

THE WALKING DEAD

By Alex McCracken
Staff Reporter

Last Sunday night marked the return of my most beloved new show of last year and I was not disappointed. Not even for a minute. I love zombies, I love the American south, and I love interpersonal character drama. The second season opener had all of these things in spades.

What makes this show so interesting and unique is not just how it expertly ratchets up the tension for a scene that involves killing a corpse with a screwdriver, but then focuses on how someone would feel about it afterwards. The actors make you believe that they just took a life, undead or otherwise, and that emotional weight goes a long way in making one hell of a post-apocalyptic Atlanta.

But not all the way. They wouldn't get far without a rock steady makeup crew that also, through some heartbreaking backstage studio drama this summer, happens to work for peanuts. The Walking Dead has that crew and their zombies never fail to impress and surprise. Missing jaws, lips, cheeks, and skull bone all in various stages of decomposition are a riot and used to the fullest effect by a film crew that, due to the aforementioned studio politics, has a lot less maggot eaten razzle-dazzle to work with this year.

But it all winds up being the most fun I've had since the first couple seasons of Showtime's Dexter. If I hadn't heard a word of its production woes, I would have had no idea anything was wrong. The trick here is to see if they can keep up the great work, and that they didn't blow their budget on the fifty plus zombie mob they ran with last weekend. I'll be watching every Sunday at 10 p.m. on AMC with my fingers crossed as tightly as humanly possible, I hope you'll join me.



Haunted music hall

By Skip Allsopp
Staff Writer

Well it's that time of year again, and all of the ghosts, ghouls, and other assorted ghastly creatures of the night will be coming to a Brevard campus near you!

That's right, your own BC psychology club with assistance from the history club will be hosting a haunted house the weekend of October 30 to celebrate our most terrifyingly fun of holidays, Halloween. The featured theme of the scare house will be that of an

insane asylum, complete with strobe lights, fog machines, chains, and all the mentally unstable patients and twisted doctors you could want.

The house will open at 8 p.m. in the downstairs of Dunham and continue to frighten and entertain until 12 p.m.. Attendants should

"Be prepared to lose your minds"

go into the lobby where they will be guided in groups of three to five through the depths of the asylum.

Visitors will be treated to a delightfully

frightful walk through what can only be described as an asylum in full scale meltdown. Patients tearing themselves and the place apart, doctors gone mad and bloodcurdling screams will be commonplace.

It should be noted however that this will be a scare house, so people should expect to be legitimately scared. In light of this, the psych club has set an age 16 or older policy for admittance.

That being said, visitors should expect to be fully immersed in both the spirit of Halloween and the bedlam of an asylum gone wrong. In the words of Psychology club president Karen Howell, "Be prepared to lose your minds."