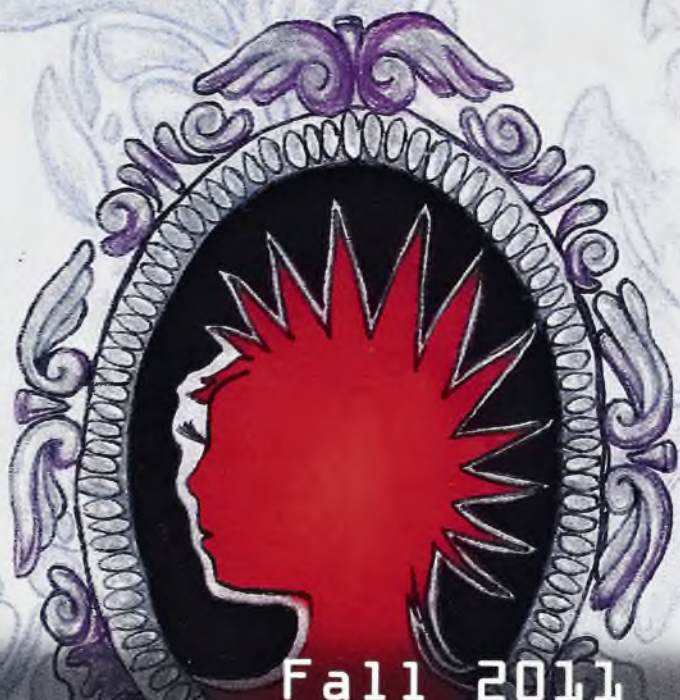
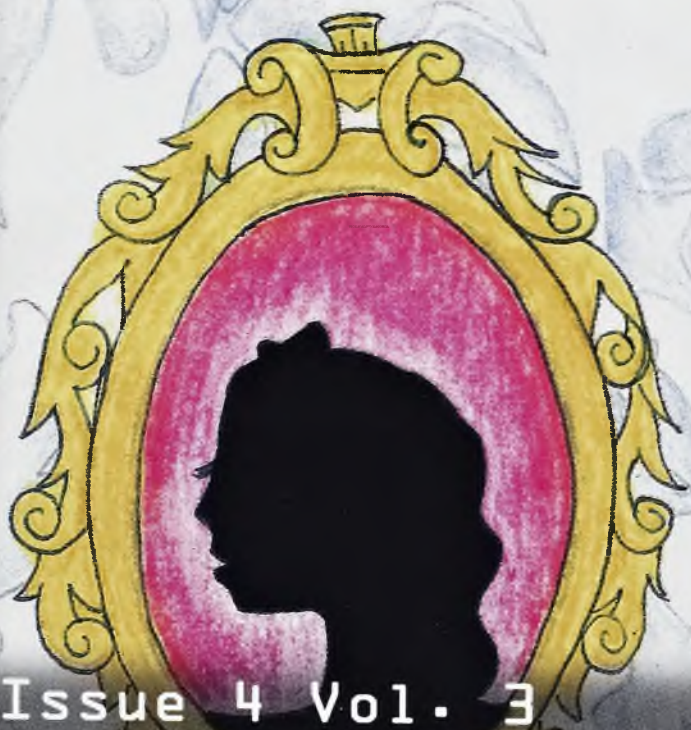




*Break The Mold.*



Issue 4 Vol. 3

Fall 2011

Including artistic works from Jovilyn Caballero, Rose Ellicott, Alicia Rebelo, and more!

Includes an interview with web icon Sandeep Parikh!

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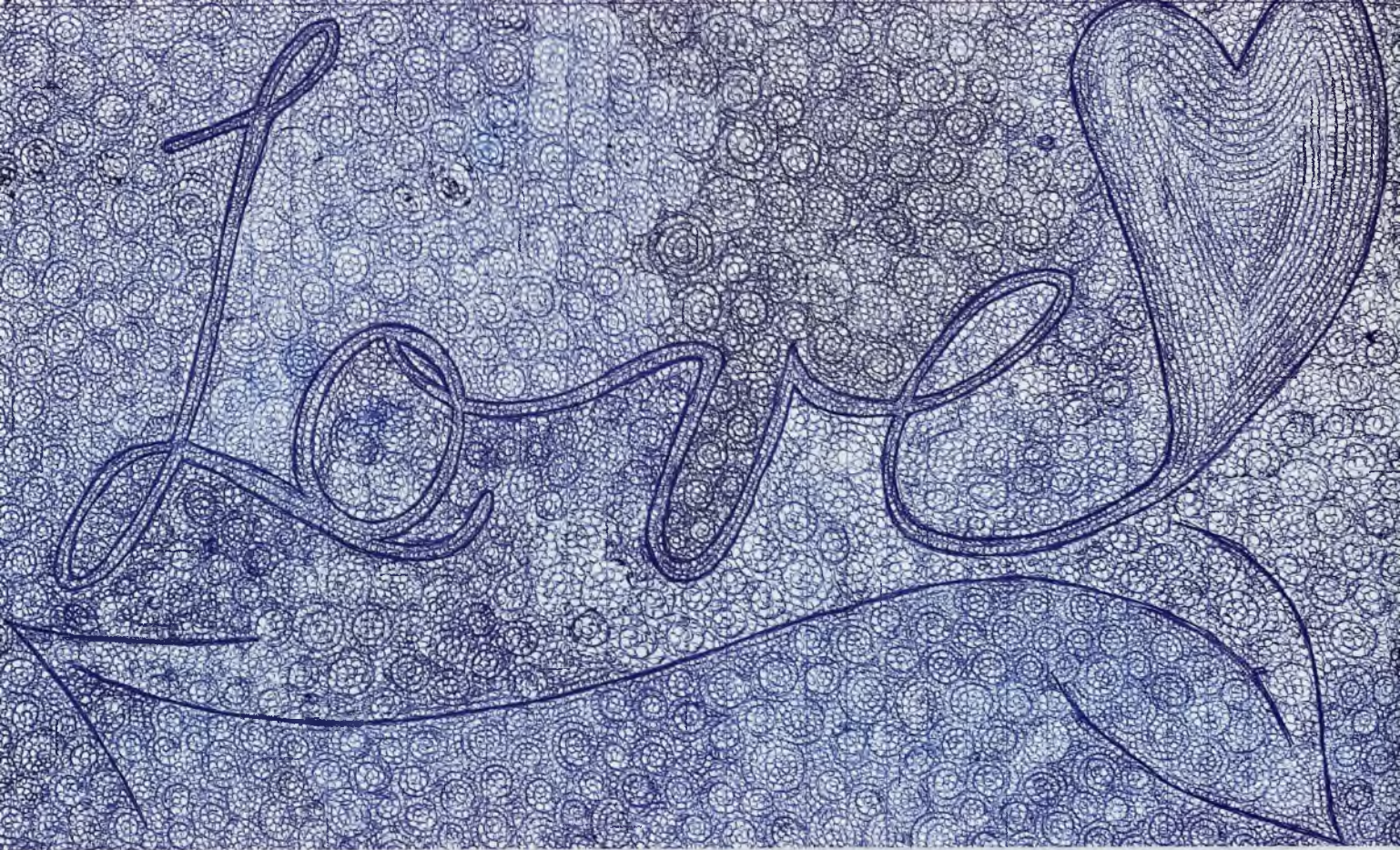


♥  
I Set  
My friends  
on  
FIRE



ANGIE  
LIVE









LOVE BY TABITHA WASSERMAN

HEATHER AND ANGIE BY ANGELA MASULLO

OCTOPUS BY KATIE SELUGA

FERRY BY ROSE ELLICOTT





AURON BY JUSTIN DANEMAN  
THIS CHARACTER IS PROPERTY OF SQUARE ENIX.  
CHARACTER DESIGNED BY TETSUYA NOMURA

# The Epically Awesome Nerd-gasm Interview with Sandeep Parikh

Serpentine- Okay, so first question: As you know some of the members of our magazine love your web series The Legend of Neil. What prompted you to actually start a web series like The Legend of Neil?

Sandeep Parikh- So I've been shooting my own sort of sketches for a couple of years out in LA, and there was actually a website called Channel101.com, and actually out in New York it's called Channel102.com and its sort of like this monthly festival where you submit these five minute pilots, and every month the audience that goes to attend the screening will vote on whether or not your pilot gets picked up for a second episode. Dan Harmon and Rob Schrab, who are two amazing and hilarious dudes, created it. Dan Harmon does Community now & Rob Schrab does The Sarah Silverman Show.

Serpentine- Ah, Community is actually a good show.

Parikh- Yah, great great show, which I got to be in for an episode, so I was really excited about that.

Serpentine- Now we got to find that episode.

Parikh- Oh gosh, I don't remember the episode number, but it's the debate. It's called The Debate. No, no, no, it's not the debate... uhhhh, maybe it was shit I can't remember? Anyway, whatever. Look it up; I'm in there somewhere. It's the one where Abed, it's basically the episode where he makes his own, like, web shorts about everybody in the show and I play Abed in his web series about himself and there are actually two episodes that are also online. That sort of augment, the television show anyway, I was making shows for Channel 101, and it was just really this, like, run and gun mentality where you had to make a new show every month and Legend of Neil was going to be a part of that and then through a sort of weird series of circumstances it didn't get put into the actual screening, but long story short it won a podcast award that they made that was given out by them for a television show that they had, and that television show got canceled, so they were like, "Ah, well, rather than put it in the web thing why don't you just make something new?" and I was like, "Well, I want to make more Legend of Neil," so I put it on YouTube, and we got a half a million hits in a month.

Serpentine- There are a lot of people that are huge Zelda fans, so it was funny.

Parikh- Yes, as am I as well.

Serpentine- Okay, next question: the introduction for The Legend of Neil. The intro song, where did that come from? How did you come up with the idea for him to get transported into the game the way he did?

Parikh- (laugh) Okay, so when you do Channel 101 shorts, shock value is really important. It was almost designed to just shock you. I wanted to come up with the most ridiculous way for someone to get sucked into the game. The most absurd Konami Code I could think of was him jerking off and asphyxiating himself. I was actually just improvising a whole bunch of songs on my guitar, and it just came out of my head.

Serpentine- So you actually wrote the song too?

Parikh- Yup. I wrote the song.

Serpentine- Next question: how did you get Felicia Day to play the fairy in The Legend of Neil? And was she as excited about her role as you were too?

Parikh- Um, so Felicia and I actually go way back. We did improv together for many years in a small theater in West LA under the tutelage of Stan Wells, who is now in Seattle, so if you want to take improv classes in Seattle go to Stan Wells at stanwellsimprov.com. Anyway he's an amazing teacher, and thanks to him I got hooked in with Felicia with Tony Janning who played Neil and Jeff Lewis in The Guild. Mike Rose played an old man. Everybody's super talented; all these super talented people who I work with today were all through doing improv, and Felicia really actually shot The Legend of Neil before we did The Guild, and we just wrote the roles for each other. She already knew she was going to play the fairy when it was time to do the show, so she had no choice. She wanted me to be in The Guild, and she had to do the fairy, and here's the thing about Felicia- she has a very naughty sense of humor. She actually is a total potty mouth on stage and so the only Felicia that I knew was this adorable red-head who will get super dirty on stage and go to places that you just don't expect.

Serpentine- Like that song she sings in that one episode where she's trapped in the jar?

Parikh- Yeah, so you know despite her image, that's why she's so damn talented because she can play in many fields, and she'll go and get down dirty when necessary. She nails that role.

Serpentine- In the show, in order for Neil to recover his health, he has to have sex with the fairy. Is that in any way tied to the beginning of the intro where he actually masturbates to the fairy?

Parikh- Well I guess there is some sort of poetic justice to that, but the whole concept to The Legend of Neil was based upon the idea of what would happen if you were really in this game and would be fun to play with the video game conventions of the original 8-bit, which is why we have that gag where he hits the end of the screen, and he pans over so I'd be watching the game, and one of the things was when you get healed by the fairy, a circle of hearts flies around you and I think to myself: "Oh that's them fucking, basically!" So that's what it translates to in The Legend of Neil universe and basically where that came from.

Serpentine- All the props and costumes in The Legend of Neil were actually very realistic and symbolic to the game as some of our members in our magazine who play old Nintendo games. What kind of budget did you have for the show to make all this stuff?

Parikh- The budgets kind of varied at the very beginning. It was five hundred to six hundred bucks out of our pocket to make the first episode. It was literally sewing the costumes ourselves. Tony actually built the original wooden sword and shield because he was an art major and did a lot of theater, so he can do his own carpentry. So it was everybody pitching in and making what they could, begging, borrowing, and stealing all the props that we could possibly find. Then once Comedy Central came on to help us produce the rest of the series, they gave us a small budget.

The size of our budget is probably equal to maybe the craft services of a television show; it's really a tiny portion of what you would ever see on television. So since we didn't have a lot of resources, we had to stay lean and mean and still beg, borrow, and steal and have that mentality, ya know, that were going to produce something for a few thousand bucks and make it look like it was produced for a million bucks. So a lot of production design elements were both like sketchy on purpose because we thought it would be funnier and also out of necessity because we couldn't afford better. So when we made the cave walls out of paper, that was because we couldn't afford to shoot at a cave location. So it was aesthetic, we were going for that Monty Python-sort-of home-crafted look. It's something that I love and I'm really proud of, and then in the third season we got Greg Aronowitz on board, and he is like a professional production designer. He did stuff for The Guild, but he's done Terminator, AI, Jurassic Park, and other huge movies. He has a recommendation letter from Steven Spielberg on his wall, and he came to work with us just because he loved what we were doing and wanted to be a part of the grass roots and have a lot of creative control over what he made and he blew it up in the third season. I mean, the props take a significant sort of step and I think he did a good job keeping the charm of the original look but also sort of taking it up a notch as the story grows.

Serpentine- Okay, we're going to switch it up now and ask some Guild questions. How did you actually get cast for Zaboo?

Parikh- So it's kind of the same story as The Legend of Neil for Felicia, ya know? We knew each other; she wrote the role for me and we did improv together. I think that she secretly has this idea in her head that she wishes that I would obsess over her so she wrote that role. It was like sort of a wish fulfillment thing: "Yeah, I want Sandeep stalking me!"

Serpentine- How fun was it to do the music videos, and who actually came up with the idea for "Do You Want To Date My Avatar" and "Game On"?

Parikh- So "Game On" was kind of my idea after we did "Date My Avatar". I was like, "we really need to do a Bollywood sendout", and they were really into that so then six months later Kim, our media producer, called me, and she was like: "Hey, uh, this Bollywood thing, we want to do it. Would you want to write it with Felicia?" and I was like "Yes, I definitely want to write it!" and then Kim & Sean directed it, but it was really fun Felicia, and I have been writing a bunch of stuff together. We wrote the comic book together, as well as the Zaboo comic (which is coming out pretty soon)! So I'm excited about that. Yeah, the whole Bollywood thing was really fun. It was a bitch to learn how to dance though. I'm not a very good dancer, but the one thing I did notice (we did a lot of research) was that a lot of, like, Bollywood stars are shitty dancers. There's some people that are amazing, literary amazing, dancers, but Shahrukh Khan (who's like the biggest guy in Bollywood); he's not a good dancer. He just sells it all in his face. It's all about his expression; that's all that matters and so that's what I kind of took. I was like, you know what, even if you screw up down here you gotta keep it real up here, and people will go on with it. So it was a cool experience to work with professional dancers, and they were awesome, and Felicia is a better dancer than I am, too, so it was cool.

Serpentine- From watching the videos, her singing is really impressive.

Parikh- She's an amazing singer. She did really cool things with her voice. It was all-natural. It wasn't auto-tuned or anything, but, like, she really worked on being able to sing really complicated intervals to make it Bollywood-sounding.

Serpentine- So what was it like to work with the rest of the main cast of The Guild on a daily basis?

Parikh- You know what's cool is that we are truly friends. It's really great; I think that because none of us are getting paid an exorbitant amount of money and started working for bagels, it's like you can't be a diva because no diva would do that or would work for that in that way.

So everyone is really down to earth, and Jeff was a friend of mine from before when we did improv together with Felicia. Amy, Robin and Vince - we've all become really close friends. Robin and Amy especially, we're all pretty tight.

Serpentine- From a viewer's point of view, you can actually tell that you guys are close.

Parikh- Yeah, I think you can. I think it's that kind of energy that we all get along, and then we all have fun with each other so it spills off the screen.

Serpentine- How different was it when you had almost no budget for season one and two of The Guild, and in season three you actually got picked up by Microsoft and have the episodes now on the Xbox 360?

Parikh- Well, similarly to The Legend of Neil, what Felicia does and the same thing that I do is that you just keep pushing until you get resources and then you want to maximize those resources and so getting a budget doesn't equal, like, all of a sudden being cushy 'cause of what I was told by Comedy Central, that "We want exactly what you did; don't over-spend." I was like, "No, fuck that! I'm going to make it now a hundred times better." You can't just rest on your laurels. It has to be a calling card to what I can do. It can't just be me pocketing all this cash and producing the same quality. It's, like, you got to raise it, and we always overextend ourselves, and Felicia did the same thing with The Guild and season five, ya know: as big in scope as it was, we have the same budget as we did in season four. So really it's just calling a lot of favors and getting people who just love the show to come on and lend their talents and try to make the biggest bang for your buck.

Serpentine- How do you feel when you come to these conventions like Comic-Con and Blizzcon when you see all these fans that love you and the show and see them dress up as your character, Zaboo?

Parikh- It's so crazy. I mean, I don't know how to describe it. It's just weird but awesome, you sort of never really... I guess in the back of your head you're like oh I don't know if that fame was ever something I really wanted. It was more like I wanted to be successful in what I did and have people appreciate it. But like the idea that people would literally be shaking when they met you, ya know something that really blows my mind because like I said before, I'm still that kid that pissed my pants in the first grade. Not that I still piss my pants or anything, I've learned to go in the toilet... It's always thrilling when we walk in the rooms for our panels and they're totally jammed packed. I'm just like...are they really here for us? It's a wonder, yeah.

Serpentine- Ok, this is the last question many of our readers at our magazine know that you are the character of Zaboo in The Guild and the creator of The Legend of Neil is there anything you would like to say to our readers of our magazine?

Parikh- Well yeah, for those of you who have seen our shows and supported us, my sincerest debt of gratitude. For those people because really every click matters and every dollar that people have donated or bought DVD's or ya know left comments on our YouTube pages uh except for the ones that say I'm gay or uh yah know you suck.

Serpentine- You've actually gotten people that said that you were gay?

Parikh- Well not me, but like they would just be gay. You know, like the trolls, if you're a troll I guess you can go fuck yourself, but everybody else I am so appreciative of for their work. I mean, I know Felicia is too and everybody else who works on the show but for those who HAVEN'T seen us I hope you do check us out. If you like us, great then jump aboard the train I mean it's all fun.

Serpentine- Well Sandeep thank you for your time, it is the greatest honor to have interviewed you would you like to say goodbye to our readers?

Parikh- Gooood byeeee!

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SHORT.  
EAT  
DESSERT  
FIRST!





CAT BY ROSE ELLICOTT  
VIVA LA OCUPACION BY ROSE ELLICOTT





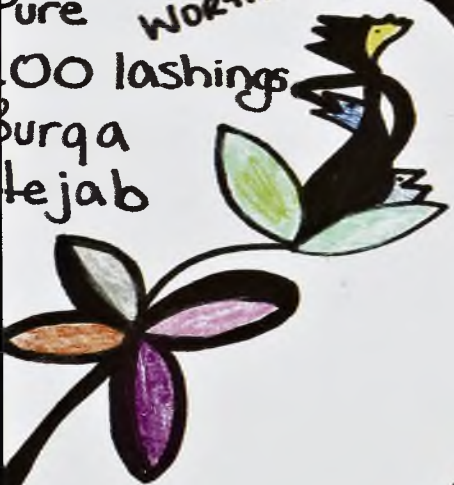




Lianna Rodriguez

Modesty Death  
Shador Listless  
Obey RAPE  
Silence vile  
Colorless  
Automaton  
Pure Worthless  
100 lashings  
Burqa  
Tejab

MINDCONTROL




Immoral  
Lascivious  
Lecherous  
Lustful  
Sham

Jezebel  
Slut  
Harlot  
Whore  
Promiscuous

Lewd  
Obscene  
Genital  
Impure  
Mutilation  
Contaminated



*Ritzy*

The image shows the iconic silhouette of the Hollywood Tower Hotel sign against a dramatic sunset sky. The sign is a large, dark structure with multiple towers and spires. The text 'The HOLLYWOOD TOWER Hotel' is prominently displayed on the sign. 'The' is in a cursive font, 'HOLLYWOOD TOWER' is in a bold, blocky font, and 'Hotel' is in a cursive font.

*The* HOLLYWOOD TOWER  
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