

LOSER MAGAZINE

ISSUE 10



10TH ISSUE CELEBRATION

BY EUAN WILSON

©B.D.I 2024

10th issue!!! News and statistics!



TEN ISSUES!!!!!! WOOOOOOOOOOOO!!!!!!

Damn... when I started this magazine, I never thought I'd make it this far. Since starting this magazine I have gone from 80 subscribers on YouTube to 130. And now on this tenth issue, we have some news.

Starting with this issue, a comic is going to be included in this magazine. Starting with one made by me based off a DND campaign I've been playing with friends. This comic being called "Greg and pals".

But that's not all, since its our 10th issue here's some statistics.

Most covered topic: SCP

Second most covered topic: JJK

Longest issue: Issue 8 (58 PAGES!)

Most obscure topic: Popcross studios

Least obscure topic: The MCU

Most passionate topic: Wardstone chronicles

Least passionate topic: Alien franchise

Inanimate insanity season 2 concluded, was it any good? Full season 2 review!!!



11 years in the making!!!

Inanimate insanity is an object show made by Adamation Inc. The first episode of season 1 released April 1st, 2011, the same day as BFDI 16. This series is considered the second ever object show. The final season 1 episode released December 7th, 2012.

Season 2 originally began April 2nd, 2013, before going on hiatus after the release of episode 14 on August 1st, 2020. From April 3rd, 2021, to March 3rd, 2024, they made a third season (Don't

question it) before returning to season 2 with episode 15 “Truth or flare” on August 10th, 2024. The series finally concluded with episode 18 “Objects in mirror” on November 29th, 2024.

In my opinion this series is one of the best object shows ever, so now that it’s complete I’m going to review season 2.

Episode synopsis:

EPISODE 1 “Breaking the ice”: And the contest takes off... again! That's right, the second season of Inanimate Insanity has finally arrived! Last time we saw OJ and friends, they were confronted with a cold-hearted killer, a revelation from Taco, and the loss of a few loved ones. But that didn't bring them down! In the past few months, our remaining cast have been partying together, with the help of a million dollars! Just when the memories of the competition were starting to fade away... well, you can probably see where this is going! Which old and new contestants will join the competition? What exactly did OJ buy with the

money? Who's MePhone's new personal assistant? And will anyone ever cut Balloon a break? The answers are all here (save one) in the first episode of a new beginning for II, entirely in glorious 1080p Flash!

EPISODE 2 “Marsh on mars”: One contestant will be brutally humiliated by being the first one out of the competition! Meanwhile, when two mortal enemies finally realize their immaturity, they face an event that may ruin their future as potential friends. On this out of this world adventure, can these two troubled souls finally find what they are looking for?

EPISODE 3 “Tri your best”: After Yin-Yang experiences a life-changing event which splits them, one of the Bright Lights faces the second elimination of the season! During the athletic trio-tournament challenge of this episode, we are going all out with the "threes." With the good and bad in this world kept intact, what would happen to our favourite object friends if these good and bad elements were out of each other's reach?

EPISODE 4 “Cooking for the grater good”: In this episode, characters are truly pushed to their limits. Knife can't stand Trophy blackmailing him with an embarrassing snapshot anymore, and Paintbrush has had it up to here with Lightbulb's bafflingly incompetent leadership. It's about time for things to change... for the greater good.

EPISODE 5 “A kick in the right direction”: It seems that not everyone is pleased with the course this new competition has taken. Marshmallow and Fan are up in arms about an apparent failure on MePhone's part, Nickel expresses disappointment in Knife's attitude, and Microphone's voice, despite her loudness, is not heard by the rest of her team. Who will be sent to the portal next? Will there be tedious golf ball stacking? And with all this change occurring in the lives of the contestants, can they find any room for the possible arrival of "somebody that they used to know?"

EPISODE 6 “Let er’ R.I.P.”: BOO! Did I scare you? No? Well then, maybe this episode will instead!

Filled with thrills and chills, this episode puts the contestants' fear to the test, as they find themselves facing their worst nightmares!... Or maybe it's just a nuisance. Who's got the courage to duke it out? Who will crack under the pressure? And who can you trust?

EPISODE 7 “Everything’s A-OJ”: After MePhone4 gets thrown into jail, OJ temporarily becomes the host until MePhone gets back, asking the contestants to fix up the hotel. It turns out, he was only asking for help with that. So, OJ did a coin toss, and The Bright Lights won.

EPISODE 8 “Theft and battery”: Toilet is always looking for a way to impress MePhone4, even for a fleeting moment. However, MePad consistently manages to upstage him. When MePhone's life is on the line, Toilet sees it as an opportunity to prove his worthiness. Suitcase also is given a chance to prove her value in the alliance, though she is not comfortable with the task she's given. When Fan comes to a similar crossroad, a question becomes apparent - are they really

appreciated, or do people only care about them for as limited a time as the latest Meeple gadget?.

EPISODE 9 “Rain on your charade”: In distressing times, it's a huge relief to hear someone tell you they have you covered. It doesn't even matter if their intentions are pure. You'll listen to anything to get your mind off the pain, whether or not it's true. With the next elimination in sight, the contestants face the one part of their lives that's unquestionably the truth- that as isolated as they may feel, they aren't alone...

EPISODE 10 “Mazed and confused”: The path you take is the choice you make when you enter THE MAZE. Twists and turns await our contestants this time around as they break off and manoeuvre through a dense labyrinth. Here, they are forced to deal with one another within closed walls, on a seemingly never-ending path. Some take their turns alone, while others test their odds alongside those they have come to call teammates. Will our competitors find an escape with ease to avoid elimination, or will these bonds prove to be

hollow? There is only one way to find out. Enter: the maze!

EPISODE 11 “Kick the bucket”: After MePad catches a contestant breaking the rules, tensions begin to overflow. Some are able to plug up the holes in their relationships and are all the better for it! However, others manage to sink further. When they empty themselves of their conflicting emotions, new feelings are filled right in their place, and not all of them are positive! Just as water goes through an infinite cycle, there appears to be no end in sight for some of these perpetually damaged connections. That is, unless someone were to finally break the chain. Also, there is a crab.

EPISODE 12 “Alternate reality show”: Following the dramatic events of their previous chapter, the contestants of Inanimate Insanity have been left in a cycle of despair. Woe is them, right? Wrong! Lightbulb, the optimist she is, is prepared to ignore every frown and differing perspective to liven up the party! And there’s no better place to

start than in Test Tube's lab, where everything can and will go wrong! If she can surround herself with the chaos she loves, will she ever need to change- or will a trip back to the drawing board finally get to her? Also, there is still a crab.

EPISODE 13 "Mine your own business": When high-energy gems emerge, the contestants are sent into a mysterious cave to mine them out! A scary undertaking? Alone, perhaps. But luckily for them, it's a time for new friends, new allies, and new reluctant acquaintances! A simple challenge: grab a pickaxe and muster the strength to crack the shell. However, as the dig deeper and deeper into the cavernous depths, they find that truths behind the show's origin glow around them, waiting to be revealed. And, of course, among these truths is one of prominence: WHERE'S MEPHONE?

EPISODE 14 "Hatching a plan": Fan's egg is hatching! Or wait- is it Test Tube's? Cobs'? When friends and threats return from all corners of an eggcellently mysterious conflict, it's harder than

ever to tell who is in the right anymore. And when the contestants are left on their own with a pressing rescue mission ahead of them, working together to navigate between right and wrong has become more important than ever!

EPISODE 15 “Truth or flare”: After facing a season full of invading aliens, mysterious memories, and evil corn, many of the contestants are ready to hide the drama away. But when an old friend emerges from the bushes, every truth will be lit by the flame.

EPISODE 16 “The reality of the situation”:
Welcome to the long-awaited, not-to-be-interrupted, Inanimate Insanity season two FINALE! Our finalists, Knife and Suitcase, have battled their way to the end of a very bizarre competition, slowly adapting themselves with every challenge. But after a declined phone call results in deadly consequences, the two must put what they've learned to the test, and race to save everyone.

EPISODE 17 “Through no choice of your own”: After a shocking revelation, our two finalists are tasked with one last, terrifying challenge. As the world crumbles around them, Knife and Suitcase slowly come to realize that they have no choice about what to do next. Meanwhile, the residents of the hotel and mansion struggle to survive.

EPISODE 18 “Objects in mirror”: It was only a matter of time before MePhone had to face the consequences. He once thought he could escape his fate, but Cobs insists the reality of the situation is that MePhone never had a choice of his own.

This series is incredibly well written even in the earlier episodes. Some talent definitely went into this. The final 3 episodes literally got aired together as a movie in an actual theatre prior to the official YouTube release. So this show gets a 9.8/10 for writing.

Character wise, this show excels at character writing. Each character feels distinct, and each has

a small arc. MePhone4 is, in my opinion, the most well written character of the series. A guy who starts as your typical egotistical unethical host but through the course of the series evolves into a more understanding compassionate guy. The whole point of the third season being to let MePhone realise that he can't keep avoiding Cobs, the main antagonist, forever.

Steve Cobs, a clear spin on Steve Jobs, is the perfect antagonist an uncaring future obsessed capitalist. Creator of Meeple, Cobs whole mission is steal the eggs from an alien race to take over the world. With the one egg he had he created MePhone4, a guy with power to manifest whatever he wants into reality through the MeLife system. After running away from Cobs, taking MePad along with him, he somehow subconsciously created all of the life on the island that II takes place. Including... the contestants. Overall character writing gets a 10/10.

The animation of this show is really smooth and in a pretty appealing style. Throughout season two

the animation quality increases drastically. Overall 8.9/10 for animation.

In my opinion the episodes of the season ranked from best to worst goes as follows:

18: Episode 3: Tri your best 6/10

17: Episode 2: Marsh on mars 6/10

16: Episode 4: Cooking for the Grater good 6.1/10

15: Episode 5: A kick in the right direction 6.4/10

14: Episode 1: Breaking the ice 7/10

13: Episode 6: Let er' R.I.P. 7.2/10

12: Episode 14: Hatching the plan 7.5/10

11: Episode 11: Kick the bucket 8/10

10: Episode 8: Theft and battery 8/10

9: Episode 7: Everything's A-OJ 8.3/10

8: Episode 10: Mazed and confused 8.5/10

7: Episode 9: Rain on your charade 8.5/10

6: Episode 13: Mine your own business 8.7/10

5: Episode 12: Alternate reality show 9/10

4: Episode 16: The reality of the situation 9.7/10

3: Episode 17: Through no choice of your own
9.8/10

2: Episode 15: Truth or flare 10/10

1: Episode 18: Objects in mirror 10/10

Overall I give this season a rating of 9.8/10.

Reviewing every story from the Scp anthology
2024!!!



YOU MUST FACE YOUR FEARS!!!!

The SCP anthology 2024 is a series of 31 stories released one a day for every day of October 2024. In this article I'm going to rank them all.

So, let's get to it!

SCP 8724 "Kenophobia: Bad vibes forever"
(Published 18/10/2024 by Fishish)

Kenophobia, fear of empty spaces or voids. I personally think this one completely falls flat. I also do not see why it's under its phobia.

1/10.

**SCP 8986 “Automatonophobia: False positive”
(Published 16/10/2024 by PeppersGhost)**

Automatonophobia, fear of human-like figures (Like mannequins). I might be too dumb to understand this one fully. It's well written but incredibly long and wordy.

2/10

SCP 8339 “Photophobia: Live in the dark, die in the light” (Published 8/10/2024 by Ecronok)

Photophobia, fear of light. The worldbuilding is great but the story itself is a bit weak.

2.4/10

**SCP 8876 “Anthropophobia: Killing floor”
(Published 10/10/2024 by J Dune)**

Anthropophobia, fear of people. Great framing narrative, but the characters and mystery are bit underwhelming in my opinion. Some of the descriptions are fantastically graphic.

2.6/10

**SCP 8109 “Frigophobia: A dish best served cold”
(Published 29/10/2024 by Dr Clef)**

Frigophobia, fear of the cold. A masterpiece of a framing narrative but the actual content isn't the exciting or really scary. Also... CHAOS INSURGENCY!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!

2.7/10

SCP 8480 “Onuxophobia: Maladaptive autocannibalism” (Published 17/10/2024 by Queerious)

Onuxophobia, fear of nails. A bit too graphic for me, couldn't finish it but the parts I read where well written.

2.7/10

SCP 8217 “Traumatophobia: Better them than us” (Published 22/10/2024 by habaniah)

Traumatophobia, fear of injury. Cool concept, weak execution.

2.8/10

SCP 001 DarkStuff's proposal "Atychiphobia: Family life" (Published 24/10/2024 by DarkStuff)

Atychiphobia, fear of failure. It's prose. Beautiful and well written prose. But still thousands of lines of prose.

3/10

SCP 8091 "Pyrophobia: Burn with me" (Published 3/10/2024 by Cathy Autumn)

Pyrophobia, fear of fire. A classic simple Scp with a crazy religious text at the end.

3.5/10

SCP 8520 "Selenophobia: An empty reflection" (Published 15/10/2024 by AriadnesThread)

Selenophobia, fear of the moon. The-the m-moon... IS EVIL!!!! This article is actually connected to another Scp. SCP 7470, which this is seemingly a prequel to.

3.8/10

SCP 8822 “Mnemophobia / Alethophobia: Headcanon” (Published 13/10/2024 by Croquembouche)

Mnemophobia, fear of memories. Alethophobia, fear of truth. Has a great gimmick, that’s incredibly boring. It does not stick the landing with its ending.

3.9/10

SCP 8935 “Tokophobia: The virgin birth” (Published 20/10/2024 by DjKaktus)

Tokophobia, fear of childbirth. Effective. Not my kinda thing but pretty good.

4/10

SCP 8430 “Prosophobia: Fulfilment” (Published 11/10/2024 by bigslothomyface)

Prosophobia, fear of progress. Effective. I just don’t find it scary. It has some good descriptions though.

4.3/10

SCP 8894 “Basophobia: Leap of faith” (Published 7/10/2024 by cubeflix)

Basophobia, fear of falling. THIS ONE’S FUCKING GRAPHIC! LOVE IT!

5/10

SCP 8123 “Autophobia: String section” (Published 23/10/2024 by Sonderance)

Autophobia, fear of being alone. It’s great and that ending is fantastic.

5.8/10

SCP 8465 “Eisoptrophobia: Blackdot” (Published 19/10/2024 by PoufyPoufson)

Eisoptrophobia, fear of mirrors. I cannot describe this one. It’s god but wow, it’s super confusing.

6/10

SCP 8976 “Diagraphephobia: Fragmentation” (Published 14/10/2024 by ROUNDHOUSE)

Diagraphephobia, fear of deleting files or losing data. Actually fantastic. This article is creepy and

goes more in depth on the history of RAISA, Then any other article on the wiki I've ever read. The ending is quite effective.

6.3/10

SCP 8770 "Submechanophobia: I miss you"
(Published 27/10/2024 by Dino-Draws)

Submechanophobia, fear of submerged manmade structures. Creepy. The characters are a bit underbaked, but the descriptions are brilliant.

6.5/10

SCP 3246 "Nyctophobia: Blind rapture"
(Published 31/10/2024 by Henzoid)

Nyctophobia, fear of the dark. This is great horror. That final addendum is just... chef's kiss.

6.8/10

SCP 8558 "Hedonophobia: Carnal rotting"
(Published 12/10/2024 by OriTiefeling)

Hedonophobia, fear of experiencing pleasure. Well written. This is certainly one horny article. I

feel the ending is just a weaker SCP-8596.
Otherwise this is pretty good.

7/10

**SCP 8934 “Ometaphobia: Ki is for Kitami”
(Published 30/10/2024 by Korath)**

Ometaphobia, fear of eyes. HOLY! Simple but effective and that final section. And I love how parts of it are left in Japanese.

7.3/10

SCP 8084 “Nucleomituphobia: Complete cultural victory” (Published 9/10/2024 by basirskipreader and FLOORBOARDS)

Nucleomituphobia, fear of nuclear weapons/the potential future of nuclear war. Truly the definition of simple but effective.

7.8/10

**SCP 8906 “Masklophobia: A murder onstage”
(Published 4/10/2024 by Sound Chaser)**

Masklophobia, fear of masks. Eldritch horror at its finest. Its set in Britain as well which is a major plus, not a lot of SCPs are.

8/10

SCP 8596 “Scopophobia: The employee of the month” (Published 2/10/2024 by PlaguePJP)

Scopophobia, fear of being watched. Fantastically written, great characters, great ending. It’s dark and fantastic. PlaguePJP never disappoints.

8.3/10

**SCP 8380 “Aquaphobia: Surface tension”
(Published 5/10/2024 by TroutMaskReplica)**

Aquaphobia, fear of water. Another simple but effective story.

8.4/10

SCP 8160 “Athazagoraphobia: And the earth keeps spinning.” (Published 28/10/2024 by IndustryStandard)

Athazagoraphobia, fear of being forgotten or forgetting. The ending is weak, but the rest is really good.

8.5/10

SCP 8654 “Acrophobia: Up is down” (Published 25/10/2024 by LizardWizard)

Acrophobia, fear of heights. A fantastic apocalypse story. I actually read this first before reading the others in the anthology.

8.9/10

SCP 8201 “Eschatophobia: The only way out” (Published 21/10/2024 by daveyoufool)

Eschatophobia,. The only thing even close to a comedy in this anthology. It’s hilarious and incredibly well written.

9/10

**SCP 8607 “Pistanthrophobia: Lucy’s house”
(Published 26/10/2024 by Uncannyon)**

Pistanthrophobia, fear of trusting people. This is... fantastic. It’s an incredibly effective piece of horror.

9.5/10

**SCP 8066 “Phobophobia: The only thing to fear”
(Published 1/10/2024 by MontagueETC)**

Phobophobia, fear of fear. This is just masterpiece, the perfect horror story.

10/10

**SCP 8980 “Ergophobia: Without regards”
(Published 6/10/2024 by YossiPossi)**

Ergophobia, fear of work. Masterpiece. Go read it, NOW!

10/10

Every Alien movie ranked!



Surprisingly good!

Famous horror franchise. Home of the Xenomorph, one of the most famous horror creatures on the planet. In this article I'm ranking all of the movies besides 3 exceptions. Those exceptions are Alien vs Predator (Spinoff), Alien vs Predator: Requiem (Another spinoff) and Alien: Romulus (Not on any streaming service I have access to). So without further a due let's get to it.

6: Prometheus 0.8/10

Synopsis: Some 30 years before the events of Alien, scientists Elizabeth Shaw and Charlie Holloway discover a star map among the remnants of several ancient Earth cultures.

Accompanied by David 8 and hoping to discover the origins of humanity, they journey aboard the spaceship USS Prometheus and arrive on the distant planet LV-223 in the Zeta2 Reticuli system, the same region of space in which the planetoid LV-426 from Alien is found. There they discover the ancient remains of an advanced civilization, called the Engineers (apparently the same race as the dead pilot from the derelict ship in Alien), who were developing biological weapons in the form of a pathogenic mutagen which could have driven the human race extinct. The horrors they encounter result in the loss of the crew except for David and Shaw.

5: Alien³ 1/10

Synopsis: Immediately following the events of Aliens, the military ship USS Sulaco, carrying the survivors, catches fire. The occupants are ejected in an escape pod, which crash-lands on the refinery/prison planet Fiorina "Fury" 161. All on board except Ripley are killed. An alien facehugger is also aboard, and impregnates an animal with an alien, which soon begins killing inmates and wardens. Ripley discovers an alien queen is growing inside her and is determined to kill both herself and the creature before Weyland Yutani can exploit them.

4: Alien: Resurrection 2/10

Synopsis: Two hundred years after the events of Alien 3, several clones of Ripley, including the alien queen she was carrying, are grown by the military aboard the USM Auriga. The military intends to exploit the aliens, and uses humans kidnapped and delivered to them by a group of mercenaries as hosts for the queen's eggs. The

Aliens escape, and Ripley 8 (a clone mixed with Alien DNA) and the mercenaries attempt to escape and destroy the Auriga before it reaches Earth.

3: Alien: Covenant 2/10

Synopsis: Eleven years after the events of Prometheus, the colony ship USSC Covenant, carrying thousands of colonists and hundreds of human embryos in cryo-stasis, makes its way towards the planet Origae-6. The crew is awakened by a neutrino blast and intercepts a transmission sent from Shaw, which they decide to trace to an apparently habitable Engineer home world (referred to as Planet 4), devoid of all non-floral life. When several crew members are infected by the same mutagen encountered by the Prometheus crew and give birth to a new breed of Alien, the Neomorphs, the android David 8 rescues them. It is revealed that he brought Shaw to the planet, where he killed all non-floral life and began experimenting on Shaw's corpse to engineer his own breeds of Aliens. His motive to

replace human life with Aliens is made apparent, and with the birth of yet another new breed of Alien, a terraforming expert named Daniels, and the remaining crew are forced to flee from the world. After disposing of the Aliens chasing them, the crew members return to the Covenant and are put back into cryosleep by someone they believe to be their shipboard synthetic, Walter. Only when Daniels is put in her cryopod does she realize that Walter has been replaced by the identical David. With the crew, colonists, and embryos at his mercy, David contacts Weyland-Yutani back on Earth, stating that while the majority of the crew was killed in the neutrino blast, they would continue to Origae-6.

2: Alien 9/10

Synopsis: On its way back to Earth, the commercial towing vehicle Nostromo is diverted to a desolate planetoid by a cryptic signal from a derelict alien spacecraft. Inside the alien ship, the crew discovers thousands of egg-like objects. A creature, released from one of the eggs, attaches

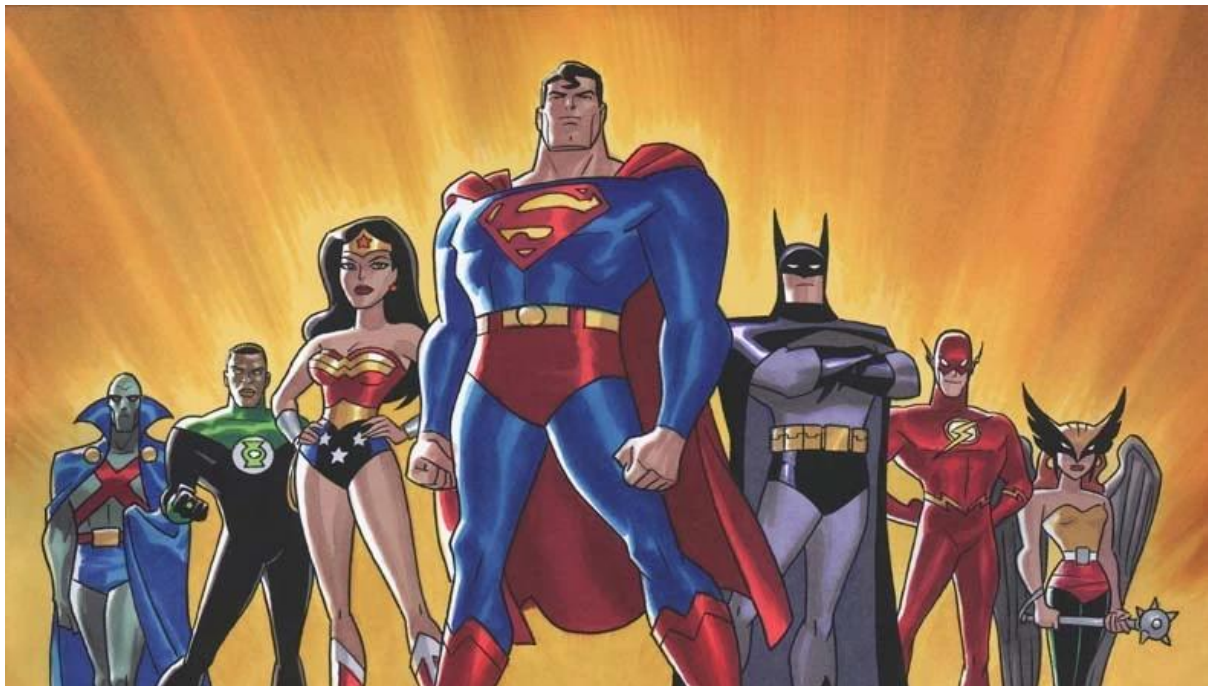
itself to a crewman's face, rendering him unconscious. The others break quarantine to return him to the Nostromo. The parasite dies and the crewman wakes up, seemingly unaffected. Soon afterwards, an alien organism bursts from his chest and grows rapidly into a large lethal creature, which the surviving crew attempt to kill. The Nostromo is destroyed in an unsuccessful attempt to kill the creature, leaving Ellen Ripley as the only survivor in the ship's lifeboat.

1: Aliens 9.3/10

Synopsis: After 57 years in hypersleep, Ripley awakens aboard a medical space station orbiting Earth. She recounts the events of the Nostromo but is disbelieved by her superiors in the Weyland Yutani corporation, which has now begun to terraform and colonise LV-426, the planetoid from the first film. When contact with the colony is lost, Ripley is persuaded to accompany a squad of marines to investigate. They discover the colonists have been wiped out after being directed by the company to secure the derelict ship reported by

Ripley. There is only one survivor, a girl named Newt. The aliens vastly outnumber and quickly overwhelm the marines, who fight for survival. Only a handful, including Ripley and Newt, escape.

My ideal justice league roster!



I LOVE DC SO MUCH!!!!!!!

The justice league is the most iconic superhero team in existence. DC's biggest heroes united under the goal of protecting humanity. They have had many members, but this is my ideal team lineup.

MAIN SEVEN

Superman

Wonder woman

Batman

A green lantern (Preferably either Hal Jordan or Jon Stewart)

A flash (Doesn't matter which)

Aquaman

Martian Manhunter

EXTENDED TEAM

Green arrow

Black canary

Hawkman

Hawkgirl

Plastic man

Zatanna

Shazam

But there are also sub teams of the JL that are also really cool, so here's my lineup for them

TEEN TITAINS (This one is pretty obvious)

Cyborg

Robin

Raven

Starfire

Beast boy

JUSTICE LEAGUE DARK

Swamp thing

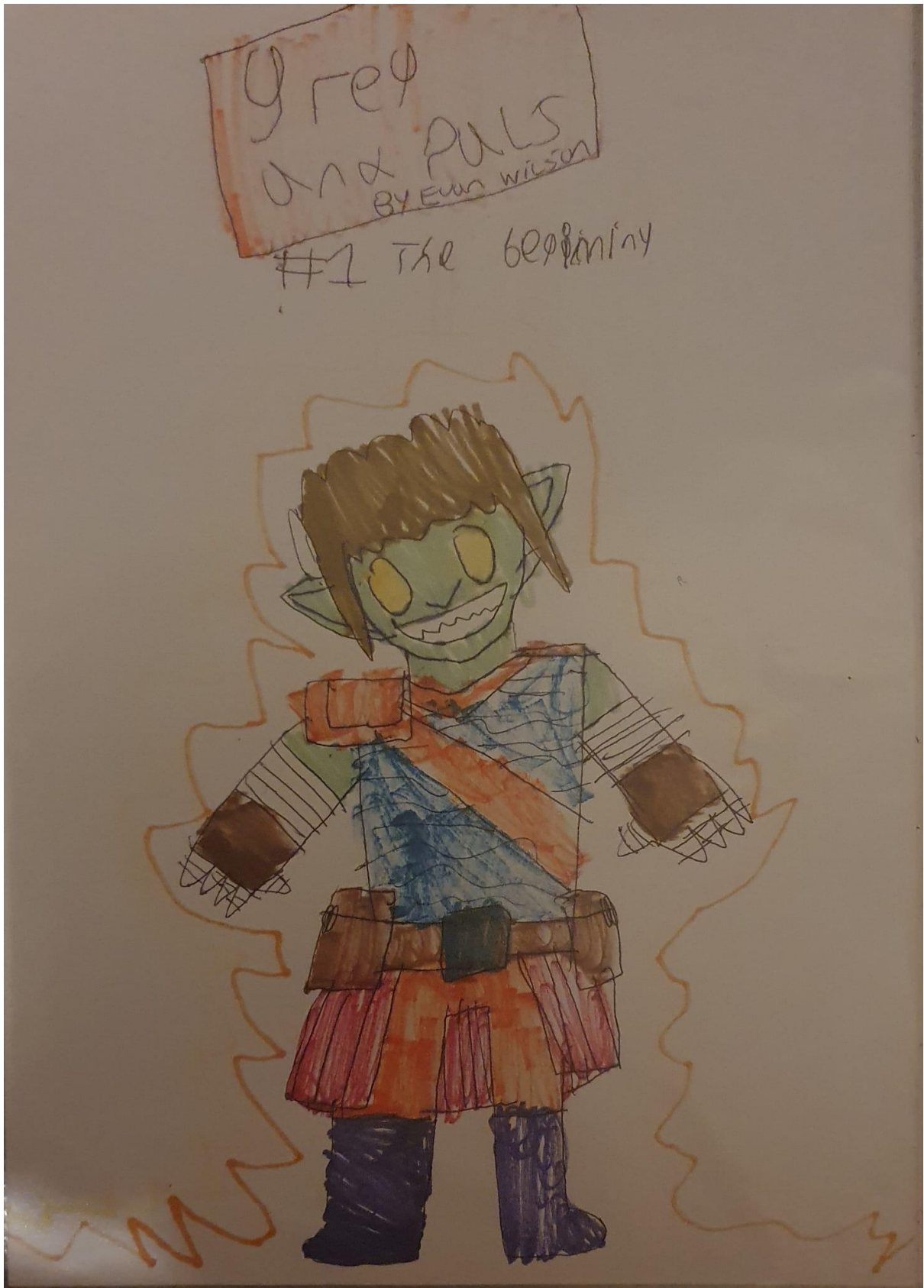
Constantine

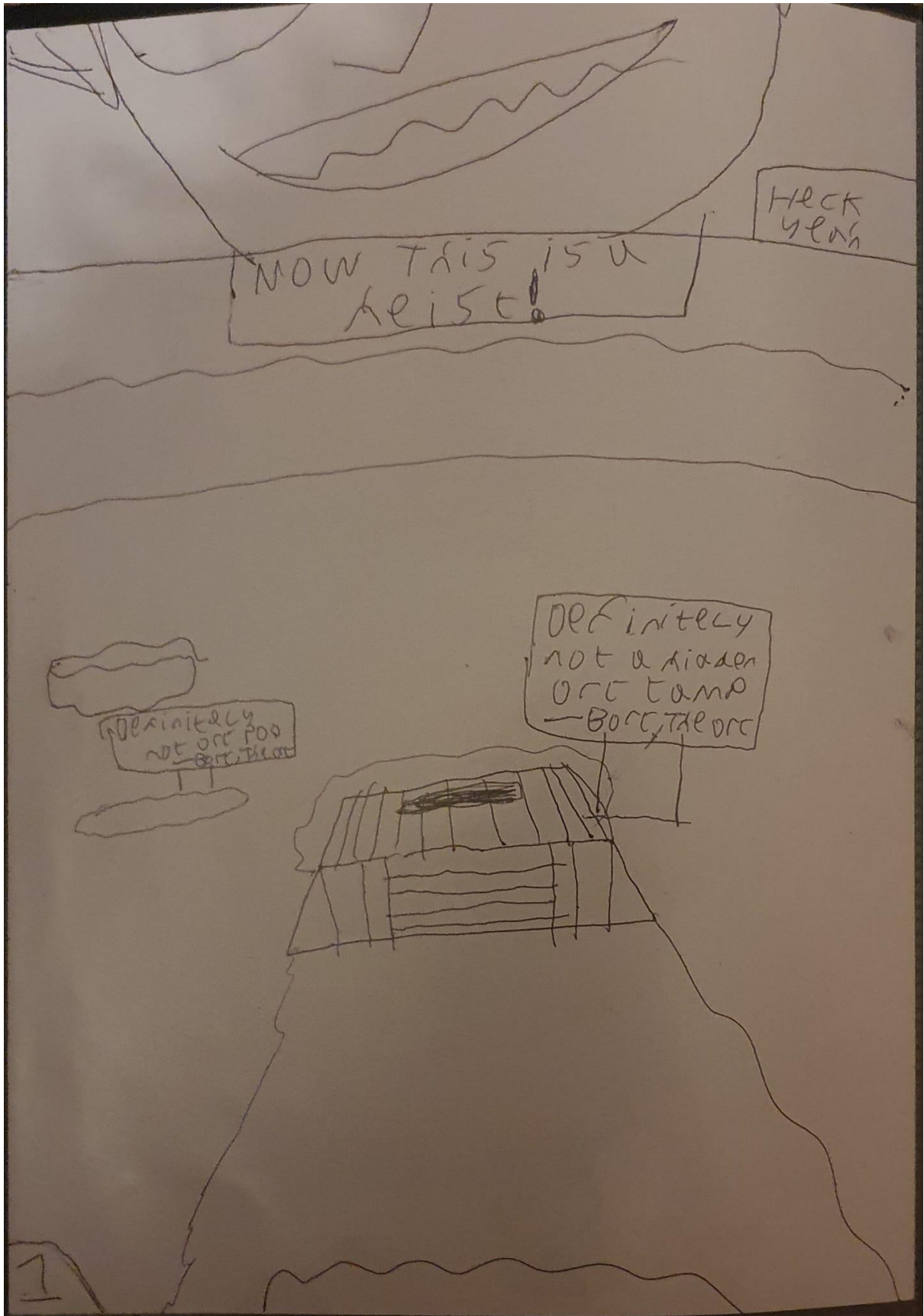
Etrigan/Jason Blood

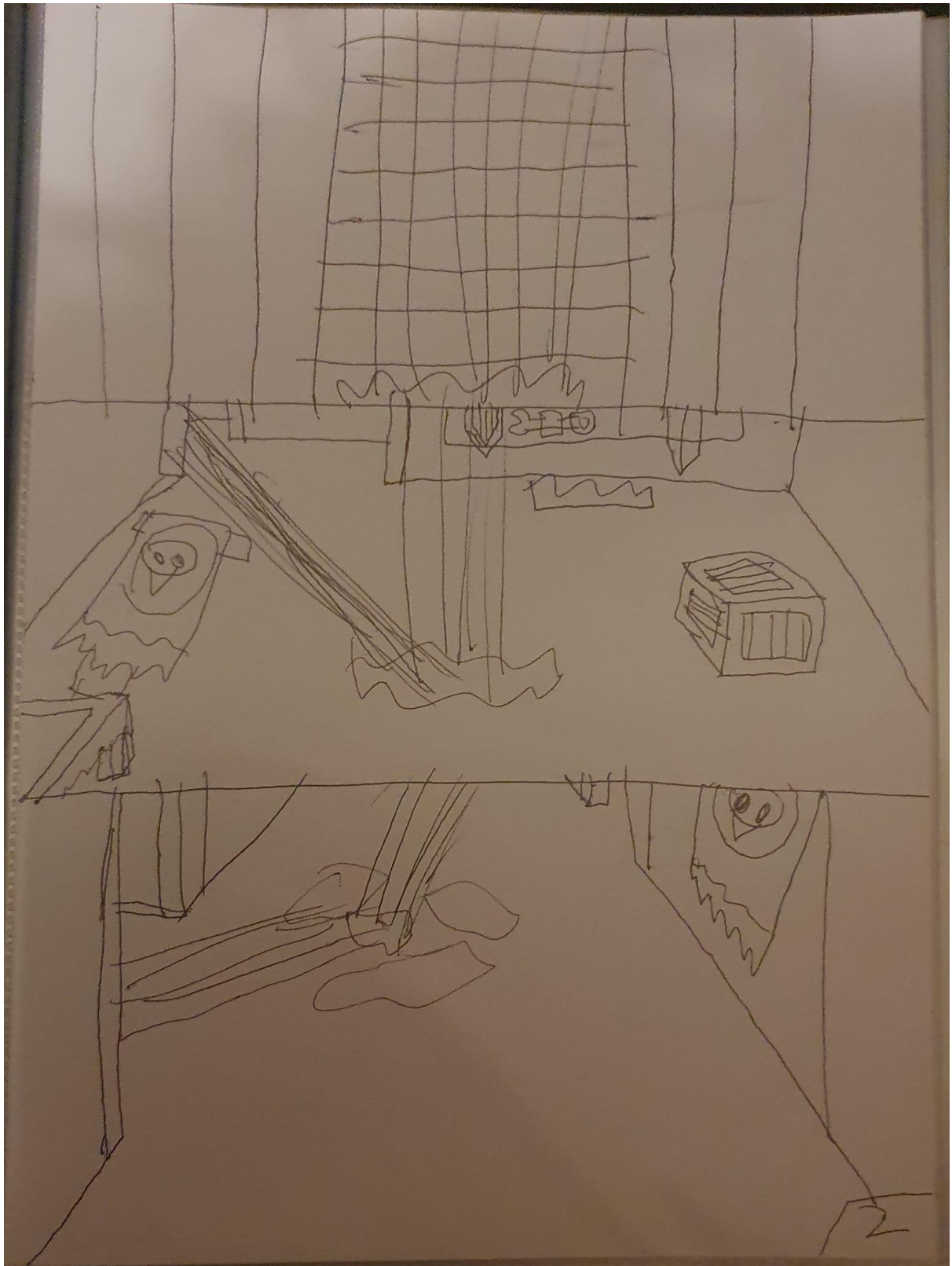
Dr fate

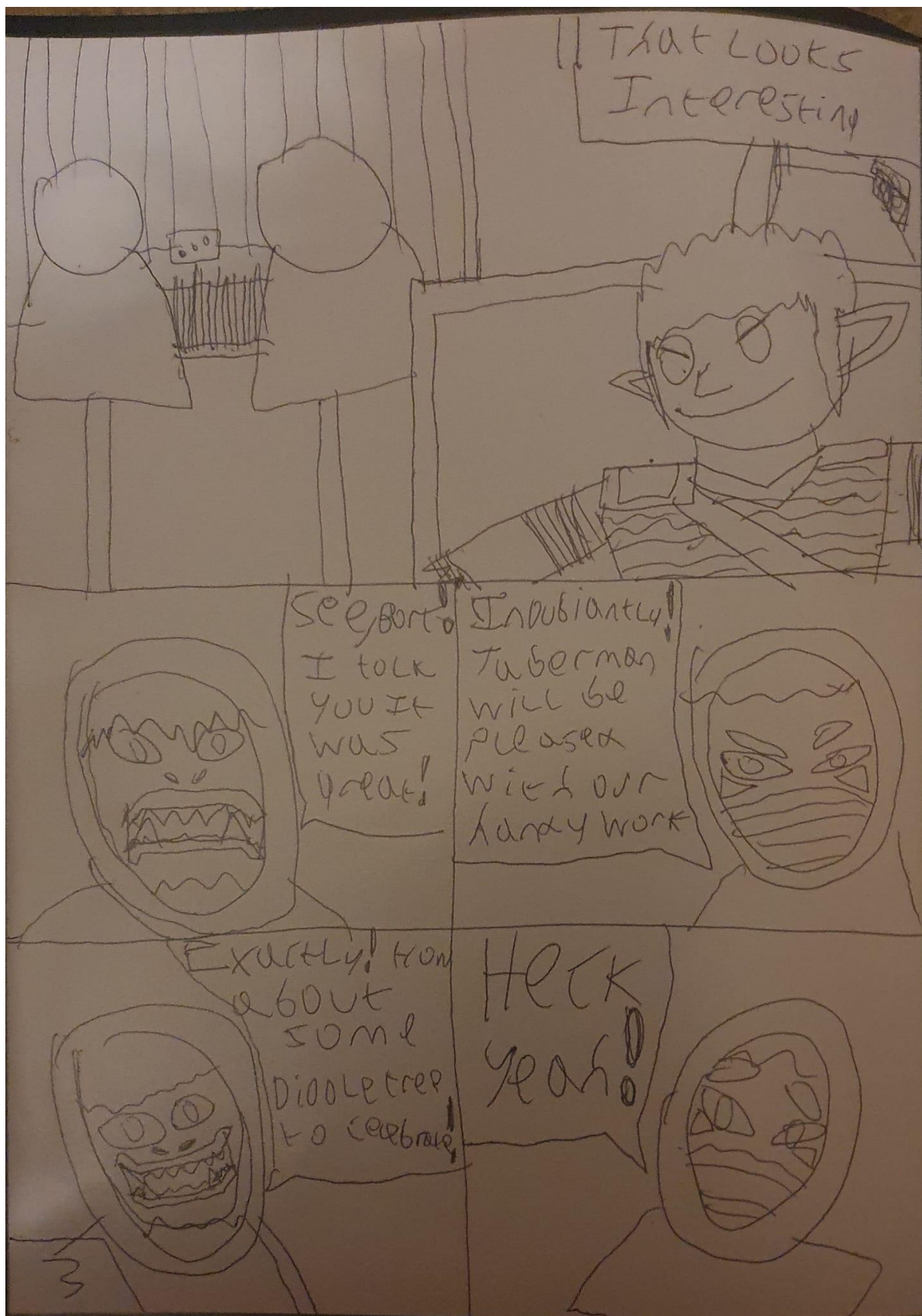
Deadman

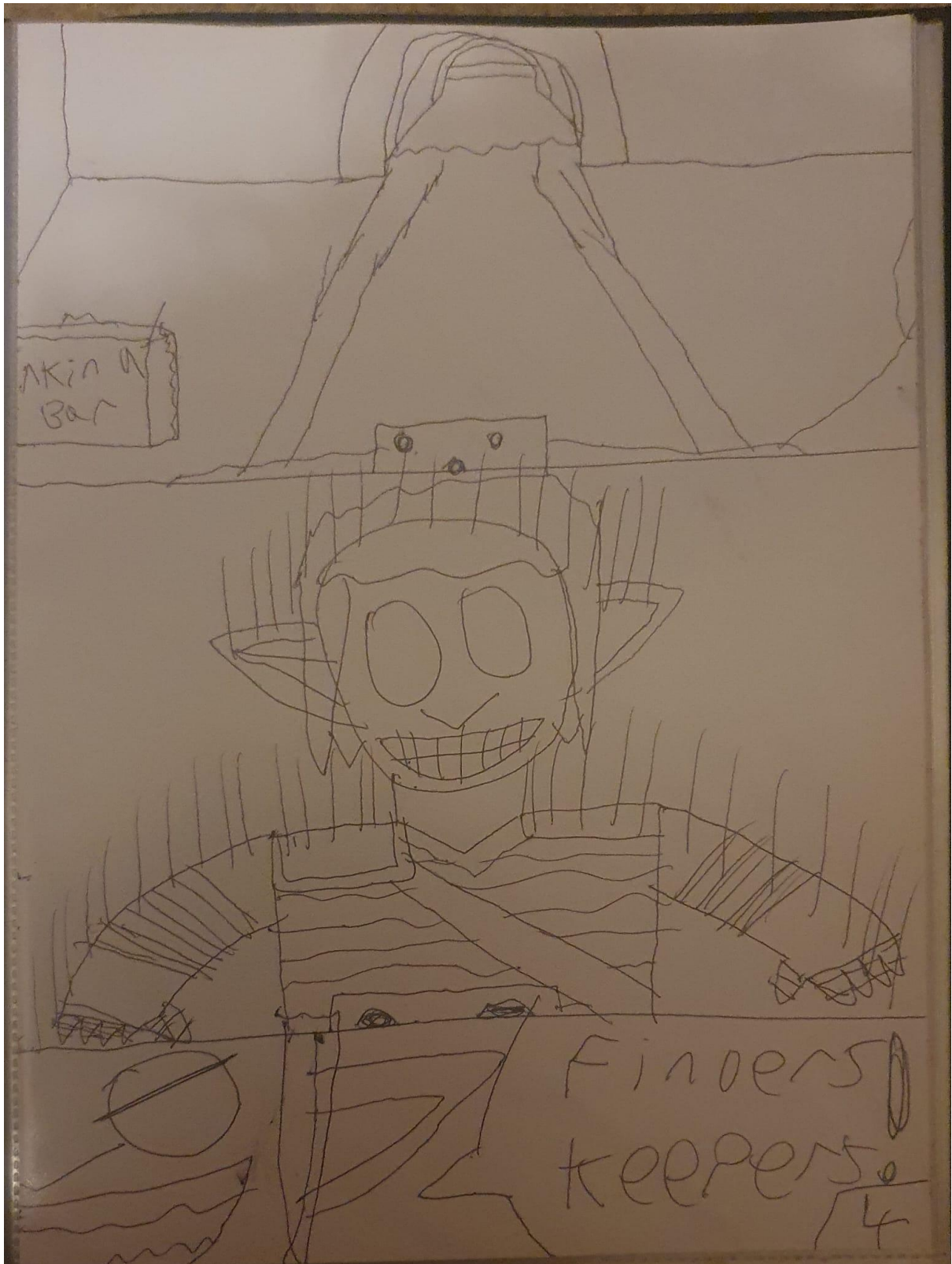
Chapter 1: The beginning

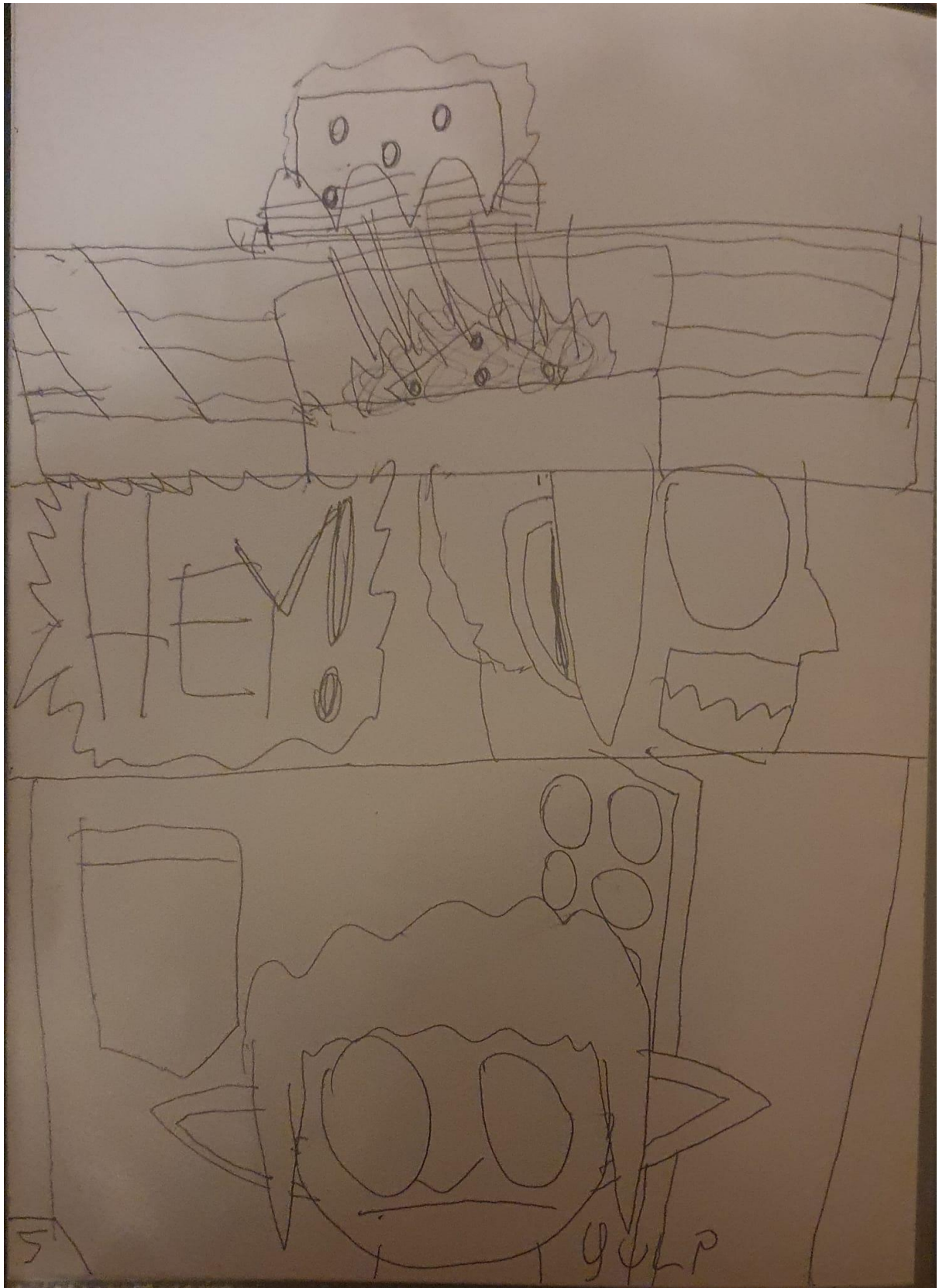


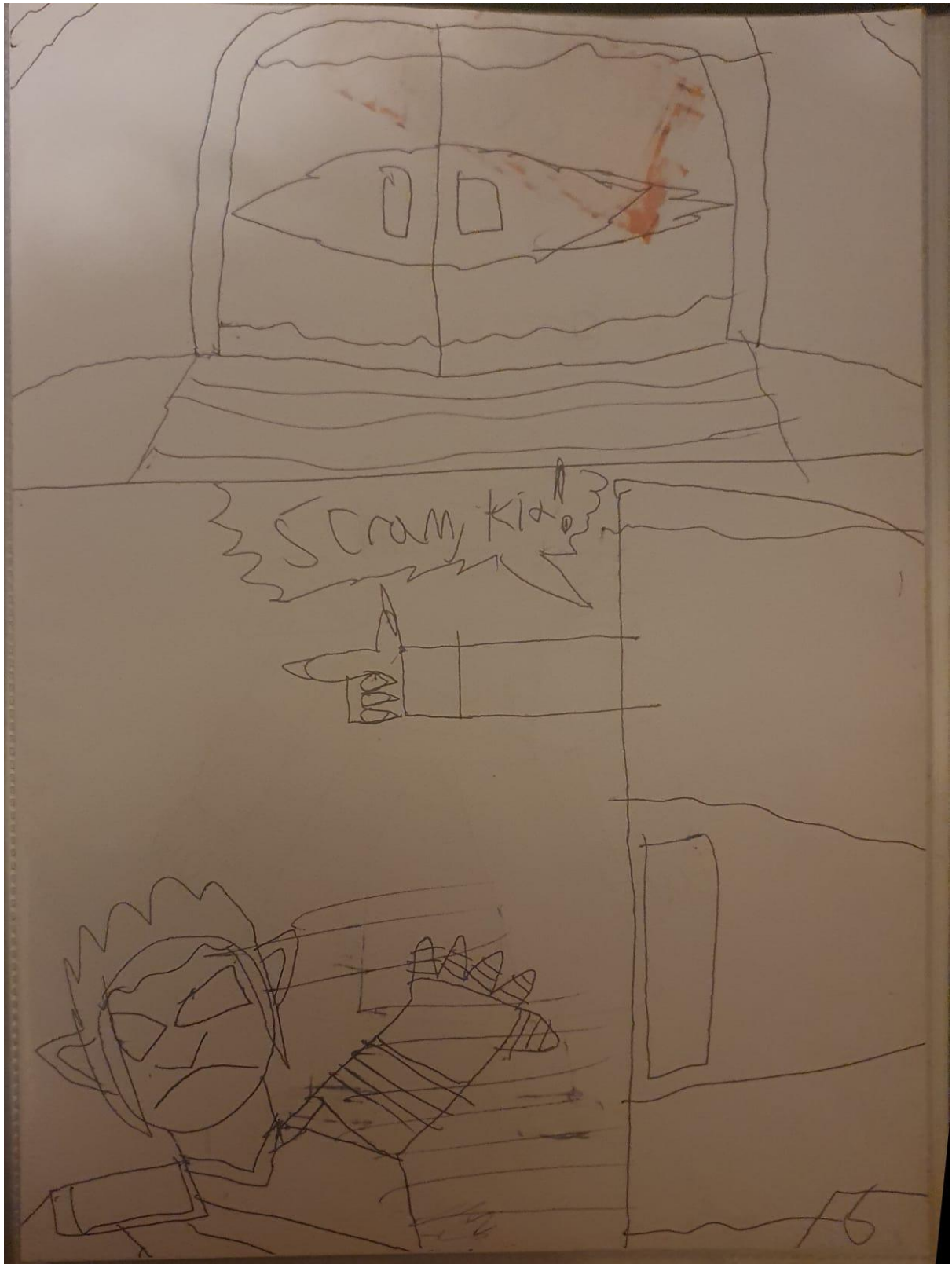


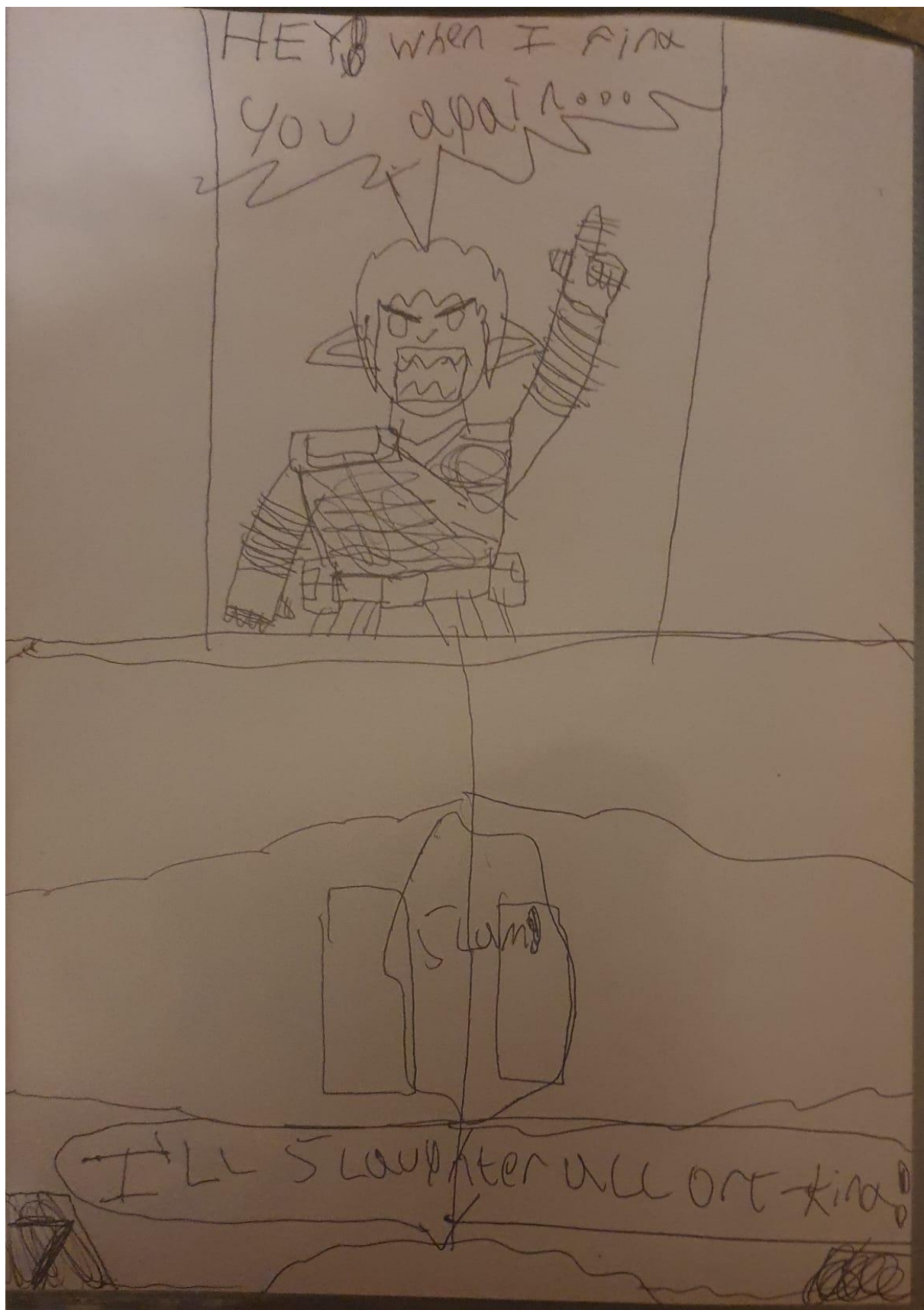


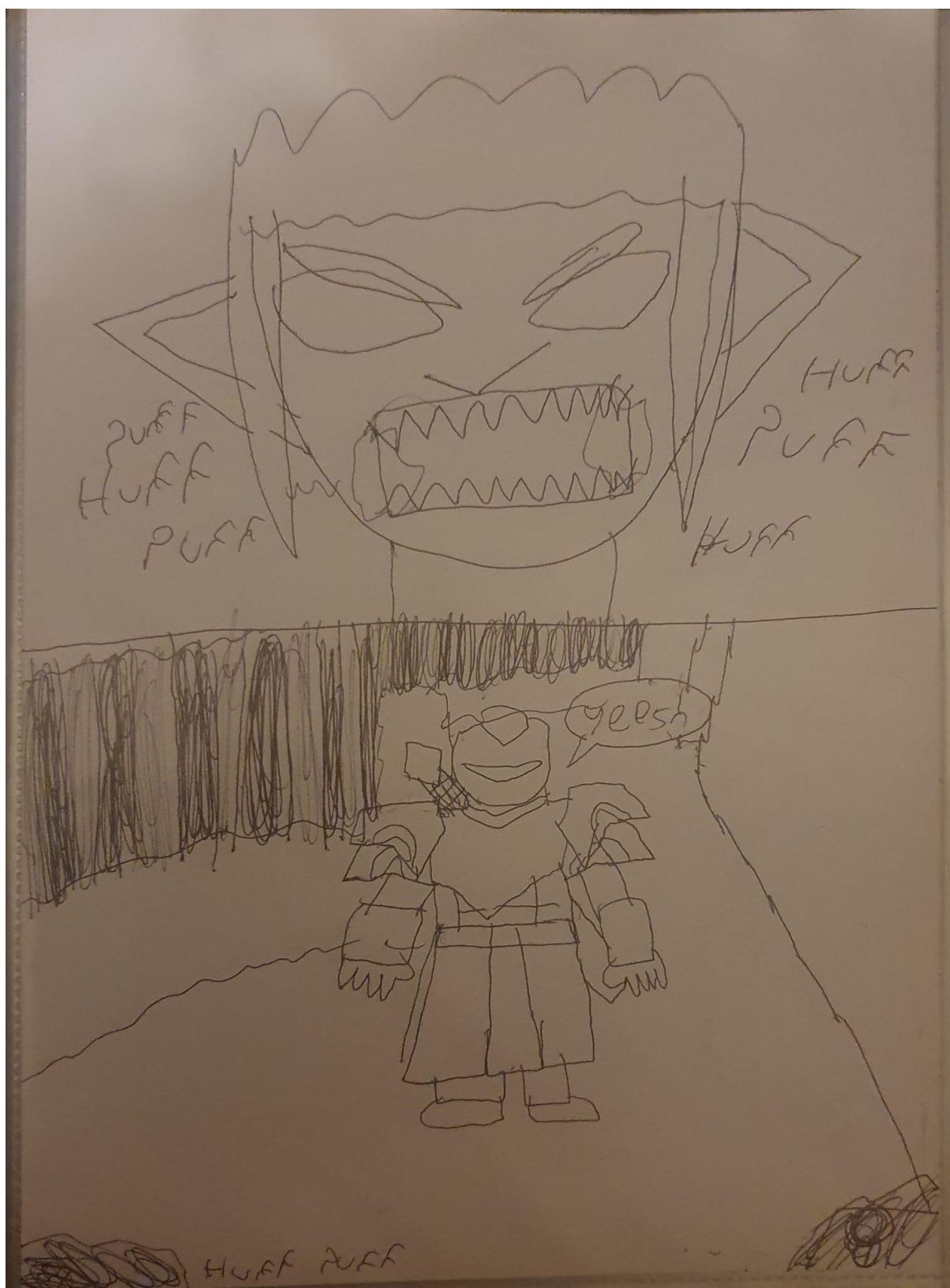












TO BE CONTINUED

Thank you for reading!

This magazine was entirely made by Euan Wilson and is all about the stuff that he's interested in.

Any comments, suggestions, or questions? Then send them to the email:

You.have.reached.the.grantik@gmail.com

NEXT TIME:



Dreadbear show timeline explained!



Every episode of Helluva Boss ranked!

AND MORE!!!