

# The hidden horror of "Fallout" lore

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"Fallout" is a post-apocalyptic role playing game series where you must survive in a radiated and mutated wasteland created by the detonation of nuclear weapons. October 23rd marks a major day in the series, with the date marking the day within the game's story that the atomic bombs drop upon the United States in the year 2077, making way for the world used in each game.

Through the games, you'll fight against bandits, rival factions, mutated animals, and many more ungodly creatures that Noah would not have let onto his ark. Beyond all of the disgusting and many times creepy foes you face and the overall dread of the wasteland, there is something deep within the game's lore that is more horrifying than anything you face within the world.

While you are shielded from the apocalypse by your computer screen containing that world, you, however, are not protected from the possible reality that the game implies could happen to our own world.

To explain this, there's quite a bit of the game's background that needs to be discussed to understand this concept. Before the inevitable end of the world, every nation in "Fallout" were at each others' throats as resources around the globe were near depletion, causing fights over who gets control

over the small amount left.

What led to this depletion was the use of atomic energy after the first two nuclear bombs were dropped on Hiroshima and Nagasaki in 1945, which is where the timeline diverges from our reality. In this fight over resources to continue fueling countries, the globe fell into endless war.

The United Nations collapsed, Canada was annexed by the U.S., and the major corporation "Vault-Tec" over in America was planning for total atomic annihilation, even mulling over the possibility of beginning the war themselves by launching nukes before the government or another country could.

Eventually, the bombs were dropped after the world reached the limits of its own fury against itself, with these events later being known as "The Great War." No one is sure who made the first strike, however, what was known is that the U.S. had been obliterated, with the remnants of the government unable to keep itself together after some of its members survived the blast and began their attempt to rebuild.

All of this led up to the world you find yourself in during the events of each game in the "Fallout" series.

What makes this the most horrifying aspect of the series is how realistic the game's lore is.

It is not a stretch to say that countries are willing to fight over resources, even if they aren't on the verge



A nuclear explosion in "Fallout Four."

IMAGE COURTESY OF THEGAMER.COM

of complete depletion.

Along with this, nukes have been a topic circling since the bombings in Japan by the U.S. It has led to conflicts, most famously the Cold War between America and the USSR where the two were in an arms race to see who could create the most advanced weaponry including nuclear weapons.

With all of the current conflicts around the globe between countries, none of the events leading up to the bombs in "Fallout" seem outside of the realm of reality. This is where the game succeeds greatly in creating horror.

The shining point that combines all of this together is the introduction of "Fallout 4". Instead of having a "Vault Dweller" who was born after the "Great War," you play as a discharged soldier from the war who lives in fear for the safety of their family after seeing what

other countries are capable of.

Your story starts on the day of annihilation. Halloween decorations are strung around the neighborhood and house, while you and your wife/husband discuss your plans to take your infant son to the park for a walk or other activities.

This sets up a feeling of empathy with the characters in this scenario. This family feels like they enjoy the life they have made for themselves and hope to see the growth that awaits them.

However, fate had other plans that day. After their robot butler alerts them of a sudden emergency alert on the TV, the protagonist's worst fear has finally become a reality.

Alarms start blaring across the neighborhood as the family rushes out to Vault 111, where they were promised safety from the bombs due to the protagonist's

service in the military.

As soon as they reach the vault entrance and begin their descent on an elevator, a mushroom cloud sprouts from the horizon. All of the future dwellers watch in horror while their livelihoods are scorched to ashes before being whisked away to safety from the explosion's impact.

This is what the true horror of the series is. It is the reality of what comes with war and possible annihilation by advanced weaponry.

Of course, the fear of death bears down when contemplating these events, but what about if you survive? What if your family and friends perish while you are able to escape to temporary safety?

You will live with guilt and regret of what was left behind in the wake of destruction. All of the life you had built up over the culmination of decades will

be gone in a matter of seconds.

If you are able to survive, you will still have to adapt to a new, harsher way of life in a world of ruins. Your morals will be nonexistent in an environment where it is to kill or be killed.

Hunger, thirst, radiation, and miscellaneous injuries will haunt you as you lack the supplies to fulfill your needs. In the end, you may wish you had just perished in the blasts that flipped your whole world on its head.

There are plenty of journal entries littered throughout each game's environments and dungeons that echo these same ideas. Each of them are individual accounts of people within the wasteland or people who perished in the bombs, adding more of a sense of connectivity and empathy with the player.

These games are a testament to how deep the lore of a world can go and how much of an impact this lore can have on a game's tone and on the player. Sometimes, creepy visuals and atmospheres can hide the truest forms of horror, especially in the case of "Fallout."

Instead of going more into depth about the smaller bits of lore or other examples, I urge you to play the "Fallout" games or even watch the Amazon Prime series. Each of these are stunning works of art that cannot be fully encapsulated within words.

Just always keep in mind that "war... war never changes."

## Modern horror knows what truly scares us

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Horror movies have been a staple of Halloween since 1896, when the first horror flick, a silent film called "The House of the Devil," was released with a runtime of just three minutes.

In the centuries since, horror movies have become some of the most iconic films in American culture and produced some of the most recognizable characters of all time.

Despite this fact, classic horror movies just aren't as terrifying as ones made today.

When people think of horror movies today, the films that come to mind are classics like "Halloween," "The Shining," "Nightmare on Elm Street," "It," "The Conjuring," and maybe even "The Exorcist."

These movies are good. Some even set the standard for modern horror. But not all of them have a big scare factor, which should be the determining factor when judging films in this genre.

"Halloween," directed by John Carpenter, is a classic horror movie. In the movie, Michael Myers, played by Nick Castle, killed his sister when he was six years old. After spending 15 years in prison, he escapes and returns to his hometown to look for his next victims. We

follow Laurie Strode, played by Jamie Lee Curtis, as she tries to keep herself and the child she is babysitting safe from Myers.

I am not saying this is a bad movie by any means; it just isn't that scary. It relies more on the suspense of not knowing where Myers will be next and on the use of silence throughout the film.

Prior to the mid 90s, horror movies had to rely on the use of practical effects like prosthetic makeup, animatronics and monster costumes, instead of CGI. Just because a movie is made with practical effects doesn't mean it is inherently any less scary, but these technological advancements opened up a whole new world of possibilities for filmmakers in the horror genre.

The 2017 remake of the movie "It" uses both practical effects and CGI to create the unsettling transformations of Pennywise the Dancing Clown. Compared with its 1990 counterpart, the 2017 version has better jump scares and better portrays Pennywise as a monster.

One of the scariest and freakiest movies I have seen is "Talk to Me," released in 2022 and directed by brothers Michael and Danny Philippou. In the movie, a group of friends discovers how to talk with

spirits using an embalmed hand.

I am a big horror movie fan, specifically supernatural horror, and didn't have any expectations before watching "Talk to Me." But for me, this is the kind of movie you only watch once.

"Talk to Me" is rated R, allowing for more graphic imagery. When a person becomes a conduit for the spirit, the spirit can become violent and cause the person to attack themselves in horrifying ways.

Not only does this movie have possession as a scary element, but it also weaves in everyday horrors like grief, addiction and helplessness to fill you with a sense of dread that stays with you throughout the entire movie.

While some of the "classic" horror movies still hold up, many of them couldn't compare with the horror movies being produced today.

Horror movies are like any other media, products of the times they are made in, horror movies have only gotten scarier over time.

The continued innovation of technology has moved most horror films from the fear of the unknown to the fear of whatever monstrosity they can accurately put on the screen and as a result, left some of the older "classics" in the dust.

Old horror movies have their place, but modern horror frights and delights so much more.



Theatrical release posters for "Halloween" and "Talk to Me."

IMAGES COURTESY OF IMDB

## "The Walking Dead" turns 15



Cast members from season one of "The Walking Dead."

AHTZIRY ZUÑIGA

STAFF WRITER

On Halloween night in 2010, "The Walking Dead" (TWD) made its TV debut on AMC, titled "Days Gone By." Twelve years later, TWD would release its last episode, with the series having amounted to 177 episodes over 11 seasons and amassing a fan base of millions of viewers around the world.

TWD took place in a post-apocalyptic world and explored the aftermath of a zombie takeover, following the characters in the months and years thereafter. As time drags on in this world, however, fear of the undead "walkers" is superseded with fear of fellow survivors, and war wages between the rivaling human hierarchies.

A few years ago, my two siblings decided to binge TWD for fun, after a friend had vehemently advised it. By the fourth and fifth seasons, I was asking for updates and

sitting down to watch episodes with them, too. Filing into the living room to binge episodes became a tradition we upheld for months.

Following the finale of the original series, the TWD universe would expand and live on, with six additional spin-off series based on the separate and individual endeavors of the original characters.

Though the series has largely moved on from its glory days, fans, myself and my siblings included, have kept the same grievances over the original series, especially pertaining to the unnecessary and seemingly forced longevity of it. In the nearly three years since TWD officially concluded, the fan base is still arguing if the show should have ended much sooner.

While fans will commemorate the series on its fifteenth birthday, many will also celebrate the certain death of "The Walking Dead."

## Student Speaks: "What's your Halloween costume?"



"Rapunzel from Tangled!"

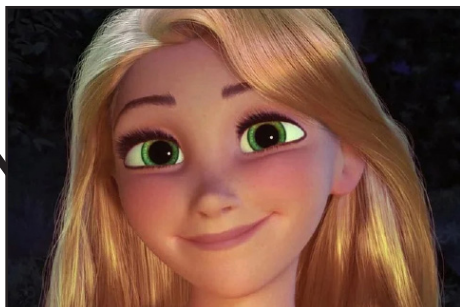


Photo by Ella Dobson | Staff Writer  
Emmi Walton is a junior elementary education major from Jonesboro.



"Puss in Boots!"



Photo by Ella Dobson | Staff Writer  
Cristal Martinez is a junior theatre major from Batesville, Arkansas.



"Neil Perry from Dead Poet's Society!"



Photo by Ella Dobson | Staff Writer  
Jo Crites is a junior general studies major from Alma, Arkansas.



"Violet Beauregarde from Willy Wonka!"



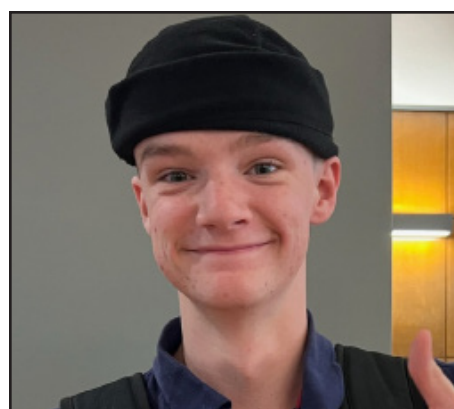
Photo by Ella Dobson | Staff Writer  
Ella Cartwright is a first-year psychology major from Jonesboro.



"I'm doing the Three Blind Mice with my littles!"



Photo by Ella Dobson | Staff Writer  
Maggie Martin is a sophomore theatre and political science major from Searcy, Arkansas.



"I'm going to be a goblin from Clash Royale!"

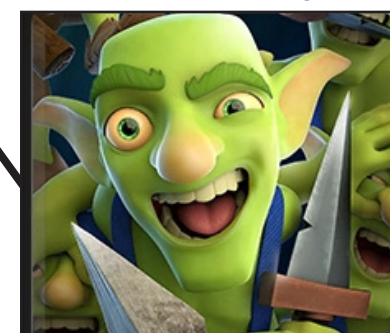
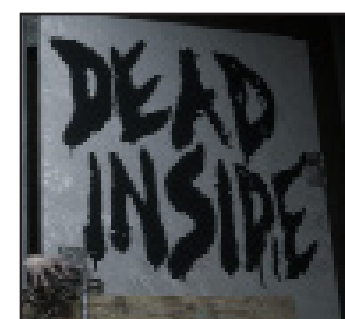


Photo by Ella Dobson | Staff Writer  
Andrew Moss is a first-year education major from Sheridan, Arkansas.



## A beginner's guide to surviving the zombie apocalypse @ A-State



SHAYAAN SAYEED

OPINION EDITOR

It finally happened, someone messed up at the biology lab, now the students are craving brains. Don't panic, here is an immature beginner's guide to how to survive the zombie apocalypse here at A-State.

If you like to lounge around in the Heritage Plaza lawn, near the fountain in front of the Student Union or North Park quad field area, you might as well send your last text to your loved ones, because you are dead.

If you are inside the Student Union, you might have just lucked out. The Union has so many places to hide, so many places to get water and food. But the disadvantage is there are many doors to get in from. Take your friends, leave

behind the ones who are dead weight, literally. Lock every door that you can possibly barricade.

The union, containing the cafeteria and the tornado shelter, is a good place to camp out. But you are not the only one who has had that idea. The union would be the most crowded place, as everyone would be rushing in from all the millions of doors in that building.

So collect what you need and run.

Don't scream. I know that may be your first instinct to do so, but really stop screaming. This brings me to my next location, the library. Go to the library, get to the 3rd floor, the one with the writing center. Again, many places to lock yourself away and higher ground is always safer. This may be your time

to reach out to the ROTC people, you need a team of strong individuals and people who are going to help you survive. Tennis rackets, baseball bats, a really muscular bicep, grab what you can, you will need all the help you can get.

Dorms may be a good place to help out but only temporarily, because you have little to no way of getting supplies again once your rations run out. Dorms are a good place to set base, because they have limited ways of getting in, and the windows almost never open. Guard the doors, collect all your supplies and call dibs on who gets to room with the football players.

Now that you have your supplies in check, and doors barricaded, set up an SOS sign.

Actually don't bother, no one is flying over Arkansas. Grab your bat, the friend

you are willing to sacrifice in the name of humanity, and let your rage fly free. It is your one chance at taking out your frustration, legally.

If it were to happen any time soon, you are likely dead. Turn on "If the World Was Ending" by JP Saxe and Julia Michaels, text your family, and let it take you over. No point in trying to escape. Have you seen the state of our government?

It is truly only a matter of time before shit hits the fan.

But if you follow these rules, you have a small chance. An incredibly small chance. About as close to zero percent survival as you could possibly get, but technically still a chance.

Let's just hope it never happens, or at least, not while I'm still around to have to deal with it.

