

Hagerman's horrific horrorscopes



Aries (March 21st - April 19th)

You will be bitten by what appears to be a rabid dog during the full moon this weekend, dear Aries. Sadly, it'll just be a dog who ate some toothpaste. Don't worry, you'll still turn into a werewolf, and you'll also have shiny teeth to boot! Your lucky part of Friday the 13th is Part 7.

Taurus (April 20th - May 20th)

You will carve the pumpkin of pumpkins this week, dear Taurus. Not only will it be better looking than other pumpkins, it also will have a crown of pumpkin seeds. Displaying it to others will force them to do your bidding! Your lucky carving knife is nine inches long.



Gemini (May 21st - June 21st)

You will meet a ghost on a walk home from school this week, dear Gemini. Running home to avoid it will cause you to set a new time record for your walks home, as well as a new land speed record. Your lucky movie about both Jesus Christ and vampires is Jesus Christ Vampire Hunter.

Cancer (June 22nd - July 22nd)

Be careful when cleaning out the skeletons in your closet this week, dear Cancer. Some of them like it just fine in there, and will probably try to put up a fight if you don't knock some sense into them first. Your lucky secret to happiness is BOO!



Leo (July 23rd - August 22nd)



Be wary of dark and supposedly abandoned places this week, dear Leo. And above all, don't call out "Who's there?". That's just asking for trouble. Unless you're the one doing the troubling, that is. Then you can fill your evil boots! Your lucky DVD board game is Atmosfear.

Virgo (August 23rd - September 22nd)

Unfortunately for you this weekend, dear Virgo, all of your friends will turn into real-life versions of their costumes at a Halloween party. More unfortunately, you'll be the only normal one at the party. Your lucky piece of protective gear is a hockey mask.



Libra (September 23rd - October 23rd)



Your greatest fear will come to life this weekend, dear Libra. Oddly enough, you have a fear of success, so this will end up being a surprisingly productive weekend for you! Too bad you'll still be terrified. Your lucky Edgar Allan Poe short story is "The Black Cat."

Scorpio (October 24th - November 22nd)

You will find yourself short on time and funds for making a Halloween costume for this weekend, dear Scorpio. Thankfully, with a few deft manipulations of a black t-shirt applied to your head, you can easily become a ninja! Cat-like reflexes not included. Your lucky Great Old One is Cthulhu.



Sagittarius (November 23rd - December 21st)

You will be greeted with more trick-or-treaters than usual this week, dear Sagittarius. Once you run out of candy, try giving them things from around the house or apartment, like moldy vegetables and Spam. Their parents will love you! Your lucky weapon against zombies is a cricket bat.

Capricorn (December 22nd - January 20th)

Time to toss out the old broomstick this week, dear Capricorn. Everybody knows that all witches and wizards use vacuum cleaners these days for all of their travel needs. Trying to make it work with only a 10 foot cord will make things difficult, though. Your lucky skulls have light-up eyes.

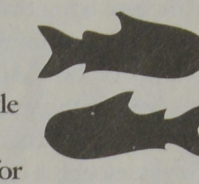


Aquarius (January 21st - February 18th)

Try not to scare your professors too much this week, dear Aquarius. Keep in mind that they are the ones responsible for your marks, and, since they've been here longer than us, can probably scare us way worse than we can scare them. Your lucky stop-motion film is The Nightmare Before Christmas.

Pisces (February 19th - March 20th)

Your fear of zombies will reach its peak this weekend, dear Pisces. Your ability to tell the difference between zombies and very drunk people will make things a little bit awkward at parties. Instead of shooting first and asking questions later, it might be a better idea to go for the knees first, just in case. Your lucky awful videogame movie is Alone in the Dark.



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Event Horizon not sucking would be this



THE FINAL SCORE

Dan Hagerman

The third time that projectile vomit shot from a necromorph severed me in half, I knew I was playing an awesome game.

Dead Space is a third-person action/horror game from EA that sets out to immediately freak you out.

You play through the game as engineer Isaac Clarke. After receiving a distress call from a mining ship called the Ishamura, you and your fellow crew are sent to see what the problem is and attempt to fix it.

Shortly after arriving, you'll see that things have gone terribly, terribly wrong. Very early on, you find what appear to be horribly mutated humans who move very quickly, are very good at using air vents as transportation, and are only killable by severing off their various limbs.

It is up to you and your surviving crew members to essentially fix every single thing that is wrong with the ship and try to survive while looking badass in your engineering suit.

When you aren't screaming for your mother, you'll probably be trying to shoot these things. Instead of using bullet-based weapons, which obviously would only travel



Dead Space is easily the most frightening way to stay awake at night. If you're looking for alternatives to caffeine or getting less sleep, this is it.

in straight lines, you are given an assortment of weapons that shoot in vertical or horizontal lines, or some mixture thereof.

This is nowhere near as easy as it sounds. While it probably wouldn't be so bad if these creatures were to just kind of stand there and take your punishment, more often than not these creatures tend to be moving very quickly. Then it becomes a matter of wits and co-ordination as you try to figure out the best way to take them down before you get sliced into pieces (more on that later).

The game also has several sections of zero gravity as well taking place in a vacuum. If you thought fighting alien monsters was tough, wait till you do it in an environment where you can't see them, or where they can

get you no matter where you stand.

The game is made even more scary because of its use of graphics and sound. For one, Dead Space is a really good looking game. Its artistic direction and overall technology make it seem very plausible that you're inside a real, potentially working ship. The creatures are not only horrifying to behold, but they move and grow new limbs in such a way to be grotesque but believable – as believable as alien parasitic life-forms can be.

Dead Space is also unapologetically gory. In addition to severing the limbs of various creatures, you also lose most or all of your limbs if you die. I can't count the number of times that I became accidentally decapitated over the course of the game.

The sound is even more unnerving. In most, if not all, horror movies, whenever something scary happens a loud noise will play. The game uses smart sound technology to emulate this, and the instant you turn around and see something about to strike, a loud scary musical cue will play, usually shocking you into missing your first and most important shot.

According to detailed notes taken of my game experience, only 25 minutes had elapsed between when I started a new game and when I began crying for my mother. Another hour and I had already been vomited in half.

If you're feeling overly tired and you have no caffeine handy, play Dead Space. You'll be afraid to go to sleep.

Dan Hagerman is Copy Editor at The Brunswickian.

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