

# The must-watch time travel thriller

FATIUL HUQ SUJOY

*Dark* is a German series from Netflix that will get you hooked immediately, make you constantly ask, "What the heck's going on?" and force you to binge until the end, only to make you curse why the second season won't come before 2019. Classified as a sci-fi drama, the series blends elements of time travel, crime thriller and family drama, and pours it all over the small town of Winden, Germany.

To review *Dark* is impossible without talking about its strongest aspect - the plot. I'll try my best to make sense of what to expect without spoiling the unforgivingly complex storyline.

Winden is a small town whose only remarkable feature to an outsider is its nuclear power plant. That was true until children started going missing and the corpse of another child surfaces. The town falls into disarray, the toxic relations of its inhabitants start to show and mysterious figures begin to appear. Amidst all this chaos, (almost) everyone is completely unaware of the time travelling cave in the town's adjacent forest.

The time machine takes a traveller to 3 timelines: 2019, 1986 and 1953, all 33 years apart. Eventually, we get to see the stories of the past years through the perspectives of the younger versions of the characters. Although it helps us understand many of the characters and their relations, it also adds a ton of new narratives, convoluting the already puzzling plot. But rest assured, keeping track of all the timelines, mysteries and characters will not, in anyway, ruin your experience. If anything, it will enhance it. To me personally, the multiple timelines associated with the brilliantly written story structure is what sets *Dark* apart from many of the TV shows of its time.



**SERIES REVIEW**

Apart from the story, the visuals and the background score are almost equally impressive. If the story wasn't gloomy enough, trust the eerie atmosphere, ceaseless rain and forest terrain complete with a top notch score to get you fully immersed in its chaotic world.

If there's any issue I had, that would be the acting, which felt off occasionally. Maybe it's because most of the actors are kids or that I am unable to comprehend their expressions due to my complete illiteracy in German. Speaking of which, watching with subtitles were a huge buzzkill. I just constantly felt jealous of the friends who learned German for free education, and can now thoroughly enjoy the show.

To be honest, these issues are just me nit-picking. These never truly marred the experience of watching the show. The jaw-clenching grittiness and small town vibe mixed with the sci-fi elements and the well written drama mixed with the beautiful production value is more than enough to make a fan out of anyone. And you'll be glad not to miss out on that, the same way I'm glad to finish this review without a single pun on the word "dark".

*Fatiul Huq Sujoy is a tired soul (mostly because of his frail body) who's patiently waiting for Hagrid to appear and tell him, "Ye're a saiyan, lord commander." Suggest him places to travel and food-ventures to take at fb.com/SyedSujoy*

# EVERY TRUTH OR DARE GAME

A.K.M. MUSHFIQUR RAHMAN

Suppose you're hanging out with a few friends, and the *adda* isn't quite firing up. For times like this, we've always resorted to party games to breathe life into the dull sessions. After growing out of the *naam desh phool phol* and *chor poolish* phase, truth or dare has become one of the staples for such times. Here are some moments you'll most likely come across during any truth or dare game.

## SECRET ROMANTIC INTERESTS

No truth or dare game ever starts without creepy "truth" questions regarding someone's love life. It starts off with simple things like "Who was your first crush?" and then moves onto slightly obnoxious ones like pointing at someone present and asking "Do you find him/her attractive?" These questions dominate at first as everyone tends to pick truth.

## SOMETHING OTHER THAN ROMANTIC INTERESTS

Peering into other people's love life can only be interesting for so long. At one point, everyone unanimously agrees to not ask such questions anymore. This is where the questions get creative. Embarrassing stories and secrets come out, some of which genuinely surprise you. Everyone has a good laugh and you start to appreciate the spirit of truth or dare.

**lolsotrue:#2147**

**'Truth or Dare' should be renamed to 'Interrogation or Humiliation'.**

## AWKWARD THINGS WITH STRANGERS

Alright, now let's move onto dares. If you're outside, you can be sure that most dares will be about doing awkward things with strangers. The classic "Go say 'I love you' to that random girl over there," is usually the starter. Followed by random dance moves in public and something along the lines of going up to a big, scary-looking guy and asking him for a *chikon pin er charger*.

## ONLY DARES

There will come a time when everyone will get annoyed because everyone, including themselves has been picking truth 95% of the time, while also giving boring, diplomatic and evasive answers. So "truth" will temporarily be unavailable as an option, or some rule will be enforced like having to pick dare if you previously picked truth.

## REFUSAL TO DO DARES

When we were young, the one who

owned the football or cricket bat would threaten to take it home if everyone didn't agree with him during the game. Being older and more mature doesn't mean we stopped being such buzzkills. People will refuse to do dares if they're not ridiculously easy, hence defeating the purpose of dares. So you can expect some swearing, verbal clashes and mild brawls.

## THAT ONE DARE THAT'S SO FUN THAT IT TAKES UP ALL THE REMAINING TIME

Although not guaranteed, but most likely will happen, is what I'd like to call the golden dare. When a creative dare that can involve multiple people meets an open, fun loving participant, the golden dare is born. It's the pinnacle of every truth or dare game. Everyone will become so absorbed and have so much fun in the completion of this one dare that it'll most likely eat up all the remaining time and energy.

By the way, if you're looking to come up with a golden dare for your next game, I'll give you a few hints for a tried and true one; a goofy guy, a make-up box, and the art sense of a terrible artist.

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