

SUNCITY SCHOOL INTERNATIONAL ACADEMIA

THE ORTUS

VOLUME 2, ISSUE 1



THE SCI-FI EDITION

THE ORTUS



OCTOBER 2021 • VOLUME 2, ISSUE 1

Published by Suncity School

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The Ortus newsletter is published by Suncity School International Academia and is a thematic quarterly publication. We publish a variety of original works that range from articles to reviews. The Ortus hopes to help students engage in well thought out dialogue and provoke critical thinking. All works of writing are freely chosen, written and edited by International Academia students. If you wish to submit a piece of work, which you feel fits the ethos of the Ortus, please contact the Ortus Editors.

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FROM THE EDITOR'S DESK

Welcome to the 2nd Volume of the Ortus. We are extremely grateful for our seniors, who started this newsletter and have gracefully handed the reigns to us, a new batch of IBDP Year 1 students. We hope to be able to maintain the high standards our seniors have left for us and deliver the same amount of enjoyment you received from their excellent work.

Without taking up any more of the valuable word count of this newsletter, I would like to introduce you to this issue's theme, **Science Fiction or Sci-Fi**. Science Fiction has definitely impacted the broader culture as a whole, not only by providing an imaginative and unique source of entertainment but also by inspiring millions of men and women to make our non-fictional society a futuristic Utopia or for the more cynical, avoid a Dystopia.

Personally, my first introduction to Sci-Fi was through Star Wars and its vast and endless lore, which I simply could not get enough of. Its Clone Wars TV series showed many like me not only the complexities of intergalactic space politics but also the horrors of war. Science Fiction as a genre has more potential to inspire, encourage and frighten than any other possible genre, which was a key reason in the selection of this topic.

In the modern scenario, Science Fiction is much more than just fiction, it is a scary glimpse into what a relatively near future looks like, bar the crazy aliens.

The technology, the geopolitical conflicts, the economic conditions, and especially the culture in modern science-fiction more than often tell some kind of hyperbolic and allegorical tale that often go unnoticed. Whether it be the vast worlds of Cyberpunk 2077 showing a dystopian authoritarian corporatocracy drawing leaping connections to the real world or Ready Player One subtly showing us the effects of excessive technological stimulation.

This edition's featured article aims to derive some meaning from that way of storytelling and force it into a non-fictional, genuine futuristic problem to show that maybe these science-fiction mediums of art aren't so hyperbolic after all.

I sincerely hope you enjoy reading this issue of the Ortus.

— Vedaant Yadav

THE BULLETIN: RESULTS SPEAK!

The session of 2020-2021 saw a year of uncertainty and anxiety for all parents and students, specifically those who were in grades X and XII. During the lockdown of 2020, the world stopped, but fortunately, the learning continued for us at Suncity School. While a majority of students of grade X in India and abroad received their results through a school-based assessment system, our students appeared for the Cambridge IGCSE examinations conducted in March 2021. Fortunately, these board exams could be conducted smoothly as we believe that examinations are the best way to assess students' learning, skills, and perhaps most importantly, mental strength.



Hence, after almost a yearlong of virtual learning, our students had to be ready to face their first high-stake examinations. All of us know that virtual learning assumes that the students maintain their high morale and aim for success with grit and determination. It was due to their hard work and perseverance that each of our four brave hearts achieved extraordinary results. Out of the four students enrolled, three received distinction in ICE group awards declared by Cambridge Assessment International Education. Out of 30 subject entries, 21 received A and A*, which is 70% of the entries. In most of all subjects, Suncity School's performance is better than the other schools as per the data released by Cambridge Assessment International Education. Aashman Sabharwal scored 6 A* and A to top the score list. I am proud of our students' exceptional achievements and wish them the best for their future.

— *Shilpa B. Suchdev, IGCSE Coordinator*

Suncity International Academia opted for the exam route for its IBDP students during the survey conducted by International Baccalaureate (IB) in the beginning of 2021. However, the rampant increase in the number of corona (COVID-19) cases during April 2021 forced IB to resort to a non-examination route for all DP schools within India. Our students received a set-back with this decision. As per IB, the decision was based on compassion and fairness for the difficult circumstances that its students and educators had been experiencing. Despite all odds, IBDP students of Suncity International Academia secured a 100% result for IBDP May 2021 examinations. The top scorers were Arnauv Gilotra with 41/45 and Palak Arora with 40/45 and the average score for cohort was 35/45. This was indeed commendable, considering the challenges that our students had undergone since the outbreak of pandemic in early 2020. I would also like to acknowledge the relentless effort put in by Suncity International Academia educators to ensure that our students had constant support during the revision of the syllabi and subsequent development of skills sets for them to be able to be prepared for the written examinations and for the completion of subject specific Internal Assessments irrespective of whether they were at home or at school. Finally, I would wish best of luck to all our DP graduates for their life at college and subsequent career.



— *Vivek Mandal, IBDP Coordinator*

THE BULLETIN

IBDP CAS Project

The CAS project is a collaborative effort done by students to engage in one or more of the CAS strands (Creativity, Activity, Service). IBDP year 2 has the 'Let it Grow' initiative, managed by a quartet of students, Muktee Tolani, Sarina Chadha, Catalina Palacio and Ananya Prabhakar.

The primary objective of this project is to plant trees and clean garbage for a better, greener environment in Delhi, NCR. Their lesser objective is to spread awareness on the issue of continuing pollutants and their deadly effect while suggesting ways to reduce our carbon footprint.



The 'Let it Grow' initiative also maintains an Instagram page which is @letitgrow.initiative. The success of the project has led them as recently as in August to partner up with an NGO under the name 'one step towards peace' which is a massive step in achieving their goal.

SMUN Intra MUN 2021

Model United Nations is an academic simulation of the United Nations wherein students roleplay as delegates and try to resolve real-world conflicts and issues. IA had a huge involvement in the annual Intra-MUN at Suncity, with Vedaant Yadav as the Deputy Secretary-General, Muktee Tolani as the Vice-chair in the United Nations General Assembly and Swaraj Tolani in the Historic Security Council who managed to win a special mention.

IA Testimonials

IB at Suncity is unique due to Vivek Sir's keen insistence on having the student experience journey, "real IB journey" which is free from the shortcuts and other haircuts implemented by other IB schools in the region. This insistence is truly appreciated by the students and parents as it aids holistic development. During the trying times of the pandemic, the IB faculty delivered top-quality education even though they were trying to settle into the concept of "Zoom School." STEM subjects are taught with passion and love with a key focus of practical activities that instill the concepts into the student's brain while humanities subjects are taught with empowering zeal with the aid of fun and appropriate case studies to aid understanding. Languages are taught beautifully to truly engage all the senses of the student to imagine and perceive the written and spoken. No stone is left unturned to make students ever ready for the real world and university.

— Arnauv Gilotra, IBDP Alumni, currently pursuing a Bachelor in Engineering at the University of Toronto



THE TERRIFYING FUTURE OF WARFARE

How a Country was crippled by Cyber Warfare Unit "Sandworm"



VEDAANT YADAV

The Terrifying Future of Warfare

How a Country was crippled by Cyber Warfare Unit “Sandworm”

Vedaant Yadav

Every century sees the rise and fall of a different type of warfare. The world has evolved from siege warfare to trench warfare and most prominently, proxy warfare. To most, it seems like decades of globalization and relative de-escalation has led to the elimination of a vast majority of the war, but the fall of direct conflict has only led to the rise of another deadlier and indiscriminate method of war, straight out of science fiction, cyberwarfare.

It may seem like it’s far away, but the reality is that, unlike conventional warfare, most of us will never see it coming and to date have not held anyone accountable for it. Anybody could drone on about its technical or geopolitical aspects for hours and hours without much impact on any reader, so this article attempts to focus on one instance of cyberwarfare that absolutely terrified me. This is the story of NotPetya, the malware that decimated a country.

Ukraine and Russia have been in a war-like state for almost 7 years now, all over the disputed territory of Crimea. Most do not benefit from a war-like situation, especially in the modern context, but one group that most definitely relishes every moment of the crisis is the elite and secretive Russian GRU Unit

74455, known to most as Sandworm. The Kremlin’s cyberwar unit has used the conflict as a virtual nuclear testing site, launching attacks that could only be seen as the equivalent of dropping a nuclear bomb in our age. Sandworm was responsible for the 2016 attacks on the Ukrainian power grid, closing down electricity in over 230,000 connections for over three hours. This was however only the warmup to the most devastating cyberattack ever seen on this planet.

On the morning of 27th June 2017, 90% of the countries’ domestic companies booted up their computers to be greeted by an ordinary update for their accounting software, MeDoc, most of them only annoyed by the timing of the update, proceeded to install it oblivious of what was coming next. One of these companies was Ukraine’s largest bank, Oschadbank. In a matter of minutes, one by one every single computer in the bank’s national headquarter’s screen went black. The red text started appearing in the vast sea of black screens as employees stared in shock.

“Oops, your important files are encrypted”, as the employees anxiously read the rest, it became clear that the attack was ransomware, forcing the company to pay up bitcoin in order to decrypt the files. Some desperate executives did so, only to find out that this was no ordinary ransomware, no files would be returned, there was no way out, no antidote to the virus. The files were gone forever.

Oleksii Yasinsky sat in his office, expecting a light day with most of his employees at the

ISSP, Ukraine's top cybersecurity firm, on vacation, in order to take maximum advantage of the long weekend before Ukraine's Constitution Day, a national holiday. His calm morning was interrupted by what effectively felt like the end of the world, pandemonium broke loose as phones in his office started ringing at once, his inbox flooded and his mobile phone was ready to explode. All over Ukraine, the ransomware seen inside Oschadbank was ravaging networks as soon as it could get its hands on it. It took exactly 45 seconds to destroy all of Oschadbank's computers, not only inside its headquarters where the accounting software was installed but every branch that was connected to its network. It took 16 seconds to destroy a company responsible for a large portion of Ukraine's transit hubs and fully took down the energy company they targeted in 2016. Oleksii could only tell everyone one thing, shut it all down. By the time they did that, in almost every case it was already too late. Most user files were wiped and system files were encrypted (partial decryption was only achieved in October of that year) and NotPetya found and infected any other computer accessible on the network, whether it was local or remote.

The onslaught continued. By afternoon, 4 Hospitals in Kiev had been crippled, 22 Ukrainian banks were down, ATMs and POS Machines around the country were no longer functional and almost every single federal ministry was wiped. The radiation monitoring system at the infamous Chernobyl Power Plant was offline, both of the international airports in Kiev, almost all ISPs and telecom companies, the national

postal service, the national bank, the metro service, 3 of the most popular TV channels, petrol and gas companies, and the Ukrainian railways also found themselves facing a similar fate. When ISSP's CEO attempted to fill his car with gas to go back home, he found out that the station's credit card machine had been taken out and the ATM faced a similar fate as well. Over 1500 companies reported that they were hit, and most took more than a week to recover. Oschadbank was only functional again by the 3rd of July, 7 days after the attack.

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Fiction to Function: Imagine it and Viola

How Science Fiction has shaped our
World

Aaryan S. Chadha

‘Set the phasers to stun’, ‘May the force be with you’ and ‘Crucio!’ are some of the most common science-fiction and fantasy phrases we all have heard from the worlds of Star Trek, Star Wars, and Harry Potter respectively. Today, we may think of photon-beam emitting guns, lightsabers, and magic wands as ‘science-fiction and things that could never possibly become reality, but common items we use today once were figments of imagination in popular science fiction comics, movies, and shows.

Voice assistants and ‘talking computers’ are popular examples. The film ‘2001: A Space Odyssey’, which was released in 1968, gave the public exposure to the concept of communication between a machine and a human being. Similarly, in 2011, Apple released Siri, the world’s most popular virtual voice assistant. More virtual assistants like Alexa, Cortana, and Google Home have since been introduced to the market that can all do things like order items online, control the electronics in our home, play music, tell us jokes and do a plethora of amazing and sometimes, eerie tasks. Thankfully, they can’t turn into deadly assassins, like in the movie, at least not yet.

Another famous instance is the invention of

the defibrillator which was first seen in ‘Frankenstein’ a movie released in 1931 where a similar device was used to reanimate dead flesh. Later on, In 1947, Dr Claude Beck used a self-made homemade defibrillator to save the life of a teenage patient. By the 1950s, it had become a patient resuscitation machine in hospitals worldwide. Once a fictional and amusing scene in a movie and now, a medical marvel that has saved hundreds of thousands of lives. The iPad, released in 2010, a device we all use and love, was first seen in the form of PADDs; digital notepads and tablets used by the crew of Captain Piccard to gather information and write reports 30 years before the invention of Apple’s iPad Phones are yet another invention credited to the magnificent world of Star Trek, and one without which our lives seem incomplete. The first-ever flip phone called the ‘StarTac’ (coincidence? I think not) was based on the communicator used by Captain Kirk’s crew to contact the Enterprise from distant planets.



If you are like me, you probably hate cleaning and vacuuming and owe a tremendous amount of gratitude to the Roomba. Well, you guessed it, another invention based on science fiction. Vacuuming robots first appeared on ‘The Jetsons’ an animated US TV series that kicked off in 1962 and featured the first automatic vacuum cleaner, a miniature, cute robot that was very eager to clean the floor. Devices like the Roomba have been available for mass purchase since the late 1990s and have made the lives of so many people so much simpler. Another great invention inspired by ‘The Jetsons’ is video calling, a technology we now use every day to learn and communicate with everyone we know and love was inspired by a 1960’s animated cartoon show, think of that the next time you log on to Microsoft Teams.

Moving onto a more delicious aspect of sci-fi, if you are a ‘Trekkie’ like me, there have been moments you wished you had a replicator to make you that mouth-watering Dominos pizza or KFC Krusher you have been craving. That’s right the replicator was a device that could instantly rearrange subatomic particles and recreate everyone’s favourite food and drinks. Well, we may not be quite there, but 3D printing technology has brought us a lot closer, we can now use our phones to give commands to create synthetic organs or components that go in the International Space Station. Speaking of the ISS, that’s right, space stations were inspired by the novella, ‘The Brick Moon’ by Everett Hale, published in 1869, it featured ‘a river-powered flywheel to sling a skyscraper-size brick sphere stuffed with people into orbit.’ and in 1971, the USSR launched a 65-foot

long cylinder, the seminal space station into orbit. TASERS, which are powerful devices capable of electrocuting a fully-grown elephant and used mainly by law enforcement to incapacitate suspects were inspired and named by NASA engineer Jack Cover after a 1911 novel called ‘Tom Swift and His Electric Rifle’ which talks about a boy inventor whose blaster stuns targets with “a powerful current of stored electricity.” Hopefully, none of our lives has been impacted by this one.

If all these time-saving, awe-inspiring, and even life-saving instruments were once thought of as ‘just fiction’ or impossible to create, we would not live in a world even remotely resembling the one we inhabit now. So who’s to say that we can never create a Warp drive, a cloak of invisibility, flying cars, the arc reactor, or maybe even the flux capacitor. Science fiction teaches us that we must never stop dreaming and that the only limit to the progress of humanity is our imagination. Utter this to your parents the next time they tell you to turn off your Avengers movies marathon and to go study

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Sci-Fi QUIZ!

- 1) Who was originally supposed to be the main character for the Matrix 4?
 - a. Michael B Jordan
 - b. Dev Patel
 - c. Daniel Craig
 - d. Eddie Norton
- 2) What is “the doctor’s” time machine called in the show “Dr Who”?
 - a. SNBN
 - b. Overdrive
 - c. TARDIS
 - d. WABAC
- 3) Which of these popular sci-fi movie franchises has the most films?
 - a. Star Wars
 - b. Star Trek
 - c. Battlestar Galactica
 - d. Jurassic Park
- 4) What is the virus released in resident evil called?
 - a. T virus
 - b. K- virus
 - c. MEV-1
 - d. RE-contagion
- 5) What is the name of the conspiring computer in 2001 space odyssey?
 - a. MYCLON 901
 - b. ODYSSEY 1002
 - c. BYRON 3000
 - d. HAL 9000
- 6) What is the doctor’s home planet in “doctor who”?
 - a. Tatooine
 - b. Gallifrey
 - c. Raxacoricofallapatorius
 - d. Alderaan
- 7) What is the answer to life according to the novel “the hitchhiker’s guide to the galaxy”?
 - a. 49
 - b. 42
 - c. Life is bad
 - d. Suicide
- 8) What is a jedi in training called?
 - a. Padawan
 - b. Recruit
 - c. Azure
 - d. Ranger
- 9) What is the color of the pill Neo chose in the matrix?
 - a. Red
 - b. Blue
 - c. White
 - d. Green

Answers
1.A
2.C
3.B
4.A
5.D
6.B
7.B
8.A
9.A

All about Steampunk

An Introduction to the Steampunk Subgenre

Ananya Vijn

Suspend your disbelief ye who enter here.

Leave your worldly woes behind, and imagine a world full of mystery, futuristic antiquity, invention, and adventure-such is the world of steampunk. The term steampunk emerged in the 80s, as a play on cyberpunk. This subculture of science fiction is heavily inspired by the Industrial Revolution, particularly steam-powered machines. It also draws influence from Victorian fashion and culture. It was first used by KW Jeter to describe his book “Morlock night”, a tale of time travel. He intended it as a play on the word cyberpunk.

Though steampunk isn't a mainstream aesthetic, it has been popularised over the years through cinema and literature. It has however been a mainstream genre in Japanese manga and anime since the 1940s.

Much like dark academia and cottagecore, Steampunk has also become a popular fashion aesthetic, and perhaps the precursor to the aforementioned. This aesthetic features floor-length skirts, drawing inspiration from Victorian fashion, the American Civil War, and the Belle Epoque in France. Top hats and goggles are also a common feature, as well as hardware-inspired jewellery. A defining feature of Steampunk fashion is the juxtaposition of the old with the new-vintage fashion, such as corsets and bodices and futuristic accessories.

Steamer outfits feature a lot of metallic accents, either through buckles, jewellery, buttons, belts, chains, clocks, or gears. Copper, Brass and subdued metallics are a big part of steampunk- the more you look like you're cosplaying C-3PO, the better! The intention is to create a feeling of ultramodern antiquity.

The reason for these metallic, hardware-chic accessories is the influence steampunk draws from the Industrial Revolution. Steampunk has been used to explore alternate universes and timelines, that draw inspiration from our world but have fantastical elements. These alternate universes also serve to provide socio-political commentary and feature satire. An example of this is *Mortal Engines*, which studies class privilege, and is a commentary on Darwinism.

To incorporate elements of steampunk into your wardrobe, start small- wear tarnished accessories made of bronze or brass and lean towards darker fall tones. Chunky boots, maxi skirts and Victorian-inspired blouses are also great ways to embrace this aesthetic.



The Future

Victims of War only know about Peace

Niharika Guleria

Set in the twenty-third century, this is the story of a helpless mother protecting her daughter. Raylie is the definition of 'the Aryan face' and she takes full pride in it, she falls in love with a Malaysian though. She, for a long time, is blindly in love. Raylie is in a world where economies have collapsed, the Asians and Africans have taken over most of the world with the help of extra-terrestrial forests and their advanced technology, each country captured, in just a few hours.

Raylie sat, crouched in the corner of the alley, the disgustingly toxic dustbins covering her, and her daughter's body, largely from the danger of the intruder finding them. Her daughter had fallen asleep a while ago. It was quite late at night but the city roared with the sounds of clashing weapons Raylie might have never even seen a picture or even heard of.

Although she tried, Raylie couldn't stop herself from shedding her tears. They slowly fell on her palm, as if she was counting her sorrows. She remembered how she would make fun of her friends for not looking like her. Her blonde hair and white face with a pair of crystal blue eyes made her one of the only in her village with 'the face'. Which Raylie did. She pitied herself for thinking in such a manner, not because she believed that she was any less now, but because she never

knew that everything would change.

The Asian and African majority had taken over most of Europe and South America. North America had its freedom for now but not security. The most powerful of men and the most powerful of countries had surrendered to the extra-terrestrial. They were referred to as the 'extra-terrestrial' because many believed that people from outer space were helping them extensively in taking over the Earth. Some believed that these extra-terrestrials were themselves, the intruders from space. Whatever the truth was from the infinite possibilities, there was one thing for sure, there was no way possible for any country in Asia or Africa to be so technologically advanced to take over civilisations in a matter of hours.

Raylie remembered that people used to discuss theories on how World War III might last for only a few days, or maybe even a few hours. To some extent, they were right.

Europe had been taken over long before people even knew. When the number of products being imported to Germany increased and most companies closed down due to bankruptcy, many sensed something was wrong. News channels even covered it in headlines for a couple of days.

But nothing more came after that. They were perhaps being controlled, like everything and everyone who was successful.

When Raylie came to know that her husband was missing, she soon started to revisit her memories, paying attention to every detail

possible. She remembered how he had started to come home less, how he spent most of the year in Singapore, handling business. Her husband was Malaysian, she had met him through an online dating site, they talked for a year. They met for the first time in Berlin, where she found out his ethnicity. She was too in love with him then to be bothered by that.

“Come over, I’ve detected something!” Raylie came back to her senses as she heard a man shout. His heavily Arabic accent made Raylie wary of her surroundings. She heard the sound of the fly boots approaching her, they sounded like a washing machine, very loud, making Raylie aware that they were old. Raylie crouched even further trying to camouflage in between the huge black dustbins. “as probably a false claim” another voice spoke. After a few minutes, the intruders left. Her surroundings were quieter now, Raylie decided to wake her daughter.

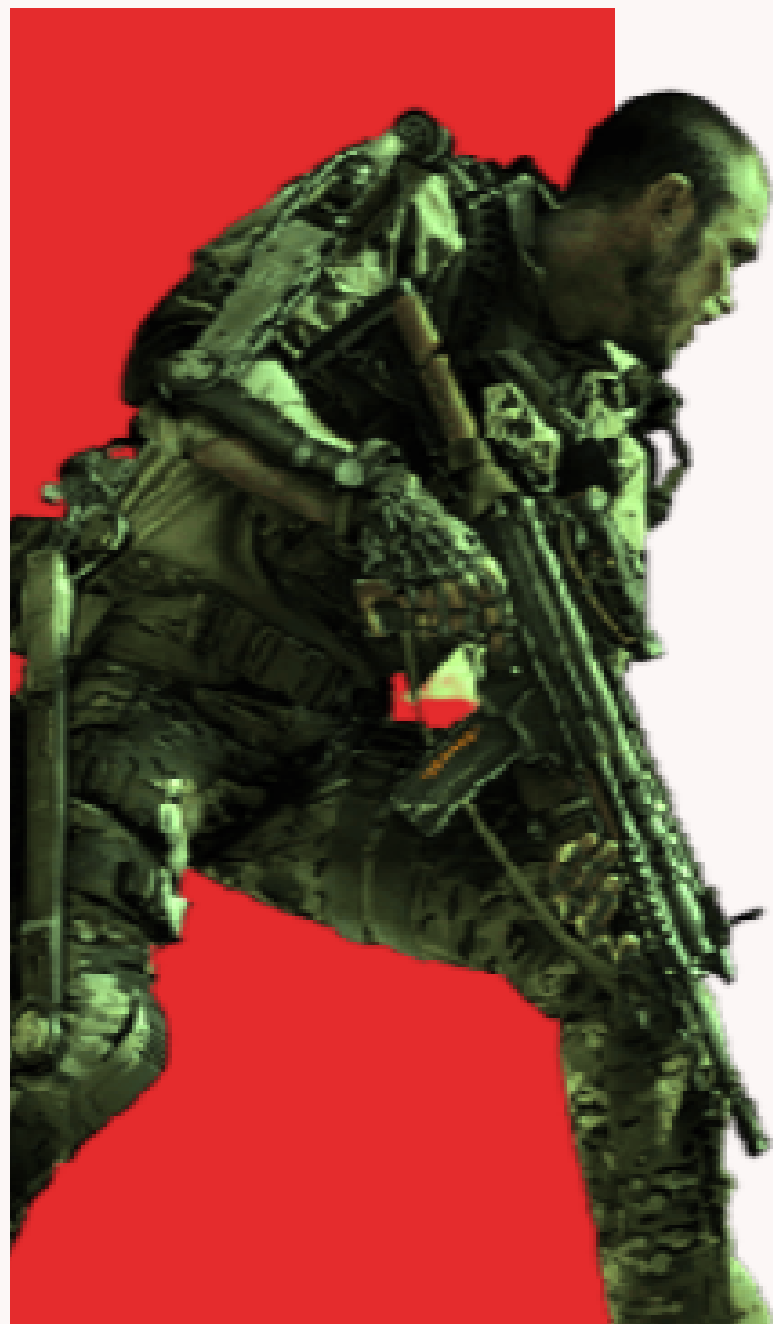
As the two slowly and carefully pushed the bins to the side, they discovered a horrifying scene. Raylie quickly covered her daughter’s eyes. What stood before them were the dead. Hundreds of them. Raylie had been hiding in that bin for a couple of hours, every time she heard the sound of something being dumped, she didn’t think much of it.

Bodies lay in front of her, all of them seemingly in a silent sleep. There was no blood on them, their clothes were intact as well. Their brains had been shot hollow. Laser guns made it possible for organs to blast and fail within the body. Raylie felt her knees weaken, she felt nauseous. She had let loose

her hand now. The entire scene uncovered for the young child. As she fell on the ground, she took support of one of the bins, causing it to fall. A dead Man came out, this time, only covered in blood, massacred. “Aaaaaahhh!” her daughter let out a loud scream. Raylie knew her mistake would cost her, her life, as death was round the corner.

Image Credits -

1. <https://www.callofduty.com/advancedwarfare>



What do you think?

We asked our readers the age-old question, "Star Wars or Star Trek", this is your answer.



Quotes

We looked for some of the best Sci-Fi quotes, here they are:

"I can't help thinking somewhere in the universe there has to be something better than man. Has to be."

- Taylor from 'Planet Of The Apes'

"Ever have that feeling where you're not sure if you're awake or dreaming?"

- Neo from 'The Matrix'

"Isn't it enough to see that a garden is beautiful without having to believe that there are fairies at the bottom of it, too?"

- Douglas Adams

"Time travel used to be thought of as just science fiction, but Einstein's general theory of relativity allows for the possibility that we could warp space-time so much that you could go off in a rocket and return before you set out."

- Stephen Hawking

"It's not that there are things that science can't explain, you look for the rules behind those things."

- Senku Ishigami from 'Dr. Stone'

ARTWORK

Amazing illustrations straight out of Sci-Fi

Ayush Batra (@paperandcanvas.story)



Sci-fi designs often contain dark-colored schemes with pure white color. The content fits particularly well in the overall structure if it is thematically related to space. Both of them have one common element: the eye. It may have a different meaning for different people, which makes it even more captivating. Initially, the first thing I thought about was an EYE; however, it was not something different or unique, but the way that eye interacted with planets and heavenly bodies made it quite interesting. A bit of creativity and a pinch of stardust has never been harmful!

Invincible - Is it Worth your Time?

Deciphering the Invincibles' Invincibility

Arbaan Ashraf

In today's Films and TV Shows scene, where Marvel and DC's superhero movies and shows dominate the scene, an underdog rose. Invincible, produced by Robert Kirkman, co-creator of the Walking Dead, is an amazing show which is definitely worth the watch. Its animated style might make some people dismiss it as a children's show, but the violence rating on this show is an understatement. Don't say you weren't warned.

If you can look past the violence, there's a lot to love about Invincible, starting with the all-star cast. JK Simmons plays Omni-Man, a hero based on Superman and sometimes a part of The Guardians Of The Globe, a stand-in for DC's Justice League. It's fun to draw parallels between these characters and DC's existing roster. Coming back to the cast, Steven Yuen plays Invincible, who is the super-powered heart of the show, and is the son of Omni-Man. Along with these two, Mark Hamil, Seth Rogen, Sandra Oh, and Zachary Quinto round out the cast. All of these actors give amazing voice acting performances, and it is an absolute joy to watch through the show with these heavy hitters playing the characters in the show.

The storyline follows Mark Grayson, whose

RECIPE

Sunset Dew

By Vedank Singh

Ingredients Needed: A glass (400 ml), Ice, Orange juice (100 ml), Miranda (100 ml), Sprite (180 ml), Blue lagoon syrup or any flavoured syrup of your choice (20 ml) and a lemon

Instructions:

1. Take a glass and put it in the freezer to chill it
2. Pull it out after 15 minutes.
3. Fill the glass up to 1/4th with orange juice
4. Then fill up the glass halfway with Miranda.
5. Cut the lemon into a thin slice and then float the lemon on the Miranda..
6. Mix the Sprite and Syrup in another container and then slowly pour it in the glass to keep the two liquids separate.
7. Top with a lemon wedge on the rim.
8. Voilà your drink is done, sit back and relax and take a sip!

dad is Omni-Man. The show follows the exploits of Mark, who recently got his powers inherited from his father, who like Superman, came from an alien planet. The show is great at using superhero tropes and subverting them, and with a genre this oversaturated, it's surprising to see fresh supervillain concepts being showcased in the show. I won't go into particulars, since it's something I'd like people to experience on their first watch.

One criticism of the show is that the character of Mark's girlfriend is quite generic. You've probably seen the trope before, a super-powered teen trying to juggle his superhero life and his normal life, trying to please his romantic interest while fighting crime on a daily. The girlfriend is forced into the romantic subplot of juggling superhero life and normal life, which takes away from her character. This show has great human characters, but the writers do not seem to do anything groundbreaking with them, especially in the case of Mark's girlfriend, because of how they write her into subplots where she doesn't act like herself. Apart from that, an interesting aspect is that the foreshadowing for the finale is not done as much through hints as it is done through characters' mannerisms and emotions. Another criticism of the show is the way the animation can vary from scene to scene.

Some scenes are rich in detail, while others look like low budget, low detail affairs. This wasn't apparent to me during my watching of the show, since it's brilliant at keeping immersion. However, if you look closely, it is noticeable. The problem, however, is more of

a budget one and doesn't take away from the immersion until you're looking out for it. This is a clear case of allotting the budget to scenes that needed it. However, this brings us to, in my opinion, the greatest strength of the show.

The fight scenes in the show are great to watch. The animated medium gives the show-runners more freedom with their show, and the fight scenes in between episodes show that perfectly. You can see that apart from the cast, the budget went to these scenes. The fight scenes are fluid, fast-paced and violent. I'd take them over a Marvel movie fight scene any day.

In conclusion, is this show worth a watch? Definitely. An immersive show that has great fight scenes, human characters, and an all-star cast, with a run of 10 episodes so far for its first season, with around 40-minute episodes, will keep you hooked throughout and leave you wanting more by the end of it.

References -

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Review: Dr. Stone

A Realistic Prehistoric Fiction
brought to Life by Science

Aarnav Dixit

Petrification, a well-known ability of the gorgon snake Medusa who can petrify anyone with one glance. Well, it is safe to say she doesn't exist but there is her substitute.

In the year 2038, Senku Ishigami is casually turning plastic into gasoline while his ecstatic friend Taiju Ooki attempts to confess to a long-time friend Yuzuriha Ogawa. Sounds boring, right? Moments later a green-ray engulfs the earth turning every human into the living dead, simply said, the ray of green hue petrify's the entire working world. Not a single person is spared. 3,000 years later, Taiju awakens from his petrification, only to notice the Japan he once knew is no longer but he isn't alone, he never was. Senku, his closest friend, is alive and was the first to wake up months back. The two shake hands, figuratively, and take action to revive all 7 billion people who have been turned to stone.

To be honest, a summary of the plot is not enough to highlight the brilliance of the anime. Not only are the characters amazing, on a certain intellectual or physical extreme but all of them play some role for the greater good. Take Senku for example, he did in the first episode itself turn plastic into gasoline! He's a teenager too! Remember when I said '3,000 years later? The narrator doesn't tell us this, there is none, Senku does. Ever since the moment of his petrification, he counted



every second of every minute for 3,000 years, mentally. This is just a peek into his genius, later on, in Season 2 of the show, he creates a flash-bang to combat an anti-hero faction. What's even more shocking, his comical version within the show even explains how to make it.

Dr Stone is ridiculous, with physics, chemistry and biology being used everywhere, Dr Stone truly is the science fiction that wasn't. It has Sci-Fi elements however it never focuses heavily on the fiction part, other than the setting. Dr Stone's peculiarity hasn't stopped here, turns out there is a part of humanity still alive but to them, science doesn't exist, instead, witchcraft does. However I'll have to stop here, anything else would be a spoiler and not a pleasant one at that.

Moving on to the manga. Read it. That's all that needs to be said. The art is beyond stunning. The details, shading and designs are leaps and bounds ahead of many artists. I was simply awestruck when I first read it. This is the only failing point of Dr Stone the anime, the art and details of the manga don't quite translate into the show. In contrast, what makes the anime much better is the comedic accents and often the sound effects that add to the atmosphere.

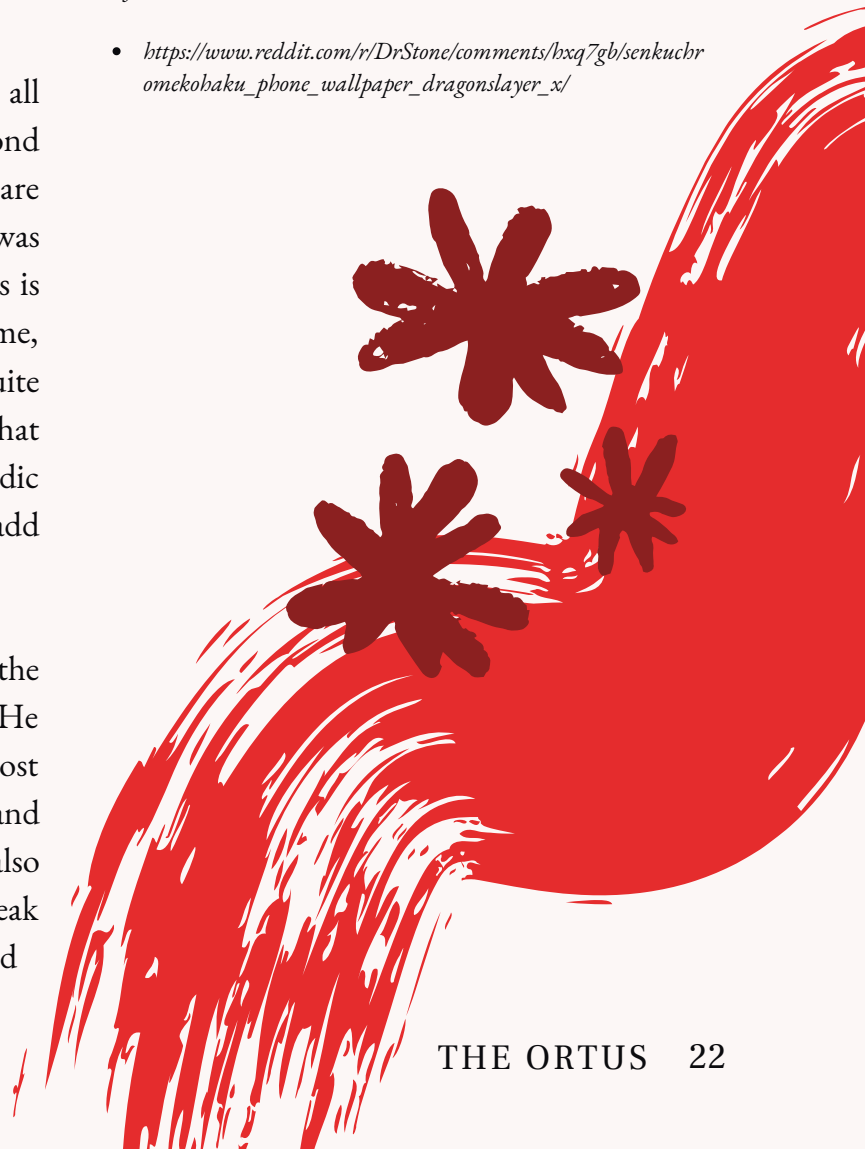
Yūsuke Kobayashi is a diamond amongst the gold that is the voice acting industry. He voiced characters from some of the most popular shows like Arthur from fire force and Subaru from Re: zero, which are also incredible anime. Listening to him speak from Senku's side draws your attention, and

somehow comprehends the complexity of what he utters considering how much he does, it was a fabulous idea to employ Yūsuke.

Dr Stone is an amazing anime that leaves you wanting more, hence my manga recommendation. It takes a beautiful take on Sci-Fi with an original plot and character traits you'll find yourself falling in love with. I may be biased since I've been focusing on Senku a lot but then again, it is because of the show that I'm biased, it's just that good. Inagaki Riichiro is the creator of Dr stone and I'm glad he created such a masterpiece with conflicting ideologies and mysteries that stack up to the moon, is so much is going on that it leaves you wanting more.

References -

- https://www.reddit.com/r/DrStone/comments/bxq7gb/senkuchrome_kobaku_phone_wallpaper_dragonslayer_x/



Review: Matrix

The Science Fiction that fell Prey to Clique

Siya Pandita

The Matrix is a two-hour-long science fiction/action movie directed by Lily and Lana Wachowski. The majority of the movie is set in the year 2199, where artificial intelligence controls the world using human electrical impulses as a source of energy. This system is fought by a band of cyber-rebels, led by a man named Neo, played by Keanu Reeves, who is considered by the messianic 'The One'. A brilliant movie and far beyond its time, the Matrix is certainly a must-watch.

Warning: Spoilers ahead!

The plot revolves around a Mr. Thomas Anderson, a software engineer for a reputed company by day, and a famous hacker who goes by the name "Neo" by night. The movie covers his entire journey from abduction by sunglass-donning future people to going full Master Shifu on the more evil sunglass-donning future people. The movie progresses and manages to cause a species-wide existential crisis as we as humans watch and reflect upon the movie becoming distant, yet a looming reality, where a world is ruled by A.I., humans mere puppets in its hands.

The acting itself was exceptional as well. Paired with Reeves' "acting as little as possible" approach towards bringing his character to life, Neo is the ideal indifferent hero this unique movie deserved. His

on-screen mentor, Lawrence Fishburne playing Morpheus quite impressively finds a balance between Zen master and brutal gang leader, while Carrie-Anne Moss as Trinity has a robust opening sequence before good ol' Hollywood sexism pushes her into the backseat with a supporting role.

While the plot itself is extremely intriguing, the quality of the movie does begin to wane as it approaches its end. Its fate is sealed as the movie ends with one of the most cliché endings in action films - I'm sure the reader knows exactly what I'm talking about already:

- Hero and Villain(s) face off in a hands-on fight
- Oh no! Hero appears to be losing!
- OMG! DID THE VILLAIN JUST WIN?
- As the Villain celebrates his victory, Hero finds a magical source of inner strength,
- and karate chops his way to victory

With the enrapturing plot and skilled cinematography, the ending was expected to be mind-blowing and nothing but. Unfortunately, it's safe to say that it was a quite disappointing finish to what can otherwise be called a work of art and an inspiration to sci-fi movies for years to come. In conclusion; despite the dissatisfactory finish, the movie itself is a masterpiece that deserves all the praise it receives. The sequels, however, are another story entirely.

EDITORIAL

The Fall of Afghanistan



The Fall of Afghanistan

Vedaant Yadav

You probably have already heard about the most petrifying geopolitical conflict of this decade, happening barely 900km away from where you are sitting right now and only 250km away from our country's border. It is likely that you heard it through an Instagram post or a news article. For me, it was a little different. My first foray into in-depth real-time coverage of the situation in Afghanistan was early in July, thanks to a random retweet that popped up in my timeline. At that point in time, I had a basic understanding of the situation in Afghanistan, mainly due to a Model UN subtopic and a movie titled "War Machine" (which I highly recommend). Little did I know that the one single retweet would lead me down a rabbit hole of discovering the stupidest decisions in American foreign policy since Nixon and Reagan. The tweet exposed me to something known as OSINT or Open Source Intelligence, which was essentially a group of people sitting and compiling real-time news of what exactly was going on as it happened, all on Twitter.

By early August, a list of Afghanistan centric OSINT accounts always sat on an open tab forcing me to update it every 5 minutes. Every day I would eagerly open my Twitter list with my curated amalgamation of accounts, finding out what was happening on a district by district basis, forcing myself to learn new terms or new names as well as educating myself on the American involvement and the deep history of the

conflict. Why I was obsessed with what was happening and why I wanted to know it a minute or two after it happened is still a mystery to me. My best guess says that it was simply morbid curiosity and a willingness to waste massive amounts of time cramming my brain with information that will probably not be useful. More often than not, I would be outraged and go rant about whatever just happened either to my Parents, the Twitter comments or a community of other "enlightened" fools like me on Reddit.

Around the end of July, things started to go absolutely crazy. Updates started growing more frequent, more and more people started getting involved and my curiosity reached its peak. It all still felt like a game, something happening online and something that will in the end lead to the status quo dominating. But then when the photos of the Talibani insurgents walking into the Kandahar city centre or the bleak updates that Herat had fallen to Talibani control started coming out on the 12th of August, something inside of me changed.

On the 15th of August, I was in Ladakh, still checking my phone every 2 minutes for updates. At this point, everything was essentially over. The day before, I was seeing reports of Talibani insignia posted right outside Kabul, blocking routes. Everyone knew what was coming yet when it happened it still shook everyone. If anyone had asked me 15 days before that point, if the Taliban could take over Kabul within the month, I would have laughed at their face, turns out the CIA agreed with me. I still remember the moment when I found out that it was all

over, everyone saw the signs, Ashraf Ghani, the President of Afghanistan had probably fled, the Taliban was inside closed doors in Kabul and there was a massive build-up of them outside the city, but not a single person wanted to accept it. I was sitting outside my hotel staring and staring at my Twitter feed, refreshing my timeline every second.

Watching the fall of Afghanistan as an outsider on a minute by minute basis was definitely one of the most shocking experiences I have ever had. After spending so long researching all aspects and all parties in the situation, understanding the complex geography of the region and interacting with people on the ground, it didn't feel like just another headline or something happening in a completely different world, as it often feels when digesting foreign news on the internet. For the first time, it dawned on me that this isn't just another case study on how nations fall or war hobbyism. Millions were dead and more will die. Basic decency and human rights will be abolished. With that realization, it came to me that this just wasn't the case for a single issue, but every headline in the world. Every single serious piece of news we digest so casually nowadays or do not even interact with all were made to instil this realization in us, which usually does not awaken. It reminds me of my core civic duty to be informed and more importantly, to realize the real pain behind the text. We as a civilization have been desensitized to news due to the sheer amount of it and the worsening mediums of it. It is up to us, on an individual level to fix this grave mistake, otherwise, the idea of democracy or human decency cannot exist.

This editorial piece lays the foundations for our next issue with the theme "Peace and Conflict". We hope to see many engaging and interesting works based on this vast and supremely important topic. To submit articles for the next issue, please contact the editorial team.

THE ORTUS

END OF
VOLUME 2,
ISSUE 1

PUBLISHED
QUARTERLY

ISSUE 2 THEME:
PEACE AND
CONFLICT

PUBLICATION:
JANUARY 2022