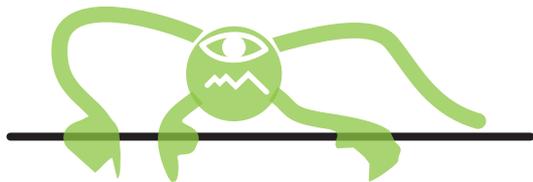


MathSnacks Mathematical Monsters

by Marty Ross,
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and QED (the cat)

Four-Dimensional Fright



The movie *Shrieker* (1998) is an incredibly bad horror movie. It features a 4-dimensional monster. Luckily, there is a maths student around who specializes in "multi-dimensional topography". The monster terrorizes by having its slices appear in the *Shrieker* world: just as the 2-D monster above appears in the line as 1-D segments, the 4-D monster in *Shrieker* appears as 3-D shapes.

This also enables the monster to escape closed rooms and to instantaneously appear in front of fleeing cannon fodder. When this is explained to one piece of fleeing fodder, he suitably remarks "That's f***ing great!"

Two-Dimensional Terror



Behold Eck! (1964) is an *Outer Limits* episode with a lower dimensional monster. The star is Eck, a two-dimensional creature. He's not actually a monster, and merely wants to get back to his own world. However, Eck's habit of disappearing (when oriented just right), and of slicing through buildings, causes a fair degree of consternation and chaos.

Ripper Reference

<http://www.qedcat.com/moviemath> This is our monster list of maths movies.

Devilish Details



"I'd sell my soul to get this thing right!" So cries the frustrated mathematician in the *Twilight Zone* Episode *I of Newton* (1985). And, the Devil promptly appears to accept the trade. Forced into a deal, the mathematician figures out a cute paradox. This results in the devil disappearing in a puff of very grumpy smoke.

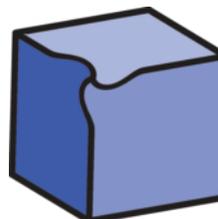
Killing Cube

645 372 649

In *Cube* (1997), six people wake up in a weird, cubical world. The world consists of a series of connected rooms, some of them booby trapped. Luckily one of them, Leaven, is good at maths. She believes that primes is the key: supposedly a room is safe if none of the three numbers labeling the room is a prime.

Leavens's pretty good, though she takes an astonishingly long time to figure out that 645 and 372 are not prime! You can continue her work and decide if the room above is safe.

Warped Witchery



In *Dreams in the Witchhouse* (2005), Walter is a physics grad student who takes up lodging in a creepy old house. He becomes curious with one corner of his room, which seems to be non-Euclidean. It turns out to be the entrance of the witch's lair, and of doings scarier even than a physics PhD.