villains. Operation Raccoon City takes these long running Resident Evil themes and improves on them by replacing

Disclaimer: all of the staff fully support the opinions stated above.

them with what all gamers want from their games: killing everything living (or undead) that crosses the screen. The game also builds on the well-established cooperative team dynamics established throughout the Resident Evil series. This is achieved by replacing your teammates with AI's; their purpose on your team is to clear out of the way and let you do everything while they examine the scenery instead. Resident Evil: Operation Raccoon City takes the key elements of the Resident Evil series and improves upon them in every way by getting rid of them completely, then replacing them with something new.

1.) SEDUCE ME

Seduce Me is a game that is both as wildly creative as is it enthralling and engaging. It strays from the overdone concepts of today's videogame market, such as gore, violence, interactivity, graphics, and action. Instead, the game plays out like a modern-day porno. Your protagonist is released into a Mediterranean mansion to, as The Escapist puts it "hit it so hard that whosoever can pull you out will be crowned the rightful King of England" with one of four women in the mansion. As you encounter each of the women, you must play simple card games with them in order to make them have sex with you, an elegantly simple alternative to foreplay. The sex scenes, which are tantalizingly few throughout the game, are even card-based, allowing you to zoom in on stills of your character and one of the women having sex like a pornographic PowerPoint. Seduce Me appeals to gamers of all ages by taking all the excitement of sex and combining it with the thrilling play of simple card games. Bonus: it only costs €15.

We need writers.

We need artists.

We want you.

Write for *The Athenian!*

ESPER can't believe her luck. Finding a job that supports her work ethic was proving impossible.

Working for PIETRA allows ample time for relaxation and achieving the perfect tan is a job requirement.

TONI would disagree. But then the only person ESPER has to please is PIETRA.

However, TONI expects ESPER to work, so finding secluded spots around the villa, where she can avoid TONI's notice, is always on ESPER's agenda.

ESPER just can't help bending rules, regardless of how loose they are. Being naughty is far more exciting than being nice.

How seriously can anyone take a job who's title may as well be 'eye candy'? Not very, thinks ESPER!



No laughter in L.O.L. as new craze sweeps undergraduates

as reported by: Josephus E. Tinnertink-McDuffie

As this year's particularly virulent flu spreads across the United States, a different state of emergency has gripped Case Western Reserve University and it goes by the name of LOL. However, unlike the common text friendly acronym, League of Legends has brought a slew of health-related issues to the campus community.

University Health Service has noticed a spike in right index finger injuries as the video game circulates around campus. Excessive clicking leads not only to broken computer mice, but also – with time – cramped hands and carpal tunnel syndrome.

"I developed arthritis because of League of Legends," said one somber Case graduate student, who has been playing since the game's creation in 2006.

Other symptoms of the outbreak include paranoia, sleep deprivation, and, in more severe cases, hallucinations. Victims often experience intense anxiety whenever around bushes, a common hiding place

within the video game.

The game, set in a mythical world, presents a series of missions and challenges to each player. Players team up and attempt to steal towers and other treasures presented in the alternate reality. Procrastinating students with nothing better to do are the most vulnerable, but almost anyone can succumb to the video game's addictive qualities.

"I don't know where the time goes," said a first year Case student, introduced to the game earlier last semester. "I said I would stop playing in five minutes, but then it was five in the morning... the next day."

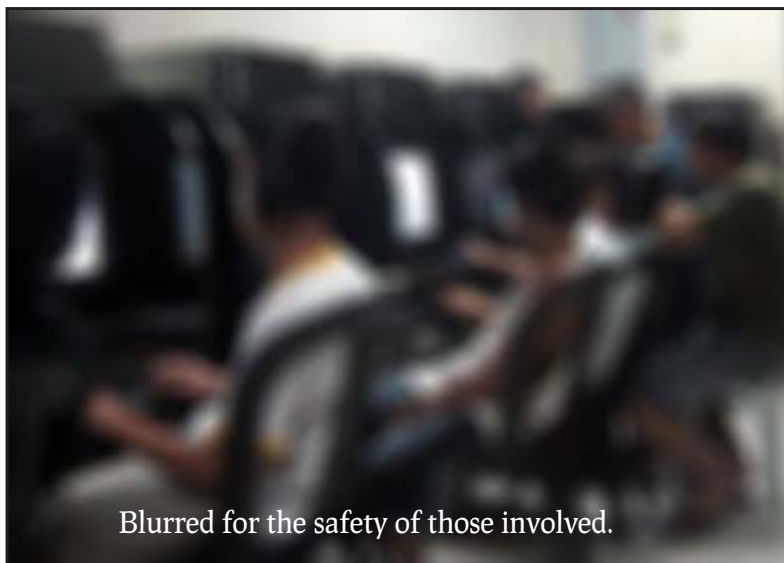
In rare cases like this, it's been found that League of Legends can create loops in the space-time continuum. When this happens, the player is put into a trancelike state consisting of dead, zombie-like eyes and repetitive clicking motions for hours until interrupted.

When asked about these periods of hypnosis, victims could swear they had only been playing the game for "a few minutes."

This issue can obviously lead to some serious sleep deprivation for many students. However, even in their short bursts of sleep a few hours before their first classes, students still experience nightmares and dreams centering on the game.

Once hooked, there is no quitting the game even in unconsciousness.

Clearly, League of Legends is deadly, especially to students. Our campus-run League of Legends Anonymous (LOLA) group meets twice monthly at Thwing Center. The group provides a supportive environment for those wishing to end their gaming addiction before it's too late.



Blurred for the safety of those involved.

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Easy

Insane

If you're interested in seeing the solutions, please email athenian@case.edu and we'll happily supply them to you.

Welcome to... CASE LIBS

Meet your dream mate

If you are desirous of making new _____ (plural noun) or meeting some _____ (adjective) people, take a few _____ (plural noun) out of your _____ (adjective) day and answer the following questionnaire. In less time than it takes to blink a _____ (part of the body), your life will be changed _____ (adverb) by your _____ (adjective) answers.

- 1) Do you ever confide in a/an _____ (adjective) confidant friend that you are a lonely _____ (noun)?
- 2) Are you too _____ (adjective) and _____ (adjective) to approach a stranger and say _____ (weird sound)?
- 3) Would you rather stay at home and _____ (verb) television than go out on a/an _____ (adjective) _____ (noun)?

If you answered yes to any of these questions about your undead state, you have taken one giant _____ (noun) toward meeting the person of your _____ (plural noun). To make this a reality, mail the enclosed self-addressed, postage-paid _____ (noun) to us immediately.

Interested in winning prizes of up to **250 dollars** at the end of the semester?

Enter the contest with one entry each issue by going to the link below (through your computer browser or smartphone via QR code) and vote for your favorite article of each issue. It's that simple and you, the readers, get to determine the month's winner of \$50 for their fabulous writing!

<http://tinyurl.com/afvn2gz>



**We reserve the right to throw out results that are repeated numbers or inappropriate shapes, though we may commend the effort for the latter.



WELCOME
TO THE
UNDEAD
APOCALYPSE