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I'm coming out(side)

Why are habits so hard to curb? Is it because we grow so used to them that our sense of familiarity rests within indulging in those habits? Or is it because we tend to think we'll lose a part of our identity? If that's so, why do we constantly strive to improve ourselves? Why do we follow paths that will take us to newer destinations? We should always prefer the comfort of sitting at home, with coffee resting on our end table while we play video games and watch TV shows. Yet we still see ourselves in places that we haven't been to. Sights we've never seen. Feelings we haven't experienced. What is it, then, that causes this dichotomy? To answer that, I need to get off my chair and head outside. And I'm too comfortable.

– Shahrukh Ikhtear, Resident Hermit, SHOUT.

THIS WEEK'S HORRORSCOPE

ARIES

Pineapple topping on pizza is cool, but I'm better.



TAURUS

Google how to pronounce "Phuket" properly so you don't make a blunder.



GEMINI

You might be a gem, but you're a small one, because you're Gemini.



CANCER

Don't ask people on Facebook to wake up the Green Day guy now that September is over.



LEO

If cats have nine lives, is their motto You Only Live Nine Times (YOLNT)?



VIRGO

Don't be fooled by the smiling pictures of students in your prospective university's website.



LIBRA

Steal French fries off others' plates.



SCORPIO

You should probably get a drone.



SAGITTARIUS

Ask out someone whose name starts with Dž.



CAPRICORN

How about you order a Fakeout burger from Post-tom made by a Mad Jeff?



AQUARIUS

Take responsibility; turn all the calendar pages in your school or workplace.



PISCES

If you think you are so brave, watch Dabbe 4. Alone. At night. With the lights off.



APP REVIEW

Channel Your Inner Engineer



ARMAN R. KHAN

Platforms: Android, iOS

Light House, a puzzle game by Banana Development, is an amazing brainteaser that I've gotten addicted to recently. The objective of the game is to deliver electricity to a deserted lighthouse in the middle of the sea and thus breathe life back into it.

The game is not as simple as it initially appears. There are mirrors you can drag and rotate to help you channel the energy properly. Soon afterwards, we are introduced with other challenges such as holes, timed padlocks, etc.

Currently the game has eight packs, each consisting of six increasingly difficult levels. The interface of the

game is visually pleasing, and playing the game at a stretch doesn't bother the eyes much.

Sometimes when you quick tap the energy storage unit to send out electricity, you can't be sure how much energy will leave, and that is kind of displeasing. The levels with the timed locks can be a bummer too, but I guess that makes the game all the more pleasing when you complete said levels. Also, there are no hints that help you pass a difficult level – if you're stuck, you're stuck.

As an engineer, I really dig this game, but I'm sure non-engineering people won't find it that difficult as it is quite intuitive. Give this 12MB game a try if you want to exercise your brain muscles.



MIXTAPE TOUR

FAR EAST MOVEMENT

Rocketeer



SCOTT MCKENZIE

San Francisco



ANNA KENDRICK

Cups



GEORGE EZRA

Budapest



JOURNEY

Faithfully



RUSH

Tom Sawyer