

loser magazine

Issue 8

THE
WALKING
DEAD

I rant about the walking dead!



by Euan Wilson

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Kaiju no.8 anime adaptation reviewed!



This series is fantastic.

Kaiju no.8 is a series about 32 year old Kafka Hibino, who lives in a world where kaiju's appear often and he works with the kaiju cleanup crew. After an incident with a Yoju (residual kaiju that appear after and/or with the bigger kaijus), a tiny moth like kaiju shoves itself down Kafka's throat giving him the ability to transform into a kaiju. This series follows the story of Kafka trying to become a member of the kaiju exterminators, having to hide his powers so he's not killed.

The voice acting is ok, interestingly the English dub and original sub were released simultaneously. I think this should become a common practice. 5/10 overall.

The animation is great, especially when animating Kafka's kaiju form. 7/10 overall.

The character design of the series isn't that well, adapted from the manga. Kafka's kaiju form works pretty well but otherwise, everyone was made too round and cartoony. 3/10 overall.

The environments are good, although they are mostly generic city environments. 6/10 overall.

The fight choreography is ok, not the greatest but still pretty stylish. 6/10 overall.

The writing manages to be both funny and dramatic, definitely the best aspect of the series. 8/10 overall.

In total this series gets a 35/60, would recommend to those who like funny action series.

The walking dead is very cool (In this article, I rant about the walking dead)!



This series is so good!!! Besides season 8...

The walking dead is an 11 season long series that aired on AMC between Sun, Oct 31, 2010 and Sun, Nov 20, 2022. The series is loosely based off the comic series of the same name, published by image between October 2003 – July 2019. The series follows Sheriff Deputy Rick Grimes, who wakes up from a coma to learn the world is in ruins because of the undead and must lead a group of survivors to stay alive.

The walking dead was written by Robert Kirkman (otherwise known for invincible). The tv series has many changes from the comics for instance, in the prison arc the comic rick loses his left hand. This doesn't happen in the tv version, most likely due the logistics of intense CGI being used to constantly remove Andrew Lincoln's hand from every shot he's in.

The main important cast is as follows:

Rick Grimes played by Andrew Lincoln, Daryl Dixon played by Norman Reedus, Michonne Grimes played by Danai Gurira, Carol Peletier played by Melissa McBride, Negan Smith played by Jeffrey Dean Morgan, Glenn Rhee played by Steven Yeun and Maggie Rhee played by Lauren Cohan.

The acting in this show is at sometimes hit or miss, but in general almost everyone does a great job. The villains are (mostly) entertaining but well written enough to not make you root for them.

The main cast is so loveable that you just can't help but root for them.

Some outstanding episodes are:

SPOILER ALERT

Season 9 episode 5 what comes after



In a dream state, Rick talks to his past self in the hospital room from when he was in a coma, telling him to "wake up, it's time to go". Suddenly, Rick sees a flock of birds outside transform into helicopters, and then looks down to find his abdomen covered in blood. He hears Morgan's

voice ask him "What is your wound?". His past self jokingly tells him to wake up.

Back to reality, Rick wakes up, still impaled on the rebar. With walkers closing in, Rick uses his belt to painfully lift himself off of it. He crawls himself back on his horse and barely escapes the herd.

Elsewhere, Anne's van breaks down on the road and her helicopter contact radios to see if she has the "A". She lies and confirms she does, saying they're ready for transport.

On the horse, Rick tells himself that he needs to keep the horde close to lead them away. He goes in and out of consciousness and briefly dreams up an image of Hershel's farm, the criminals' flipped car and his hospital room. He rides to an old shack and finds a tablecloth he uses as a tourniquet before passing out.

In Alexandria, Michonne spends time with Judith when Scott arrives to inform her that Maggie has arrived.

In another dream, Rick rides on horseback into Atlanta and finds Shane in their old police car. This time, he hears Lori's voice ask him "What's your wound?". Suddenly he's inside and they're back at the field on the day he was shot, eating burgers. Rick tells Shane he's looking for his family, and Shane jokes that it's technically his family and asks if he is taking care of his daughter. Rick jokingly calls him an asshole. Shane compliments him for killing him, biting Joe's throat out, and slaughtering Gareth, but then asks why he let Negan live. He encourages him to find his rage and "get it done".

Rick looks down at the burgers, which are now dust, and apologizes to Shane for what he did to him. Shane forgives him and furiously tells him to wake up, waking Rick back into reality long enough to avoid several walkers entering the shack. He barely escapes out the back and gets back on the horse.

Back in Alexandria, Maggie arrives outside Negan's cell with a crowbar before getting

stopped by Michonne. She tells Michonne that Negan should have died under that tree and Michonne asks if this is what Glenn would have wanted. "I don't know what he would want, because I never got to say goodbye", Maggie says. Michonne eventually gives her the keys to his cell and Maggie walks in. Negan chuckles at her as Maggie demands he get on his knees.

Negan taunts Maggie about killing Glenn and begs her to kill him. She opens the cell and slams him against the wall as he begs for death. Maggie yells at Negan, angrily asking him why she should kill him. He sobs and admits he wants to be reunited with his wife, Lucille. She tells him to get back to his cell because he's already worse than dead. Maggie walks outside and Michonne seems pleased she didn't kill Negan. Suddenly, Dianne comes running and tells them about the shootout at the camp.

On the road, Rick clings to life as the herd continue to follow him. He hallucinates again and this time he's back at the farm. Hershel smiles and

greet him. Rick hears Beth's voice ask "What's your wound?". Rick embraces him and apologizes for what happened to him and his family, but Hershel reminds him that Maggie is strong. Rick tells him he has to find his family but Hershel tells him he doesn't and just has to wake up.

Rick wakes up before hallucinating again. He's back in the hospital and sees a similar door, this time reading, "Don't Open, Dead Outside".

Abraham's voice asks him "What's your wound?". He walks through the door and finds a pile of dead bodies of all his friends, dead and alive. Rick walks among them until he sees Sasha. She tells him none of this is real and it's time for him to wake up. "When you put all of us together, your family, you're not going to find them because they're not lost. And you're not lost," she tells him. Rick wakes up again and is thrown off the horse at the work camp, which has been abandoned as bodies litter the campsite.

Rick uses his gun to shoot the reanimated Norris, Kathy, and another Kingdommer. The noise

attracts the herd as it tears through the camp, so he summons the strength to limp away before collapsing near the bridge. Suddenly, Daryl, Maggie, Carol, Ezekiel, and the others rush past him to kill the walkers. Michonne stops and sees Rick's wound. She reminds him she fell in love with him because he's a fighter. After killing the walkers, everyone stops to watch them. Michonne tells Rick how much she loves him and he tells her, "This isn't real." Michonne tells him it is real and kisses him before telling him to wake up and he does, now alone in front of the bridge.

The walkers approach as Rick hobbles away. He makes it across the bridge and turns around hoping to see the walkers fall through, to no avail. A walker makes its way across, and is inches away from Rick before getting shot in the head by a crossbow bolt. Rick watches as Daryl, Michonne, Maggie, and the rest arrive nearby.

Maggie and Michonne hatch a plan to divert the walkers but Rick won't allow it. He notices the dynamite on the bridge, takes aim, and says to

himself "I found them", before shooting and igniting the dynamite. The bridge ignites and explodes as Michonne and the rest can only watch in horror. Assuming Rick is dead, Michonne screams out, trying to get to him while Maggie and Carol hold her back and comfort her. Daryl weeps and then walks away.

Nearby, the helicopter arrives to pick up Anne and her supposed "A". She pulls out her gun but suddenly spots a wounded Rick on the riverbank, still alive. She quickly radios that she has a "B" but he's strong and needs help immediately. She promises it's not a trick and explains she's just trying to save a friend who once saved her. They agree to her deal and lower the helicopter. Inside, Rick wakes up hooked up to medical equipment and Anne assures him he'll be fine and that "they" will save him. The helicopter flies away into the unknown as the area below time lapses into decrepitude.

Six years later, Magna takes out two walkers before telling her group, who are fighting a herd,

to run. Luke stabs a walker as Connie is bashing a walker's head in with a rock. Kelly beats and kills a walker using a thick branch. As Connie gets up, another walker approaches her from behind, she doesn't hear it coming, due to her deafness and Yumiko tackles and kills it. She turns and kills another, which falls onto her, causing her to hit her head on a rock that's laying on the ground. Magna comes running as her and the others help Yumiko up, getting ready to take on the herd. They quickly get overwhelmed but are saved when the walkers around them get shot. Magna and her group escape into the woods to find a young girl who asks for their names. They introduce themselves and ask what her name is. The girl picks up her hat and introduces herself as Judith Grimes.

Season 6 episode 4 here's not here



In a makeshift cell within the Alexandria Safe Zone, Morgan Jones visits Owen, the wolf that he took prisoner after the skirmish earlier that day and recalls the man once saying he wanted to take everything that Morgan had. "Well, here it is," Morgan says, launching into his story. "Every last bit."

In a flashback, Morgan rants to himself in the apartment where Rick Grimes, Rick's son Carl, and Michonne Hawthorne found him. His lantern topples and starts a fire.

Now homeless, Morgan hunts walkers in the woods and burns their bodies at his campground. He sharpens long sticks and builds a stockade around the camp.

One day, while hunting, two men chase him through the woods. He kills them, stabbing one through the neck and throttling the other.

Morgan recreates his King County bunker at the campground, using walker blood to scrawl messages on the surrounding rocks and trees. "Clear," reads one; "Here's Not Here," another.

While hunting, Morgan follows the sound of a bleating goat and discovers a secluded log cabin. A man orders him to put his gun down. Morgan ignores the warning and stalks after the man, who ambushes Morgan and knocks him unconscious with a staff.

Morgan wakes up in a cell inside the cabin. "Kill me," he begs. The man introduces himself as Eastman and hands Morgan a book, *The Art of Peace*. Morgan watches Eastman run outside to kill a walker with his staff and then drag its body into the woods.

Eastman brings Tabitha, the goat, inside the house for the night and asks Morgan not to hurt her.

As days pass, Morgan remains in his cell, ranting and mumbling to himself. He watches Eastman practice martial arts with his staff outside.

Eastman finally speaks to Morgan and explains that he used to be a forensic psychiatrist. He asks what Morgan did before the fall, and what he does now. "I clear," Morgan replies. "Walkers, people, anything that gets anywhere near me, I kill them."

"That's the biggest load of horseshit I ever heard," Eastman deadpans. He explains his philosophy that humans aren't built to kill, saying he only met one evil person among the many criminals he

interviewed for his job. He then tells Morgan that the cell door has been open all along and invites Morgan to leave whenever he wants. "Or stay," Eastman offers. "Crash on the couch. And we'll try to find you another way."

Morgan opens the door and charges at Eastman. As they struggle, they knock into a piece of drywall with a child's artwork that's hanging from the wall, breaking it in two. Furious, Eastman picks up the broken artwork and leaves. Morgan returns to the cell.

That night, Eastman explains that he used Aikido to defeat Morgan. He shows Morgan a rabbit's foot and says he received a flyer for the martial art the day after his daughter gave him the rabbit's foot. He credits Aikido with improving his life.

The next morning, Eastman asks Morgan to watch Tabitha while he goes out to scavenge. In his cell, Morgan opens *The Art of Peace*. On the first page is a handwritten note, stating that a goal of Aikido is to "completely avoid killing, even the most evil

person." Then Morgan hears walkers about to attack Tabitha outside and runs to her rescue.

Morgan drags the dead walkers into the woods and discovers a cemetery with wooden grave markers. As he digs a grave for the walkers, Eastman joins him. Eastman retrieves the dead walkers' driver's licenses and etches their former names onto new grave markers.

Back at the house, Eastman gives Morgan his own staff and, over time, teaches Morgan Aikido. "It's about redirecting, evading, and actually caring about the welfare of your opponent," Eastman says. Morgan also continues his studies of The Art of Peace.

Over dinner, Morgan asks why Eastman has a cell in his cabin. Eastman tells him he once interviewed a convicted killer named Crighton Dallas Wilton, whom he recognized as a true psychopath. Eastman recommended against his parole. Wilton escaped, killed Eastman's family and then turned himself into the police. Eastman

says he built the cell with the intention of kidnapping Wilton and starving him to death. "Did you?" Morgan asks. "I have come to believe that all life is precious," Eastman replies.

Eastman suggests they go on a scavenging mission. Morgan takes Eastman to his campground to retrieve the supplies he took from the men he murdered. Sensing Morgan's trauma, Eastman orders Morgan to practice his Aikido forms. "Not here," Morgan begs, but Eastman insists.

A walker approaches the campground. Morgan readies his staff but freezes when he realizes the walker is the man he choked to death. Eastman pushes the paralyzed Morgan out of the way and kills the walker, but is bitten in the process. "That wasn't for you to do!" Morgan screams, attacking Eastman. Eastman fends off Morgan's attack.

"I said not here!" Morgan cries.

"Well, that's the thing, Morgan," Eastman replies before leaving. "Here's not here."

Morgan remains at the campground and reverts to his old ways, whittling spears and hunting walkers in the woods. He kills a walker and discovers that he's saved a young couple. Morgan moves to attack them next, but the woman slowly offers a can of food and a bullet, thanking him, and then backs away with her companion.

Morgan allows the couple to leave, then he runs back to Eastman's cabin, where he finds a walker eating Tabitha. He sombrely kills the goat and wheels the bodies to the graveyard, where Eastman is digging. Morgan spots a grave marker for Crichton Dallas Wilton. Eastman admits that he abducted Wilton from prison and starved him to death. "What I did to him, it didn't give me any peace," he says.

Back in the house, Eastman tells Morgan there's enough power, food and security to last Morgan the rest of his life, but advises Morgan against being alone. "Everything is about people, everything in this life that's worth a damn," he

says. Before dying, Eastman gives Morgan his rabbit's foot.

Morgan leaves the cabin with his staff and backpack. He walks through the graveyard, where Eastman is now buried. He reaches the railroad tracks and finds a signpost for Terminus.

Back in the present, Morgan concludes his tale, suggesting that Owen can be saved, just like he was. Owen shows Morgan a deep cut in his torso and predicts that he will die. "But if I don't, I am going to have to kill you, Morgan," he says. "I'm going to have to kill every person here." Morgan leaves, locking the door on his way out.

Then out on the street, Morgan hears Rick screaming to open the gates.

Season 3 episode 12 clear



Michonne, Rick, and Carl drive down a deserted road, they go past a sign that says "Erin, we tried for stone mountain -J" and speed past a lone hitchhiker who pleads to them to stop the car.

They approach a pileup of wrecked cars.

Michonne manoeuvres onto the shoulder and the car gets stuck in the mud. As Michonne tries to get out of the mud, walkers surround the car.

Michonne notices a walker wearing a bracelet that

says "Erin" on it. They successfully kill all walkers around the car. While Rick tries to free the wheel, Carl privately expresses reservations about Michonne. "For right now, we have the same problems, so maybe we can work on them together," Rick reasons.

They free the car just as the hitchhiker catches up to them. Ignoring the stranger's pleas, Rick orders Michonne to drive on.

Later, they enter Rick's old police station and find the weapons locker completely emptied out. Rick suggests they visit nearby bars and liquor stores, whose owners kept guns under the counters. Rick rudely questions Michonne if she has a problem with his approach, Michonne, clearly disgusted at Rick's cold personality calmly says: "No, Rick. I don't have a problem.", before handing him the only bullet found in the weapons locker.

They reach a street filled with booby traps and watch as a walker tangles itself in wire. A masked man shoots the walker from a nearby rooftop

then orders Rick and the others to drop their guns. Rick returns fire and a shootout ensues. As the man approaches Rick on the street, Carl pops out of a storefront and shoots him. The man, wearing body armour, falls unconscious: It's Morgan.

Rick and Michonne carry Morgan into his apartment and lay him down on a cot. The room is fully stocked with weapons presumably collected from the police station and surrounding areas.

Michonne and Carl begin packing up the guns as Rick searches the room. He starts to read writings scrawled all over the wall. Rick then finds a walkie talkie, and remembers that it was the same walkie-talkie that he had given Morgan to contact him every morning at dawn. This brings him back to his intentions during that time, to find his wife and son. Rick gets reminded of Lori, and looks down in pain. When he lifts his head back up, he finds a more significant writing on the wall:

"DUANE TURNED". It is then that Rick refuses to leave until Morgan wakes up.

In an adjacent room, Carl studies a hand-drawn map of the town. Morgan has scrawled the words "Burnt out" over Rick's house. Carl declares that he's going to fetch a crib from a nearby baby store. Rick allows him to go on the condition that Michonne accompanies him, which Carl does not like.

Outside, Carl tries to ditch Michonne. She chases him down and notes that he passed the baby store. "I'm getting Judith something else first," he declares.

Rick finds the gun that he had given Morgan, a rifle Morgan used to take out walkers from upstairs of his home. "I'm sorry for what you've been through," Rick says to him. Then Morgan wakes up and quietly pulls a knife stashed underneath the cot. Rick hears a bullet casing fall, and realizes that Morgan is awake. Morgan lunges at Rick and Rick defends himself by whipping Morgan with the butt of his rifle. The two struggle, as Morgan pins Rick down. "You saved my life, Morgan, you know me!" Rick screams. "I don't

know anyone anymore!" Morgan says, stabbing Rick in the shoulder. Rick throws Morgan off and points his gun at Morgan, who begs for him to shoot him.

Outside, a walker impales itself on Morgan's wooden stakes as it tries to get a caged rat.

Rick jogs Morgan's memory recalling the walkie-talkies they used to try to communicate with each other. Morgan says he tried to reach Rick, but Rick was never there.

"We kept getting pushed back deeper into the country," Rick explains. "I swear to God I didn't have a choice." Morgan recalls how Rick gave him the rifle for him to kill his undead wife. However, he was unable to kill his wife because he was too "weak". Later, Morgan ordered Duane to stay put as he searched a cellar. When he came back, he saw Jenny, his own wife, in the doorway. She was confronted by Duane, who raised his gun, but he was unable to kill her, similar to Morgan. Morgan called for Duane, and he snapped his attention to

his father as Jenny came down on him. It is then Morgan decided to finally put down his wife, but it was too late. Duane was bit and succumbed to his injuries.

"The weak people," he laments, "we have inherited the earth."

Meanwhile, Carl tries to enter a cafe but Michonne holds him back. "You can't stop me," he says. "I can't stop you," she agrees, "but you can't stop me from helping you."

Michonne and Carl roll Morgan's rat cages through the cafe's front door to draw walkers away. They sneak inside and Carl removes a framed photo from the wall. A walker grabs Carl but Michonne kills it, proving to Carl that Michonne is a valuable and useful person to the group. As Michonne and Carl make their escape, a rat suddenly appears in front of them, bringing a herd of walkers with it. They're soon surrounded by walkers, however, and the two go the other way around, shooting and slicing walkers along

the way. As Carl flips a table, he accidentally drops the photo as they make it outside.

Distraught, Carl insists on going back inside, even though all the walkers inside are banging on the door. Michonne orders him to stay put and heads around the back. Within seconds, she retrieves the photo by herself: It's a picture of Rick, Lori, and Carl. "I just thought Judith should know what her mom looked like," Carl says, thanking Michonne. However, Michonne also took a cat statue, saying "It's just too damn gorgeous."

Rick urges Morgan to join them at the prison. Morgan refuses, stating that the reason Rick needs all the guns must be because it's not safe at the prison and that he doesn't want to watch everyone die. "You will be torn apart by teeth or bullets," Morgan warns, telling Rick to take the guns.

Michonne and Carl return with the crib. Carl apologizes to Morgan for shooting him. Morgan tells Carl to "never be sorry".

Rick privately asks Carl how things fared with Michonne. "I think she might be one of us," Carl says.

As Michonne loads the trunk with guns and ammo, she tells Rick that she knows he sees dead people. "I used to talk to my dead boyfriend," she confides, "It happens."

As they drive back to the prison, they pass Morgan one last time, preparing to burn the bodies of the walkers. They eventually come across the devoured corpse of the hitchhiker. They pull over and Carl grabs his backpack, then they continue on.

Solo levelling season 1 reviewed!



They used all 12 episodes masterfully!

Animated by A-1 pictures, solo levelling follows Sung Jinwoo, the weakest hunter, and his rise to strength. The voice acting is brilliant, both the English and Japanese cast did a fantastic job, solid 8/10.

The animation is phenomenal, some of the best I've seen in a while although at times it can look a bit stiff. The clothing is definitely the best part, realistically flowing and folding around as it should, 9/10 overall.

The character designs are alright, Sung Jinwoo's is definitely the best by far. It fits his character arc perfectly, changing alongside his emotional growth. One critique I can give is that the other characters don't really look as unique but still an overall 6/10.

The environments are great, each one fitting the tone of its scene amazingly. Personally I would have preferred a bit more variety but still, solid 7/10.

The fight choreography is the best part of the season, Sung Jinwoo vs Igris was a masterpiece. 10/10.

The writing is amazing, not really funny but certainly exciting, 7/10

Overall this series gets a 47/60, certainly good but it definitely leaves room for improvement

The wardstone chronicles book series should have a game adaptation, here's my pitch!



The spooks books are great!

This series did get a film adaptation in 2014, but that movie was utterly terrible. I believe these books and their story lend themselves to the medium of video games. So here's my pitch for a dream game based off the wardstone chronicles.

THE GAMEPLAY: I think it should be an open world where you can explore and complete different missions in the world of "the county" that the books are set in. As well as the isle of mona and

Ireland. The combat should be similar in style to a classic arcade hack and slash game.

THE GRAPHICS: I believe that the game should have a visual style similar to games such as Genshin impact.

THE PLAYABLE CAST: The playable characters should be, Thomas ward (the spooks apprentice), John Gregory (the county spook, Alice Deane (the witch) and Grimalkin (the witch assassin).

HOW EACH CHARACTER SHOULD WORK:

Thomos ward should be the allrounder he can play a more defensive role, utilizing his staff and chain, or can go on the offensive using the destiny blades. Also tom should have his ability to stop time but only in combat.

John Gregory should be a more defensive and quick character, using his staff, chain and salt with iron.

Alice should be a long ranged fighter using magic, and also she should be a master of stealth.

Grimalkin should obviously be an all-out combat focused maniac, with many different types of blade attacks and even some magic abilities. Similar to Alice, Grimalkin should have a lot of stealth skills.

THE STORY: The story should follow the story of the books. This means it should start with Tom becoming the Spook's apprentice and end with the events of the Spook's revenge.

THE BOSSFIGHTS: The game should have a few different unique boss fights. For instance on the Isle of Mona, the group (Tom, John and Alice), fight Bonnie Lizzie who has been amped up by multiple different magical factors. In this fight Lizzie should try a few different tactics, mainly scratching and lightning bolts, and the player should have to swap between each member of the main group, using each to slowly push Lizzie closer to the edge of the cliff. This fight would end with a QuickTime event to kick Lizzie off the edge.

But to conclude I believe that the wardstone chronicles books should get made into an open world game with an arcade hack and slash combat system.

Epic the musical act one songs ranked!



Epic the musical is amazing! It needs to be on Broadway/the west end!

Since the final part of the act one (the underworld saga) has released here is my ranking of all the songs.

20: there are other ways



Overall rating: 6.5/10

A good song overall and a great conclusion to the Circe saga. I just think it's the weakest in the musical so far.

19: the horse and the infant



Overall rating: 7/10

A great opening number. This song perfectly portrays a big battle followed by Zeus telling Odysseus that he has to kill the infant prince. This song is the perfect intro to epic the musical, but personally it does feel slightly too short.

18: luck runs out



Overall rating: 7.1/10

This songs expertly portrays the beginning of the doubt forming in Odysseus's crew. The harmonies are amazing. This song for me is ever so slightly better than the horse and the Infant.

17: storm



Overall: 7.3/10

STOOOOOOOORRRM!!!!!! Storm!!!

Just fantastic, can't say more.

16: full speed ahead



Overall: 7.5/10

Again just fantastic, absolutely amazing.

15: no longer you



Overall rating: 8/10

THE FORESHADOWING!!!!!!!!!!!!!! Seriously, this song is literally lyrical genius, so much foreshadowing packed into 2 minutes and 50 seconds.

14: the underworld



Overall rating: 8.2/10

This song literally broke my heart, the whole “558 men who died under your command, captain! Captain! Why would you let the cyclops live when RUTHLESSNESS I MERCY!” section was literal perfection.

13: keep your friends close



Overall rating: 8.5/10

The symphony, call and response, harmonies, instrumentals, vocals and other sound effects are amazing just amazing and then the whole "KING OF ITHACA!!! DO YOU KNOW WHO I AM?" line is perfect.

12: polyphemus



Overall rating: 8.6/10

This song left me speechless. Just amazing, literally every part of it was amazing.

11: open arms



Overall rating: 8.9/10

[illegible]

10: wouldn't you like



Overall rating: 9/10

HERMES!!! Seriously, this is just fantastic, amazing, brilliant. I'm finding it hard to find actual words to describe my love for these songs XD.

9: done for



Overall rating: 9.1/10

Oh my god, the whole of the “You’ve made your one wrong move, now you're done for. I will be the one to prove that you're done for. Not even a spell saves you cause you're done for. Oh you better run or soon you will be done for.” Bit is perfect!!

8: survive



Overall rating 9.4/10

Nothing needs to be said. This song is brilliant.

7: warrior of the mind



Overall rating: 9.5/10

OMG! THIS FREAKING SONG!!! The song went viral and for good, freaking, reason! Seriously, this whole piece is a lyrical, musical and storytelling masterpiece. Athena's vocals especially, are out of this world!

6: puppeteer



Overall rating: 9.6/10

This song is the definition of a villain song! So freaking good, Eurylochus and Odysseus are fantastic characters in this song especially, and Circe is soooooo goooooooooood!!!!!!!!!!!!!!!!!!!!!!

5: my goodbye



This song truly feels like an argument between 2 close friends who have fallen out over the years and are now

Overall rating: 10/10

Truly a masterpiece in every sense of the word.

4: remember them



Overall rating: 10/10

The most bombastic song ever!!! So freaking awesome!!! Just... go listen to it

3: monster



Overall rating: 10/10

Perfection! Nothing more can be said. Its just, perfect.

2: ruthlessness



Overall rating: 11/10

You can really feel Poseidon's rage in this song,
literal perfection!

1: just a man



Overall rating: 11/10

Just perfect, won't say more, just go and listen to it right now!

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:

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Next time:



Jujutsu kaisen ended... was it good?!

AND MORE!