

**WE'RE ~~NOT~~  
THAT COOL**







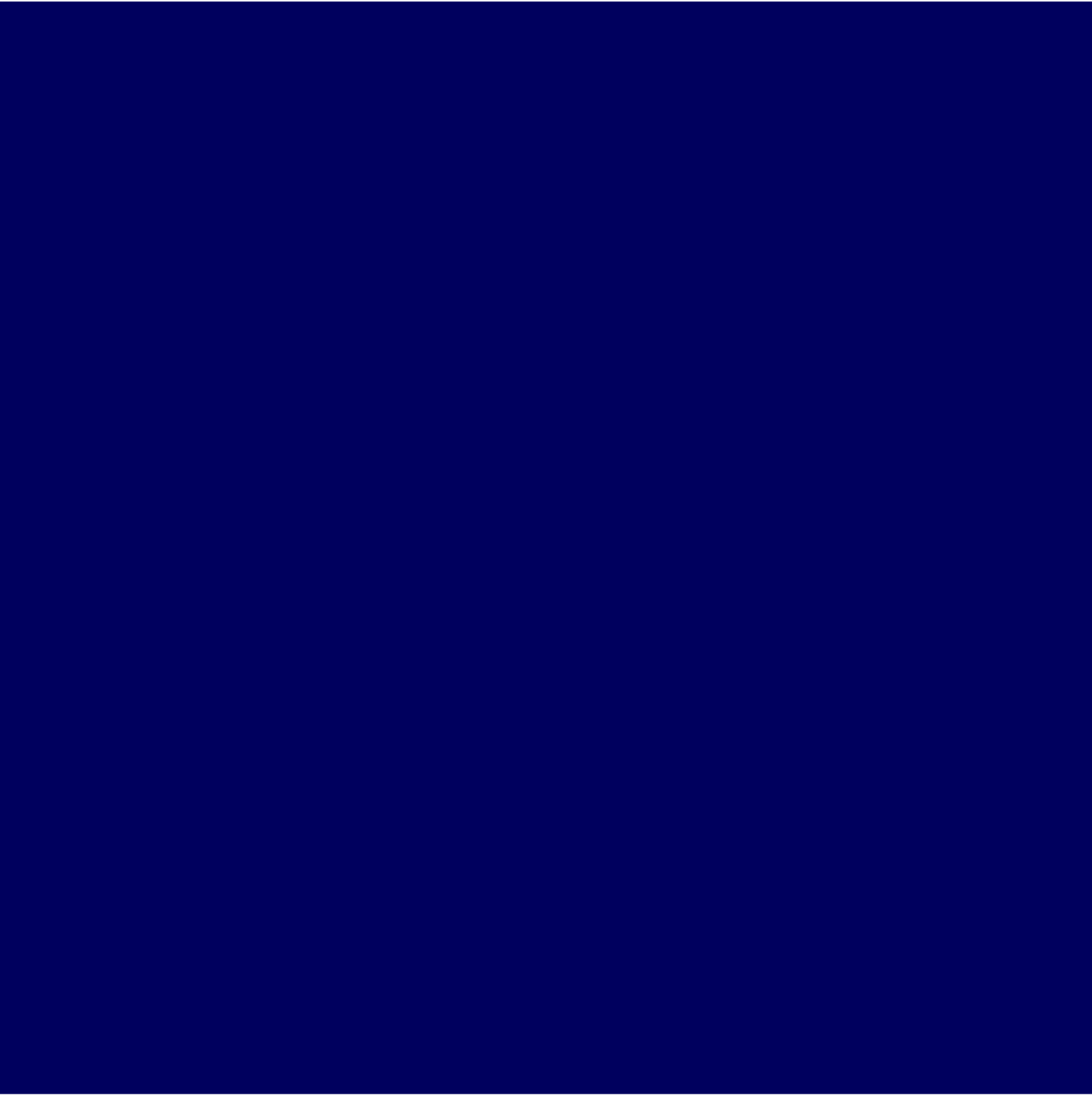


***We're not that cool*** is an educational zine that aims on bringing the rightful picture of slavic culture on the right track.

*This zine was made on impulse of often depiction of slavic people as communist or any other way connected with the evil deeds of the past regimes that reigned in our area.*

*By reading this zine you should make better image for your future works in depicting slavic people in their right frame. Classical graphic patterns, photographs of actual events and concept art is included for better understanding the use of the ornament.*

*Note: this zine puts preassure on imporance of end of the romantization of communist symbolics which represent not only oppression but murder, crime and violence that is in direct contradiction with our values and values of our culture.*



*As we teared down red stars from our squares, we didn't ever demanded their withdrawl from media environment.*

*It's understandable that then there will be empty room which should be fullfilled with the honest picture of our people. Turn the page and feel the vibe of our culture so next time there wont be any red star in your works.*

**WHO  
AND  
WHAT  
IS  
SLAVIC?**



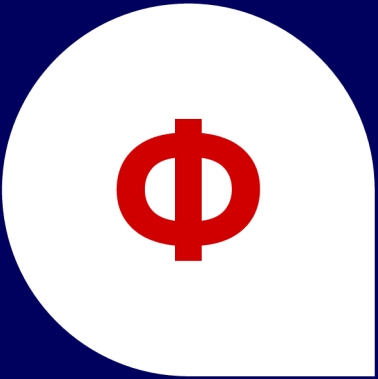


***We are citizens of thirteen sovereign nations of Europe with close but very diverse cultures that contain inspiring ideas for international community***

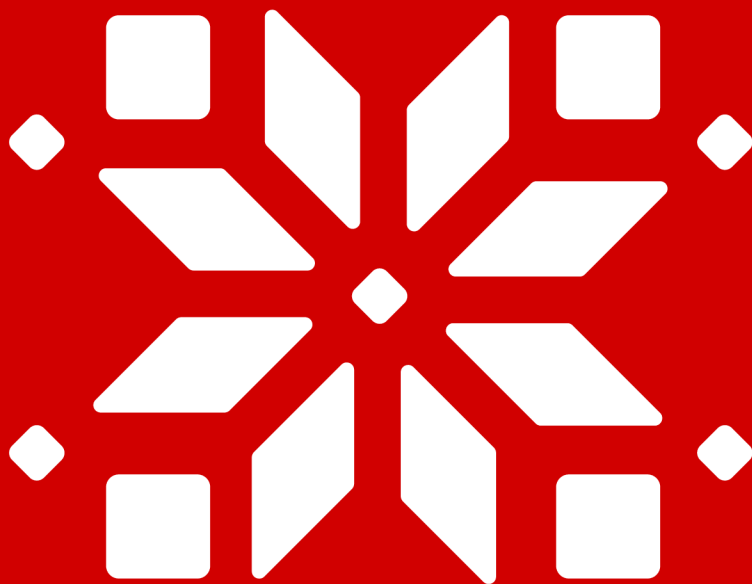


*For foreigners we might sound same but we all speak our own languages that share common ground from the same language family. We not only don't speak the same language, we all even don't use the same alphabet.*





*You can recognize us by our ornaments which can vary based on what part of us you are visiting. Ornaments of our culture are fundamental for our graphic works to depict not only regions but our roots.*



**HOW  
DO  
WE  
LOOK  
LIKE?**















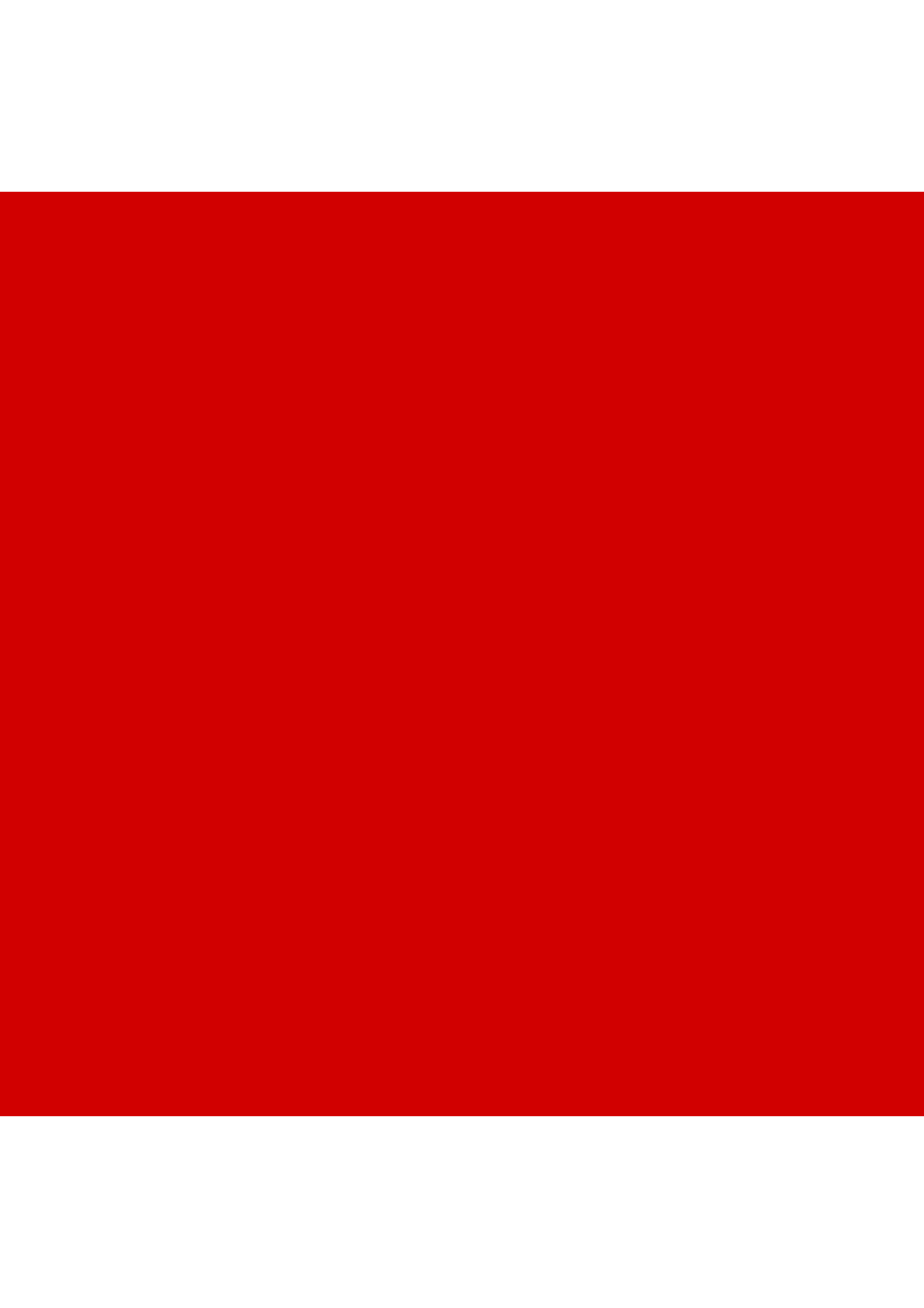










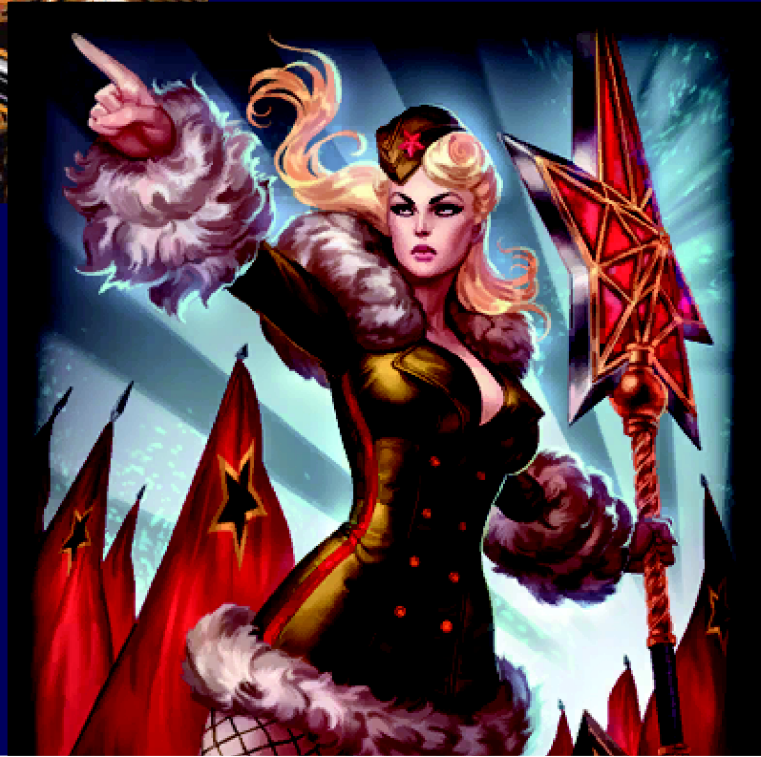


**HOW  
DON'T  
WE  
LOOK  
LIKE?**

*We are often being depicted as someone red with militaristic tendencies if we are depicted at all.*

*In the wave of inclusion in videogames we shall be pictured with dignity as others. These stereotypical approaches may not only hurt people but also glorify criminal regimes.*





*Command & Conquer: Red alert 3, Electronic Arts  
Smite, Hi-Rez Studios*

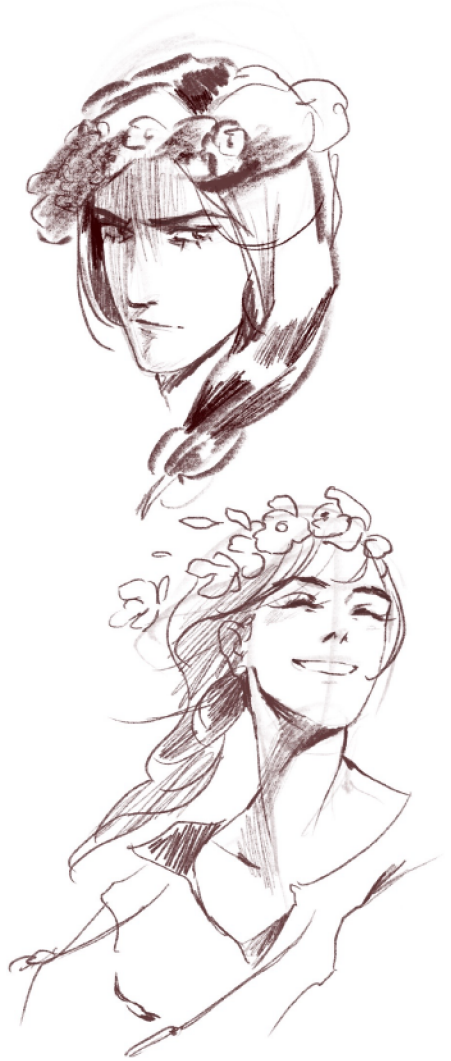
**WHAT  
ABOUT  
US**



**IN  
VIDEO  
GAMES**

***We would like to give you a hint for your future works. Little tip of how to depict us and make us proud.***

***This is our culture, our portrait and our roots that we all are linked to.***



*After an analysis we can say that we are very under-represented in videogames or we are usually stereotyped, but we believe that together we can make a difference.*

***Next time you are going to be working on  
some video game and searching for  
inspirational characters or environment,  
think about us!***

***About Slavic people!***

