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Sequels are as much a part of horror as any other genre, so when Jim Vejvoda of IGN sat down with Jennifer Kent, the question of a "Babadook" sequel inevitably came up. Specifically, Vejvoda asked Kent if she was afraid that the stand-alone gem would become diminished by a "sequel factory," and if she'd have control over an outside source making another movie. Fortunately, Kent confirmed that she and the producers own the rights to any sequels, so they'd have the ultimate say. On that note, she took the opportunity to shut down any speculation we shouldn't expect "The Babadook 2." As she explained, "The reason for that is I will never allow any sequel to be made because it's not that kind of film."

It seems like Kent always knew "The Babadook" wouldn't have a sequel, and for good reason. She went on to say, "It's just not what the film's about. It would destroy the integrity of everything we worked so hard to protect." That makes sense, as the film's focus is specifically on the trauma of Emilia and Samuel, a story that's now been told. A sequel would dull the underlining meaning of the movie.

Sometimes, a movie with a purpose like "The Babadook" is fine standing on its own.

Some historians believe that [mancala](#) is the oldest game in the world based on the archaeological evidence found in Jordan that dates around 6000 BCE. The game might have been played by ancient Nabataeans and could have been an ancient version of the modern mancala game.

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