

ISSUE 13

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The Oblivion

SURVIVE THE HORROR



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APOCALY FFC

THE STORY OF M RAFAY

LAST EPISODE

There was an accident which changed my life. Or perhaps a coincidence that stumbled upon me. The unbelievable became reality and took over the residents of a whole wide town. Why did this happen? Was the lust for power of a few people so destructive that it put the whole world at risk? Evil's roots were deep and strong indeed. Whatever, there is always a light in the darkest moment but weather I was the part of that force, that decision had been left in my hand by fate.

In the clearing, from behind a tree, two hands emerged and slowly neared an awaiting prey suddenly strangling it. The soldier fell and the predator hid its body behind the trunk. Like a cat, she climbed the tree and then jumping from branch to branch, she reached another prey and swiftly grabbed him, beating him unconscious and then hung him from a top branch clandestine to the view of others standing idle.

Her goal was clear, kill all in her way to save the subject and Rushna was determined to fulfill the promise she had made her friend Oz, who had now perished in the fight against the evil that had befallen the town of FFC.

"2 down, five more to go," she panted. A voice in her ear from the head phone said, "three down, four more to go."

"Faiq!" she said, a smile crossing her face, "You came."

"What did you think; we would leave you alone? Don't forget this is our fight as well and we will die fighting."

"Yeah cover me up! I am jumping in the field of lions."

"Go Tigress! Good luck!" said Faiq.

With this Rushna took out a machine gun and silently jumped opening the barrel of bullets on the guards who fell with shocks on their faces. Victorious she walked stepping on their bodies when someone grabbed her throwing her on the ground and pointing a rifle at her with trembling hands. Out of the blue, a bullet struck him and he fell.

"That one nearly had you. Be careful."

"Yeah thanks. Faiq! Where is Hassan?"

"He's here setting up some surprises for our friends here," replied Faiq adding a sarcastic tone to the last word.

"I have to get to the top of the building," replied Rushna.

"Don't... I heard one of the men saying that their big chief is going to pay a visit in a few minutes"

"Really. Well then I'll just spy from behind. Attack on my signal."

As Rafay opened his eyes, he saw himself strapped on a stretcher with numerous machines monitoring him. He moved his head to see a soldier working on some virtual screens.

He dared not to strain himself too much to prevent the machines displaying any noticeable change.

Beep Beep Beep. "Drats," he thought.

The soldier lifted his head and a girl's voice rang in the air, "Welcome Back. And I daresay just in time. Chief will be arriving soon."

It was the same girl who had captured him so cleverly. Rafay smiled as he remembered how he gave her and the soldiers such a hard time

before succumbing to the tranquilizer. He was nearly uncontrollable in his rage at that time but anxiety covered his eyes now and his whole body felt sore. As the girl turned back to her computer screens, he muttered, "Yeah I'll be waiting for that freak."

"What did you say?" said the girl when the air began to rumble and in an excited voice the girl said, "Ah he's here."

"Rushna be careful, He's here. There are loads of soldiers. We will have to fix a few positions of attack again."

"Ok Faiq, I am here peeping in. You be careful too."

Rushna looked in through the small hole in the barn. She could see most of it well enough.

The door of the barn opened and a man draped in a black cape entered in the barn.

Rushna could not yet make out his face but then she gasped as he said in a chilling voice, "Well done Sofia. You have proven yourself again. It is quite unfair that you could not kill your nemesis Oz yourself."

Then he looked at Rafay and said, "So this is the scum whose blood I need sooooo much."

Rushna gasped at the chief's face and her eyes opened wide with shock.

"Well Well so you are the big chief behind this whole mess."

"You might as well say that. But if it was not for your interruption in the underground labs, everything would have gone fine and this town would not have been wiped out."

"Why? How?" said Rafay exasperated.

"You see our organization has different ways of tracking evidence down. And we realized instantly after recovering the bodies of our precious professor's that someone had infil-

trated the labs. The secrecy of our experiments is the foremost priority, We immediately set up a quarantine zone and released the virus in the town so that none may escape. If Oz had promised you that he will take you all out then it was his mistake. I have a whole rank of soldiers dedicated to protect the boundary."

"Why do you need me?"

The chief laughed and said, "I am surprised you haven't figured that out. Your blood is the key to succumb the whole mankind to my will."

"That's impossible?"

"Oh nothing's impossible for me," with this the chief came into Rafay's field of view and laughed.

At the same moment Rafay began to laugh as well, as if the chief's face had no effect on him and in an equally warm and effective voice he said, "Welcome Self. Finally we meet... Again."

With this the straps broke and the audience witnessing the scene gasped and in the chief's case jumped back with shock..

"YOU! How could You FOOLED US," screamed the chief.

"And did you think that I will sit in seclusion while you plotted and planned to take over the world, a futile venture in my opinion."

"But how did you find me?" said the chief, with hate filled cold eyes.

"I have my own ways "Self". It is a high time you return to where you belong."

The chief began to laugh madly while outside Rushna's head was zooming with confusion. Clearly she knew the two guys who stood in the barn, yet how could there be two similar people was utterly baffling.

In the barn stood "Two" Osama. Both similar in many features yet there were a few clear differences. One looked inhumanly, almost

devilish. This one was the chief. He had cold grey eyes and a pale face. Menace seemed to emit out of him. The other was more humanly with a kind and gentle face, a halo of light surrounded him.

The chief said while laughing, "I know your ways Osama. Did you think, a memory will fool me? Did you think your little trick will go amiss my eyes? I kept a close watch at Oz until I had the chance to strike him..."

"What," said Osama this time puzzled.

"If it was not for your luck, he was already under my control. Do you know who killed Shanzah?"

"No, it cant be," said Osama.

"She had got evidence of the projects going on in the underground labs... However she tried to tackle with the wrong person and you can see how she came to her fate," said Evil-Osama with a malicious smile.

"It was really fun to watch the site as she screamed in pain and Oz burst out her eyes and then killed her. Of course I assisted the murder. Ah the site of blood pouring out of her body and screams of agony crying for mercy," said Sofia.

"No you...NO it can't be! I met Oz, he was..."

"Oz was too strong, he escaped my dark magic with a slight case of dementia of his recent events," said Evil-Osama.

Osama lowered his head saying, "I never thought I could be so cruel."

Deep in FFC's forest walked a shadow, crunching the fallen leaves under his feet. Everything was peaceful and the quietness hummed a music enjoyable than all others he had ever heard. The feet stopped at the entrance of a wooden hut.

The door opened with a creaking sound and the figure stepped inside. The hut was illuminated by the faint blue light that entered from musty window. There was a table desk near the window and some tools lined the walls of the hut.

Rafay walked over the creaking floor boards towards the window slowly and sighed. For a thousandth time, the memories of the recent events passed in his mind and he kept gazing at the window like a statue.

"I will tell a lot of things but what you should know depends on your decision. Choose wisely Rafay."

With a flash Rafay harked back to reality; knowing he had to make an important decision in a short time. For a millionth time in many days he realized he did not want any of this. He wished that night had not come to pass and none of these events would have happened. He closed his eyes and saw once more, the happy quiet town of FFC with its lush green grounds, the fresh air, the golden sunshine, fresh streams of water and joyous moments with friends.

A smile crept over his face which began to shine as he saw himself walking with his parents and enjoying wonderful moments of life; how long it had been since he had last seen them. Hadn't even been able to say a goodbye. He imagined them witnessing his moments of glory, his marriage and other important events of his life. The dream began to fade and a warm voice began to speak in his mind; another memory, *"And so there are many dreams which fall into the pit of oblivion, the truth is to make the best use of what fate has given us."*

Osama was correct, there was no denying. What I wanted was a figment of my imagination, a fantasy now. I had my decision at hand, I could leave in vain; I will not let the evil force win, that would be the best revenge to put the research in vain. The conversation with Osama had left me deeply clear of my objective yet confused on the choice I had. That matter was resolved now that I had decided to dump the choice to escape from the town to live a life of seclusion.

From the distance I could see the fires raging hell. I quickly yet cautiously approached the scene with a thudding heart to see what had come to past. Just then a blue light flashed through my eyes and through a blue haze I witnessed the past.

Osama was fighting hard against his own dop-pelganger in fact himself or more correctly, his split selfish part. "You must end spreading melancholy in the whole world. Your sins are my sins and all your evil is equally my evil and I cannot let you do more harm."

Self spat at him, pushing hard against Osama's sword with his blade, "Fool, stop dreaming. Magic and my army will rule over this earth. We will decide the fate of man." With that Self lifted a gun and pointed at Osama.

"You cheated!" said Osama then smiled," of course it is your nature."

"Don't mind Osama," said Self and then there was a loud shot.

The scene shifted to show, guards pointing guns at Rushna who backed a step and then dauntlessly shot both instantly with her gun . A truck approached the barn, and crashed hard into it, many zombies pounding over the wind shield. Through which a bare figure of Hassan could be scene gathering a couple of wires and then joining them. With a spark, a huge blast was followed by raining metal over the place where the truck stood a few seconds ago.

Rushna tried to run from the scene screaming over her microphone, "Abort mission. Abort Mission."

Sofia blocked her way. "You BITCH, ill kill you," screamed Rushna.

With that Rushna attacked Sofia who dodged all attacks swiftly and then beat her horrendously with her whip. The sounds of the whip striking flesh was unbearable. Blood spread all

over Rushna's body and finally she fell, Sofia jumped on her and whispered in her ear, "Here is a gift for you!" and then she injected something in her body. Rushna's breathing unraveled and Faiq arrived charging at Sofia who was about to flee the scene.

"Help," Rushna managed to croak, her pain could be felt in the blue haze, her body burning with flame.

Sofia looked at Faiq and pointed her palm at him and screamed, "You will obey my command!"

Faiq dropped his gun reluctantly and while Rushna uttered ear splitting screams, Faiq's torso began to burn in flame and he became a figure with a skull and eyes burning with fire. It was the same figure which had knocked Faiq unconscious on the night of his arrival in this dreadful town.

The scene shifted and it was Osama still fine but wounded, fighting Self with his sword when the air behind Self shifted and became flame from which dead bodies emerged carrying hatchets and struck Osama. Self laughed and walked away from the scene. The fallen body of Osama began to dissolve in light. He uttered his final words, "I fought and lived and I failed. I wish you had never created such a hate in me."

With that that the blue haze ended I was back in the forest, the fires raging only few metres away. I walked towards the place where a barn had been once to see many bodies covering the Earth like a cloth. At my feet lay a coal black body, *a terrible fate indeed for it*, still breathing but very slowly. A tear fell off my eyes... so much hate and pain filled in it. This town had lost a lot of blood. It was my time as the son of this Earth to end this war finally. What will be my fate? I will wait for it to be answered for much depends on it. I am now much ready and prepared to take revenge for the loss of my people's blood.

This was my story, a story of pain, of a world smashing, of beliefs shattering, of a man taking an ultimate decision in limited choices, of a boy losing his friends, of a person witnessing the unbelievable; a story full of pain and hatred, A story of a town filling with fear and dread, a tale of people going crazy, a story displaying the lust of people; This was the story of M Rafay, a sad tale indeed. Pay heed for this could happen to anyone in the whole wide world. I wish you a happy and safe life and hope you will pray for my success against the evil I have armed myself... Farewell.... Good bye.

M. Rafay from FFC

THE END

I thank you all my readers for sticking with the story to the end. I believe the story needs a lot of polishing and has a lot of potential and so I will wish to continue with the next part of Apocaly FFC which is named as "The Alter-Dimensions."

The Alter Dimensions is intended to be written separately from this magazine and so will be published as chapters most probably under the license from Oblivion. The Alter Dimensions is meant to be a completely different style from the current part i.e. it is going to be slow and based more on the Psychological Horror Genre. I hope I get successful in that endeavor. Once more thank you for sticking with me.

SOT ZANDI.

Resident Evil 6

My Views

With each new installment, Resident Evil boost in its scope and whatever many critics may think I think each installment boom's with excitement. No doubt, Resident Evil franchise is one of the biggest game franchises of the world. I have no hesitation in stating that Resident Evil has been one of those franchises which has churned out one of the finest games each decade, with Resident Evil itself being a phenomenon, Resident Evil 2 being a Best Sequel, Resident Evil 3 possessing Nemesis and Resident Evil 4 being a redefining game of the decade.

But here talking about Resident Evil 6, I would say that Capcom has achieved quite a great milestone. A 40 hour game, 10 hours for each of the 4 scenarios approximately depending on the player's "Play Power". The game has a gripping story as stated universally by all critics and a completely redefined control system which has become a subject of mixed reception and booming high graphics with slight problems at some instances (*Though I failed to notice any*). Resident Evil features 7 players and 4 scenarios. Leon and Helena's Scenario, Chris and Pier's Scenario, Jake and Sherry's Scenario. The 4th Scenario unlocks after playing the first 3 and is the Ad Wong's Scenario.

Leon's scenario is a perfect survival horror experience with a city stuck with a viral infection and our protagonist's struck in an underground subway, "Zombie Express." Their Journey takes us through musty old caves and dreadful cemetery to a spooky Cathedral with many puzzles to solve and secrets to unlock. Not to worry, for this isn't the end, by the end of this scenario you would have fought multiple monster's, Crashed a plane in China and fought a boss at least 7 times, each version more mutated than its predecessor. Leon's campaign has been rated as a 10/10 on most sites with IGN stating that had Resident Evil 6 come out with just this one campaign, it would have earned a perfect score.

Jake's Campaign is perhaps the most thrilling campaign for me up till now. We ski in snowy peaks during an avalanche, fight huge monster's, ride bikes during a chase sequence and escape a secret facility. Its great in my opinion with quite a fine ending.

Chris's Campaign is the hardest with long save points and a lot of enemies to kill, it's an action filled campaign. It starts with a good start and may get boring at times but up till now its also quite good. Chris has lost quite a lot of muscles in his transition from Resident Evil 5 to 6; good news for those who had aiming problems in Resident Evil 5. I have yet no idea about Ada but her campaign reveals the final suspense of the game. It is the only campaign without Co-op partner. Ada has been a subject of mystery in this game up till now. Furthermore, the inventory system is different for each character and is quite streamlined compared to Resident Evil 5 which makes it easier to handle. The new inventory display seems to give the experience of a different game in each campaign.

Resident Evil 6 is a great game and a must play for everyone. It runs like an action movie with bits of horror. The most irritating feature is that there are a lot of quick time events which get a bit irritating after some time. So blow up some zombie head, Javo mutants and gigantic monsters in huge cities of Edonia, America and China to Survive the Horror. Go and grab this game guys to have an ultimate dramatic horror experience.

SOT ZAIDI

PlayStation: The Official Magazine (9/10) praised the story and marking the game as a "must-have, ungettable one."

Game Informer (8.75/10)

said "The game's minor flaws don't hold back the decadent experience from being an unhinged, flaming rollercoaster ride."

The Escapist (3/5) stars

also praised the improved AI companion that "does a decent job of backing you up and taking the fight to the enemy rather than just standing by"

Official Xbox Magazine UK (8/10) concluded their review calling it "an accomplished shooter on the whole, and a fittingly thunderous send-off for current gen Resident Evil", praising the length and variety of the game.



ident Evil 6



(/10)

e and the experience as "an unfor-



IGN (8/10)

was favorable toward the technical and artistic design of the game, with "some of Capcom's greatest successes [...] incredibly strong world, lighting, and creature designs", noting the new enemies as "some of the best designs and concepts in the history of the franchise."

Games Radar (4.5/5) stars

praised the improvements to the controls over its predecessor with "an emphasis is placed on fluidity and movement--a massive departure from the tank-like controls of previous games"

Game Trailers (8.8/10)

noted the shift away from the style and tone of past games in the series yet still praised the overall direction, stating that with the "old identity stripped away you've left with a massive action game that tends to check all the boxes instead of creating new ones, yet measured against its contemporaries it remains near the top of its class."

Dissecting Survival Horror: What makes this Genre Successful

By: Kimberley Wallace

(An article taken from Game Informer)

Survival horror games are about building up to those perfect scares. All the best series have memorable moments that have defined the genre. Remember your first glimpse of Scissor man from Clock Tower or Pyramid Head from Silent Hill? But in this generation, it feels like the genre has almost been abandoned with only a few series sticking around. The biggest slam was when Resident Evil producer Masachika Kwata confirmed in an interview that the series would stay more action-y, by saying he didn't feel a pure survival horror title could make it in this market. As I grew up playing the genre for the intensity exuding from the screen, this is more than disappointing. Did we forget what made the genre thrive? What made it special? Let's break down survival horror's idiosyncrasies, what

Survival Horror Isn't About Guns

Shooting enemies in the face can be the ultimate form of payback, but this is far from what survival horror is truly about. In fact, entering a terrifying situation and seeing how you'd stand up against the challenge encapsulates the genre. Realistically, guns won't be around every corner, and if you do find one, ammo is limited. Resource management is essential, as it teaches the player to choose wisely if they want to escape; with every bullet comes a decision. Survival is as much about thinking on your feet as it is about thinking for the future. That's why in many games use your legs as your best weapon rule is essential. Games like Amnesia: The Dark Descent and Slender have running and evading attacks as an integral part of survival. In the end, isn't running against all odds the spirit of the survival horror genre? Let's get that heart pumping by forcing panic and not providing the safety that comes from the barrel of a gun.

Realistic, Everyman Characters

Survival horror games often place you in the shoes of an everyday person. This person represents someone like you or someone you might know, endearing them to you. Part of what I loved with the original Silent Hill games is that they actually made you feel like your character was firing a gun for the first time with their shaky aim. The stories are also the driving factor. For instance, the original Silent Hill captures something so real with Harry searching desperately for his daughter, and you're drawn to unraveling the mystery. Real issues and nightmares we all have – losing a loved one, abandonment, and being attacked – create an emotional investment from the get-go. And when the experience feels all the more real, the game is more likely to prey on your emotions.

Environments From Your Worst Nightmare

Part of the charm of survival horror is its ability to take normal, everyday surroundings and transform them into something truly terrifying. Schools, subways, hospitals, and homes are all real-world places, but if you can transform them into darker versions of themselves, they can become downright horrifying, making the overall experience more authentic. For instance, take the indie game Slender, where you're trapped in a familiar landscape: a forest. Dark, foggy, and practically silent except for the sound of your own footsteps, it exudes creepiness. With all these things working together, when Slender Man finally does pop out at you, it's hard not to jump. Another great example is Silent Hill, which is infamous for its Otherworld. That game throws your basic surroundings into a grotesque, blood-soaked alternative version. The image shifts further confirm that you don't have any control over your environment, creating a powerlessness that intensifies the surroundings. Let's not forget these environments' ambiance. Music and sound effects are vital in creating the atmosphere and they often build the intensity of high-pressure situations. Silent Hill is again one of the best examples of using sound effects and music to create a deeply horrifying effect.

A Psychological Thriller That Gets In Your Head

The goal of many horror games is to make you literally jump in your seat. The best way to achieve this scare level is in the build-up. To some degree, the game must get in your head and prey on your sanity. *Amnesia: The Dark Descent* is a great example of a game that builds up your anxieties before you even step foot in it. It simply tells you not to play to win, to immerse yourself in the world and story, and that "the world of *Amnesia* is a dangerous place and you are extremely vulnerable." The best scares are the surprise of not knowing where each step might take you, perhaps to a horrifying scene of torture or another disturbing image. If games can build up to these scenes well, when they finally happen you find your body reacting as if you're there – with a scream, jump, or by turning away in fear. For survival horror to work, you must always be on your toes; wondering if your next move could be your last.

Thinking On Your Feet/Unique Solutions to Puzzles

Part of the lure of survival horror is that nothing is handed to you easily. Many games make it so simply opening the wrong door can land you in trap rooms. Others like *Resident Evil* offer complex puzzles that are about uncovering hidden codes to unlock rooms. However, the environment is usually the biggest puzzle in these games – using it to your advantage is make or break. *Clock Tower*, *Amnesia: Dark Descent*, and *Haunting Ground* test your ability to find hiding spots in the environment to escape enemies and use objects from the landscape for safety. The biggest strength of these puzzles is the mix between fast, panicked thinking and piecing together the complex set of items at your disposal. Solving these puzzles provide not only a sense of accomplishment, but also further exemplify why brains and street smarts are important to escape your predator.

Survival horror functions best in its ability to transport you to high anxiety, thinking-on-the-fly moments, making you feel like the prey. The scares are more intense than watching a scary movie; it feels like you're cast in one instead. But I have to wonder with all that's changed in the genre: Does survival horror need revamping? Can there be the best of both worlds? After all, *Dead Space*, as an action game, did an excellent job at providing scares. As a community, let's discuss what we love and hate about the genre, and what we'd like to see for its future. We're at a crossroads in the survival horror market; with HD graphics and sound, scary games should be reaping the benefits, but are they?

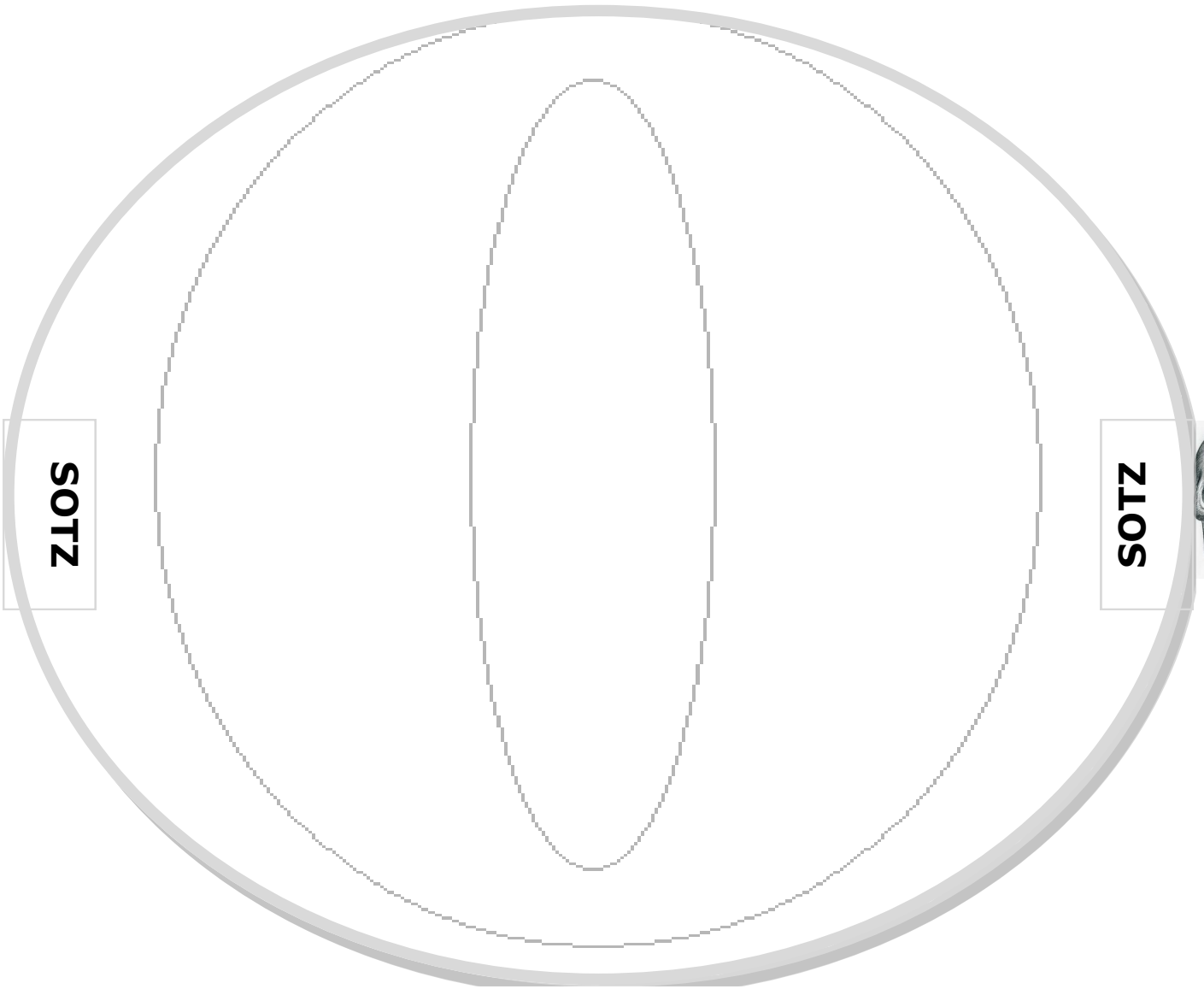




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