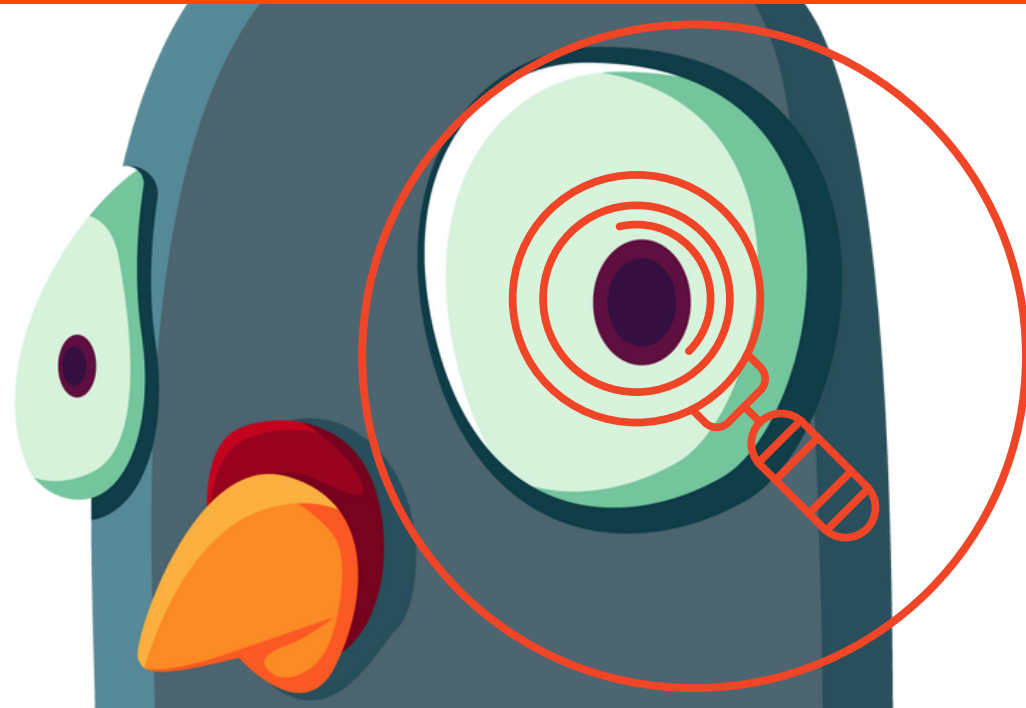


THE TIGER TIMES

THE OFFICIAL RISING SUN HIGH SCHOOL NEWSPAPER



SPY PIGEONS: A TALE OF ESPIONAGE

BY CAYDEN BARKSDALE

"One who knows the enemy and knows himself will not be endangered in a hundred engagements."
-Sun Tzu

These infamous words from the ancient Chinese military general have not merely influenced, but governed the world of espionage, even before he had put it into words. Espionage is a topic as old as war and conflict themselves, thus the art of sabotaging or secretly gathering intelligence to use against the enemy should be no new topic. Sun Tzu had even written on the topic in his famous work, "The Art of War," which explains many, if not all, of the most important concepts, strategies, and tactics of war.

To know your enemy is to know their weaknesses, their strengths, their ambitions, their ignorances, and thus, the best plan of action. You are likely to find what they know about you, as well. If it was not already clear to see the power of espionage, it still is of importance and common use even in today's military, and has led to triumph through many conflicts. After all, the CIA is named the "Central Intelligence Agency" for a reason, and every major world power has their own version of the CIA.

The importance of the subject has never been questioned, and likely never will, because of its effectiveness and critical role in the military. This devotion to the art of espionage has been shared by many cultures' militaries over countless generations, and innovations in the subject are immense, especially during times of crisis and war. This leads to a constant necessity to out-intelligence, if you will, the enemy. Because of this necessity,

(Continued Next Page)

In This Issue:

Ticketmaster

TikTok Disorders

The Case of the Black Clad Killer

Internet Personalities

Chess

Creature Corner

Spongebob Musical

SPY PIGEONS (cont'd)

constant innovations are made, leading to an endless loop of evolving espionage, similar to other weapons of war. Sometimes, the evolving nature of espionage, counter-espionage, and anti-espionage is too much to keep up with, so militaries do something unexpected and quite peculiar: they innovate backwards.

Backwards Innovations: The Spy Pigeons

Due to the crucial nature of espionage, it stands to reason that these large, intricate operations can only be trusted to be carried out by the best of the best, most intelligent, and stealthiest infiltration agents... Right? Nope, not even close.

During the second World War, spy planes were being shot down like flies. Between the lethal anti-aircraft weaponry and the dreaded spitfire fighter plane, it became nearly impossible to gather detailed intelligence via the air. The planes would need to stay well out of the anti-aircraft weapons range and be extremely cautious to avoid challenger planes. This meant the planes' cameras would be limited to small and undetailed photography of enemy territories, which is not ideal.

This drawback is avoided, however, if the flying spy object rigged with cameras is undetectable. So, the allied forces asked themselves, what is a flying mass that can carry cameras low to the ground, completely undetected by any enemies in the area? A pigeon, of course! I mean, who's going to fire an anti-aircraft gun at a pigeon, right?

They had a point. Pigeons had been used since the early days of espionage, and their use even ventured outside of the realm of espionage. Pigeons in World War I, for example, were commonly used as something of a postal service. This is because radios were still patchy, and if one tuned their radio to the correct station, it was not difficult to spy on the messages being sent. It was more reliable to send messages by bird, and pigeons became the perfect candidate, due to their ability to be dropped somewhere and still be able to find their way hundreds of miles back home. Pigeons had also been used successfully by the British task force MI14 during the early phases of World War II. The task force dropped a container full of pigeons into Germany. When the pigeons were released, a questionnaire was flown about and given to random citizens. Many citizens (especially those who opposed the fascist views of Adolf Hitler) produced detailed maps, photos, and descriptions of critical Nazi plans, locations, and technology. If pigeons were reliable enough to fly over enemy territory to deliver messages to allied forces, why would they not be reliable enough to fly over enemy territory with a camera snapping away, then deliver the images to allied forces? Digging deeper, how would anyone know a pigeon was conspiring with their enemy? They wouldn't!

Camera-laced pigeons became a safe and effective way to not only spy on the enemy while remaining undetected, but to keep soldiers in friendly territory completely safe from being shot clean out of the sky. Camera Pigeons would continue to be used throughout both World Wars, the Cold War, and beyond. There is even an instagram account (@pigeonsarentreal) and a corresponding website (pigeonsarentreal.co.uk) which are based around a conspiracy that pigeons are not real at all, but merely a toy used by the government to spy on its own citizens.

So next time you see a pigeon, think twice before you say, "Oh look, a pigeon!" and move along with your day. After all, it might be a secret government agent watching your every move.

Pigeon Camera, Germany, 1917-1918
Alias: Sir Veillance



ADMIT ONE

SP
EVENT CODE

X8
SECTION

Q
ROW / BOX

15
SEAT



TICKETMASTER'S TAYLOR SWIFT FIASCO

By Josephine Marshall

When asked about a concert, you're most likely asked: What was the first one you went to? Where was it? How old were you? But have you ever been asked: How much did your ticket cost? Or How did you possibly get tickets? Probably not. On November 15th, 2022 tickets for Taylor Swift's "The Eras Tour" went on sale through Ticketmaster's Verified Fan program. A program Ticketmaster developed in order to get tickets to fans at prices the artist decides. In order to be a "Verified Fan" you must put your personal information in a registration window. You would then be notified before tickets are on sale if you have been selected to get the presale code or whether you have been waitlisted. It's seemingly Ticketmaster's attempt to make it harder for bots to mass buy tickets and resell them at extremely higher prices. In a perfect world this should work smoothly for dedicated fans who are itching to see their favorite artists but for Taylor Swift fans their experience was anything but smooth. According to Ticketmaster, 3.5 million people pre-registered for Taylor Swift tickets. 1.5 million people were sent codes and 2 million people were waitlisted. Before only about 40% of invited people would join.

So... What went wrong? and How did it go so wrong? There are multiple potential answers to these questions, but there is one main thing that looms over each... Ticketmaster. Usually they have been able to deal with a huge volume of traffic to their site but bot attacks and fans who didn't have a code joining resulted in an unprecedented 3.5 billion total system requests. This left fans waiting hours on end to enter their codes to attempt to purchase tickets. When finally in, many would find they had to move incredibly fast or they would lose their chance. Some would also get kicked out which would put them back in line meaning they would have to wait even longer and potentially not even get tickets.

Understandably many people were upset, including Taylor Swift herself. Even before this entire ordeal unfolded many had been airing out their grievances with Ticketmaster. They believe the Verified Fan Program is ruining the concert experience. Despite this it seems Ticketmaster has no plan to get rid of it.



TIKTOK "DISORDERS"

By Caroline Kuchta

In recent years, TikTok has been steadily growing in popularity as people from every generation download the app. All kinds of popular topics are discussed, such as celebrity drama, pop culture, hair/skin care, memes, and recently, mental health.

While some creators are reducing stigma and spreading helpful facts that are truly positive, some are posting dangerous misinformation. Since anyone, anywhere, can post videos, and since anything could become popular, misinformation spreads like wildfire, especially with young and impressionable viewers.

One of the biggest problems that has surfaced from the app is called "self-diagnosing". This is when someone realizes they have an illness or disorder on their own, without an official medical diagnosis from a licensed professional. While this can be good for people who are not financially able to get to the doctors or haven't received answers, it can be extremely harmful for people that really don't have what they are "self-diagnosed" with.

Human beings like labels, and even more than that, they like knowing the reasons for things. When something has a name, it'll be easier to learn more about or even fix. If a depressed or emotionally

(Continued Next Page)

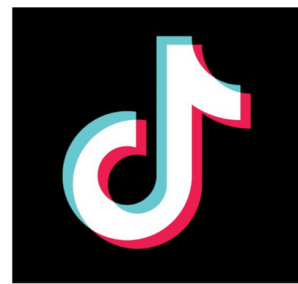
TIKTOK (CONT'D)

unstable person goes on Tik-Tok and is flooded with broad or inaccurate symptoms they can relate to, it's easy to see how they could be led down the rabbit hole of oversimplified or misrepresented Tik-Tok disorders

Annie Barsch, a licensed therapist in Chicago, deals with this all the time. She says that when clients become "fixated on a particular diagnosis," it may cause them to resist other treatments or believe they can fix their issue themselves. She told the New York Times, "It's almost as though me, as a professional - with a Masters degree, a clinical license, and years of experience - is competing with these Tik-Tokers."

A popular mental disorder that is frequently self-diagnosed is Dissociative Identity Disorder (which used to be called Multiple Personality Disorder). This occurs when a child or young teen suffers a trauma and switches to a different personality/identity to forget about the trauma or better cope with it. This is an extremely rare phenomenon and the title is frequently given to people who actually have Manic Depression (or Bipolar Disorder). This is a serious mental illness that has long-lasting effects on a person's life, and professionals such as Dr. Barsch or Dr. Rettew (Child Psychiatrist) find the recent surge of teens self-diagnosing themselves with DID from Tik-Tok particularly disturbing.

The example to the right shows a teen who is claiming to have a DID "alter" (different personality) based off of someone named "Schlatt." A quick Google search shows that "Schlatt" is a popular Twitch Streamer who plays video games, one of which he plays as a character based off a Ram.



DID is a trauma response, and the "personalities" are never based on internet celebrities, especially since they come about in childhood (before this Schlatt person even rose to internet fame).

While this person wasn't causing harm, they are adding stigma to an already controversial disorder. Although this teen doesn't have DID, they are most likely severely struggling with mental health, and Tik-Tok may have made it worse.

Another commonly misdiagnosed "popular" mental illness that is on the rise because of Tik Tok is OCD, or obsessive Compulsive Disorder. This is yet another mental illness which already has a lot of misinformation. OCD isn't when someone likes their things neat and organized, it's when they have compulsive thoughts or actions that repeatedly disrupt their day to day lives. When people self-diagnose and tell other misinformed people, they are less likely to take people who actually have OCD seriously based on their experiences with the previous person, who probably just liked their pens lined up at the corner of their desks.

Although Tik-Tok can be extremely helpful by giving people struggling with mental health a community with whom to share experiences and insights, all medical advice should be double checked by using professional medical advice websites, such as WebMD, and then discussing any concerns with a licensed doctor. In conclusion, take any advice or "facts" coming from social media platforms with a grain of salt.



THE CASE OF THE BLACK CLAD KILLER BY NATHAN PIPPIN

*Please enjoy the second installment of this year's serialized short story, **The Case of the Black Clad Killer**. We last left our detective as he tracked a serial killer to Hill's Casino. As we return to the story, he has just come face to face with a mysterious group of one hundred black-clad individuals...*

As I gazed around the room I noticed roughly half of them were men, half were women. This meant nothing except for -the gloves! Of course! They were humongous, they must belong to someone with big hands, most likely a man. I surveyed the room yet again and saw five suspects. I recognized two as very famous millionaires. The others were fully covering their faces, but only one of them was a woman. "Hello, madame!" I exclaimed.

(Continued Next Page)

THE CASE OF THE BLACK CLAD KILLER (CONT'D)

"Uhm, hello? Do I know you?"

"Ah, I suppose I should introduce myself--I'm the detective."

"Oh, hello dear, is there anything I can help you with?"

"As a matter of fact there is--but I'm afraid I can't tell you, very private business you see?"

"Oh, well then I will see you later sir-- are you sure there is nothing else you need?"

"Yes. Very sure ma'am. Thank you for your time."

Well, that didn't work the way I hoped. Just to avoid making things awkward I survey the room again and decide on the millionaires. "Why hello there sirs!"

"Ah, the detective!" Bill and Kasey--the millionaires-- replied in unison, something they clearly were not expecting.

I decide to take the opposite approach I did with the last suspect. "I'm afraid to trouble you, but I need something from you"

"Which one of us?" Bill asked.

"I need you, Bill." He was famously the smart one, hence why I chose him.

"I'm going to get right to the point--have you recently been to The Olive apartments?"(The place of the murder)

"Yes."

"Do you like puzzles, and games--or anything of that nature?"

"Not particularly, but Kasey does, he was with me at the apartments as well."

"Thank you, that's all I need." I didn't trust Bill. I decided to walk over to Kasey and ask him, and it turned out he did indeed enjoy puzzles, but unlike Bill he questioned me throughout the whole questioning--I still didn't trust Bill. But, nevertheless, on to the final suspect--Dr. Jared Lee, my stoic mentor, who had metamorphosed into the playboy I see before me.

"Hello there, doctor"

"Jared! Nice to see you!" That's not my name--it's his--but he is clearly drunk based on his slur--so I let it slide.

"Yes--it's nice to see you as well, but I have a question for you--where were you five days ago?"

"Uhm, some girl's house-- why--you uh--what was I talking about?"

I decide to walk off from that conversation as soon as I can as he clearly was not going to be of much help. I turn to the nice lady from before, but she's lying on the ground--she's dead.

Internet Personalities

By Anonymous

The last issue of the Tiger Times highlighted Trisha Paytas, a popular Youtube star that has gotten herself into quite a lot of trouble in the past years. For Issue Two we will be highlighting one of her ex - friends and fellow Youtubers, Shane Dawson.

Dawson also rose to fame on early Youtube, but just like Trisha, he didn't stop with just one platform. Dawson produced several music videos and a *movie* (although it only got 14% on Rotten Tomatoes). He even collaborated with Jeffree Star cosmetics and came out with his own VERY successful eyeshadow palette, not to mention his extensive merch line featuring cartoon pigs and funny quotes.

For a while, Shane Dawson was the king of laid back vlog style videos, especially when he got his fiance, Ryland, or his friends to join in on his adventures. He went to some of the most haunted places in America, and his vacation in Texas had a staggering number of (unwarranted) views. At one point, he had well over 10 million subscribers and over 4.30 Billion views just on one of his channels. It wasn't long before he was able to produce a higher quality, multiple part series that had the feel of a documentary. Some were based on different conspiracy theories, but his profiles on other popular Youtube stars were the most well-viewed and popular, the first of which is called "The Mind of Jake Paul," where he investigates the controversial Youtuber and his life behind the scenes. Another very popular video is here where he discusses and "researches" the conspiracy that Chuck E Cheese Pizza is reused.

(Continued Next Page)

Internet Personalities

(CONT'D)

It really seemed like Shane Dawson had it all. A millionaire who got to do what he loves for work with his fiancée and best friends by his side... until a few unsavory details from his past popped up, the first of which was when a deleted film of his resurfaced, called 'I Hate Myselfie.' The fatphobic jokes and stereotypes made it clear why Shane didn't want his modern fans to get a hold of it. One look at his 'costume' tells you everything you need to know about the movie:



Shane doesn't have a good track record with 'costumes'... especially when images of him in blackface (racial stereotyping when a non-Black person puts on makeup to be darker) started to circulate Twitter. There was no way for Shane to excuse this, especially when someone got ahold of the video he was filming with the 'Makeup' on. Shane Dawson was quickly labeled as racist.

The next thing that the public found out was Shane's suspicious past with children. Shane has often said that his past was full of "edgy" jokes and self-deprecating humor, but when someone found an old podcast episode where Dawson made sexual jokes about underage children, it was clear that he had surpassed "edgy."

It's safe to say that Shane Dawson isn't a very nice person. Unlike Trisha he has no truly funny reaction images or anything that redeems him in the eyes of the public. The only half-interesting thing about him is that he proposed to his fiancée kneeling on both his knees instead of just the one.

In conclusion, not all internet personalities should have the fame and fortune that they do.



LEARN TO PLAY CHESS WITH CAYDEN BARKSDALE

Chess, boasting a massive amount of diverse devotees, has seen much brilliancy and genius throughout its history. From Ruy Lopez to Philidor to Magnus Carlsen, countless inventions and innovations have been made over the years, making the world of chess a constantly evolving and exceedingly complex, and yet beautiful place. That is why in this 3 part series, for anyone who may be interested, I will be highlighting the basics of the intricacies of chess in an attempt to spread my passion for the game.

Chess rules can seem complicated, but they are quite simple. First are the names and moves of the pieces. You can think of the way the pieces move and attack as their line of sight.

King

The king is a coward. Because of this, he must be protected at all costs. You can not put your king in the line of sight of an enemy piece or pawn, and if the king lacks an escape from the sight of an enemy piece or pawn (meaning he can neither move away from the enemy pieces' sight nor can the attacking piece be blocked or captured by a friendly piece), it is considered "checkmate." Checkmate means that the game is over, the side which was checkmated has lost. The only other ways to lose a game of chess are to resign or to run out of time (if you are playing with a set amount of time per move or per game). It is also important to note that "check" is not checkmate. Check is simply when the enemy moves a piece so it can see your king, or you do the same to their king. The king is also very lazy, only able to move one square at a time in any direction.



The king has a special move, called castling, which is shared with both rooks. The king can only castle if he has not moved at all during the current game and if the rooks have not moved either. To castle, the preferred friendly rook needs to be able to see the king. You should move your king 2 spaces towards that rook, then put the rook on the opposite side of the king, so that it is on the king's neighboring square.

(Continued Next Page)

LEARN TO PLAY CHESS (CONT'D)

Queen

The queen is quite the opposite of the king. Although she still needs to be defended from enemy pieces (she is the second most important piece, as losing her does not instantly lose the game, but it could prove detrimental), she is an athlete and at times a risk-taker. The queen likes to fight, but only when her aggression will pay off. She likely delivers the most checkmates when compared to any other piece.

She, like the king, moves in any direction (vertical, horizontal, diagonal) but she is not limited to one square. Rather, she can move as many spaces as she wants as long as another piece or pawn does not impede her line of sight.



Rook

We talked about the rook when talking about castling. The rook is the most valuable piece after the queen. Besides castling, he moves only horizontally and vertically as far as he wants, as long as no piece impedes his sight.



Bishop

The bishop is next in value after the rook. The bishop can move diagonally in any direction, so long as no piece impedes his sight.



Knight

The knight ties with the bishop in value, but could be considered more or less preferable depending on the position (we will talk about this in a later article). The knight has the weirdest moves of all of the pieces (pawns are not counted as "pieces"). The knight can jump over pieces and pawns. The knight moves in an L-shape, you can think of his sight by counting 2 squares in any direction, except diagonal, then turning 90 degrees and counting 1 square.



Pawn

The pawns are the most abundant piece. The pawns normally move 1 space forward, but they do not attack forwards. If a pawn has not been moved yet in the current game, he can instead move 2 spaces forward. The pawn, while he moves forwards, sees diagonally. He can only see and attack one space diagonally forward. He can not move nor see behind himself.



Pawns have 3 special moves, they can move 2 spaces on their first move, they can promote to any piece other than a king or pawn when they reach the final horizontal line of squares (a horizontal line of squares from end of the board to the other end is a rank, where a vertical line of squares from the end of the board to the other end is a file) on their opponent's side of the board, and they can do something called "en passant," French for "in passing." This name makes sense due to the nature of the move. If a pawn has moved 3 spaces from its starting position (2 squares from the enemy pawns' starting position), and an enemy pawn on a neighboring file moves 2 squares (at a time)

(Continued Next Page)

LEARN TO PLAY CHESS (CONT'D)



forwards, the pawn which has moved 3 spaces to get there can still capture that pawn by passing it, but only for 1 move. The pawn will move to the space which was behind the pawn it has taken, when performing en passant.

Beyond Pieces

There is more to chess than how pieces and pawns move. Capturing was mentioned multiple times, so we will start there. You may not capture your own pieces or pawns for any reason. You may capture enemy pieces and pawns, but only if they are in one of your own pieces' or pawns' lines of sight. When capturing besides en passant, you should move your piece or pawn which can see the enemy piece or pawn to the square which the enemy piece or pawn inhabits, then move the captured enemy piece or pawn off of the board. The king is not captured, but checkmated.



You can win (or lose) the game by checkmate, resignation, or on time. You are checkmated when your king is put in the line of sight of an enemy piece or pawn, and you can not move out of that sight, you can not capture that piece or pawn with another pawn, piece, or even your king, and you can not impede the piece's line of sight on your king.



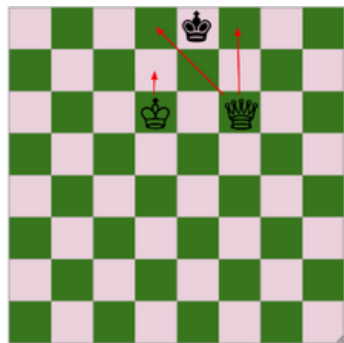
White has checkmated black. The White Queen boxes the Black King in, and the White Bishop defends the White Queen. (SEE LEFT)

Resignation is where you forfeit the game. You lose on time when you run out of time to play, your opponent still has time (any amount, even a half of a second will work), and your opponent has enough pieces or pawns (pieces and pawns are sometimes considered "material") to create a checkmate.

There are many ways to draw a game of chess, as well. There is the obvious draw by agreement, which both players agree to draw, then there is stalemate, insufficient material, time and insufficient material, threefold repetition, and 50 move rule. Stalemate is when one player can make no legal moves, it is their turn, but they are not in check.

(Continued Next Page)

LEARN TO PLAY CHESS (CONT'D)



If it is black's turn, the position is stalemate. (SEE LEFT)

Draw by insufficient material happens when neither player has enough material to produce a checkmate. Draw by time and insufficient material happens when one player does not have enough material to produce a checkmate and the other player has run out of time. Draw by threefold repetition is when the exact same position is reached 3 times in the same game. Draw by 50 move rule happens when both players play 50 moves in a row without a checkmate, capture, or pawn move.

The Board

On the chess board, there are 64 squares, 8 in each rank or row and 8 in each file or column. The set up of the chess pieces is below (note the different colored squares, and that bishops can not change what color square they are on. Also note that the bottom right corner of both sides are white, while the bottom left is black). The white pieces always move first, and the black pieces second.

Material Value

The final concept that falls in the "rules" category is material value. The relative piece and pawn values according to modern standards are listed below. The King is not listed because he can not be captured. He is worth the entire game.

Pawn = 1 point, Knight = 3 points, Bishop = 3 points, Rook = 5 points, Queen = 9 points

These point values should be used in comparison with one another. For example, you may notice that 2 Rooks = 10 points, so 2 Rooks are relatively better than 1 Queen. Relative point values are, in certain cases, dependent upon the position, which we will talk about in a later article when we discuss position play and strategy.



Notation

Arguably the most annoying part of chess is learning notation, not because it is hard but because it seems irrelevant. It is not. You need to know chess notation to read chess books, read or write the moves of a chess game, and to play in a tournament. If you would like to learn notation, you can learn it [here](#). I highly recommend learning notation, as all chess media is written using notation. Considering chess notation is only essential if you want to play in a tournament or consume chess media, and this series is chess media, I warn you that you will need to know notation to continue reading this series, especially in the 2nd and 3rd articles.

Now that the rules are all listed at a hopefully understandable level, it is time to move away from the rules of chess, and into the realm of theory.

Opening

There are 3 phases of the game: opening, middlegame, and endgame. To understand the phases of the game and how to play them, we first need to understand what they are. The opening is the most complex to define. It is typically the first few moves of the game, even up past the tenth move (though rare, this can happen. For instance, players who play the "Hippopotamus" opening may still be trying to get their ideal setup on move 11 or more, depending on how much the opponent antagonizes their setup). The end of the opening is most easily defined by the development (or moving away from their original squares and towards more active squares) of all of the pieces. This can not always be trusted though, as some openings purposely leave some pieces undeveloped for a while, far into the middlegame. One example is the King's Indian. The middlegame is after the opening, and the easiest way to determine a shift from middlegame to endgame is the capture of a queen. If a queen has been captured, it is an endgame.

(Continued Next Page)

LEARN TO PLAY CHESS (CONT'D)

Opening Theory

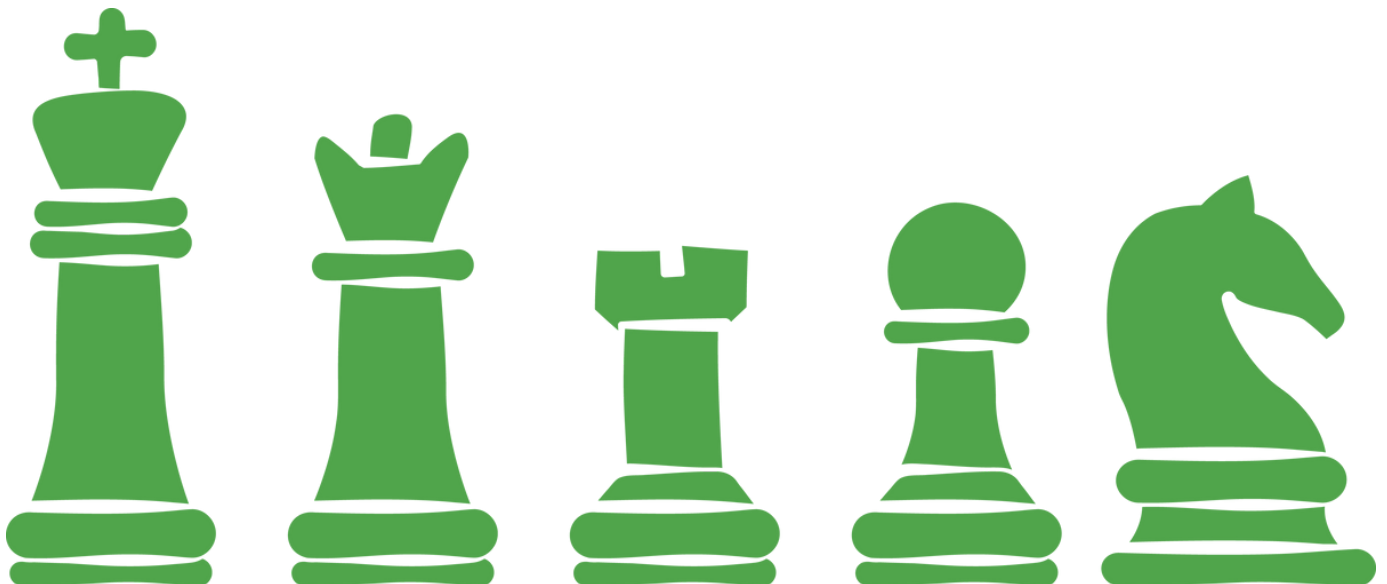
Now that you know what the opening is, it is time to learn how to play it (we will go over middlegames and endgames in future articles). You can learn how to play any opening you would like by searching the internet, but in general, you should make sure to stick to classical opening theory as a beginner. Opening theory states that a player should aim to control the center of the board (ideally the 4 central most squares) by pawns on the first few moves (usually moves 1-2). The most classical ways to do this are by 1.e4 e5 and 1.d4 d5. If your opponent allows you to control the entire center, then do by means of putting both your d and e pawn 2 spaces from their starting position. Next, it is best practice to open lines of development for your bishops. Because bishops are naturally let out when you move your e or d pawn, this section should not matter much if you play a good first move. That said, moving one center pawn only allows one bishop out. You should aim to soon let the other bishop escape. Next, theory says you should strive to develop all of your pieces before you develop your queen. This includes castling. You should do this whenever possible. In fact, opening theory suggests you should first take the center with pawns, then develop knights, then bishops, then castle and develop rooks, then your queen. As mentioned, theory states you should castle not only to get your king to safety but to develop the rooks. Next, theory states the importance of creating threats in the opening, especially as the white pieces. If you create threats, you limit the amount of possible moves the enemy can make, therefore raising the possibility of gaining an early initiative or other advantage. The reason I state this especially for the white pieces is that they have the first move, thus it is easier to create threats quicker. If you are the black pieces and white is reluctant to create threats, you should do so. A common example of creating threats in the opening (grab your board!) is 1.e4 e5 2.Nf3, attacking black's central pawn. Finally, opening theory urges you to refrain from moving your f pawn until you have castled.

Beginner Openings:

Now that you understand the theory of the openings, You can choose to learn some basic openings. You can find an instructional collection of openings to choose from [here](#). This link leads to a document which is active and more content will be added over time. You can also talk and make friends with other chess players and even suggest openings to add to the collection! Unfortunately, this document would have been impossible to create without using notation. If you would like to read and use this document, you will need to know chess notation. (Don't worry! Chess notation is not that hard! You can find a simple guide to chess notation [here](#).)

Unfortunately, there is not enough time to go over the countless chess concepts in one article. In the next article, we will discuss combinational play. I recommend studying what you learned in this article by playing games, watching games on lichess.org, or by finding chess Youtube videos (my favorite Youtube series is by chess National Master Robert Ramirez - or "NM Robert Ramirez" (his Youtube username) who attempts to coach his students from a beginner level to a master level of chess play. Another popular and instructional chess Youtuber is International Master Levy Rozman (or GothamChess, as he is known on Youtube). If you would rather buy a book for chess study, there is none better than "Lasker's Manual of Chess" by Emanuel Lasker. If you would like to become more familiar with openings, you can buy a copy of "Modern Chess Openings" or visit the document mentioned earlier which contains a collection of [chess openings](#) completely free of charge.

Until next time, continue playing and never give up!





Alex & Allie's Creature Corner

CREATURES OF LORE PERSONALITY QUIZ

BY ALEX COLEMAN AND ALLIE GIBSON

*Did you miss us!? Alex and Allie are back and better than ever, here to assign you with more CREATURES!!! Thanks to our special guest editor DYLAN STARYSH (dill-ann starr-ish), this article is better than any creature corner you've ever seen! This time, we're coming at you with some creatures from folklore! We looked in the deepest corners of history for this one to find some especially funky fresh dudes for you to identify with!!! Zoinks! **Answer these questions and keep track of which numbers you pick!***

What is your favorite weekend activity?

1. Crying.
2. Hike! Get outside!
3. Listen to my favorite true crime podcast.
4. I like to stay home.
5. Go out to eat with some friends.
6. Posting overedited mirror pics on your Instagram and getting 300 likes.

What's your favorite music genre?

1. Classical
2. Indie
3. Metal
4. Punk
5. Reggae
6. Pop

What's your favorite movie genre?

1. Tragedy
2. Adventure
3. Horror
4. Drama
5. Mystery
6. Romance

If you could live anywhere, where would you go?

1. Somewhere secluded
2. Somewhere warm
3. Somewhere by the ocean
4. Somewhere cold
5. Somewhere with a lot of beautiful wildlife
6. Somewhere with a lot of fun people and activities

How do you respond to stress?

1. I tend to become very upset and overwhelmed.
2. I ignore the stress and push through the situation.
3. I tend to become irritated or angry.
4. I am usually unbothered; it doesn't get to me at all.
5. I do an activity that I find comforting.
6. I isolate myself from the situation in order to calm down.

What's your favorite class in school?

1. English
2. Psychology
3. Speech and Debate
4. Art
5. Bio
6. Gym

Biggest pet peeve?

1. When someone invades my personal space.
2. When people litter.
3. People walking slowly in front of me.
4. Talking during a movie.
5. I don't really have any huge pet peeves.
6. Nosy people.

What creature of lore best matches your personality? Tally up your responses - which number did you select most often? Keep scrolling to see your results!



CREATURES OF LORE PERSONALITY QUIZ RESULTS

*If you picked mostly 1s, you are a **SQUONK!***

The Squonk (s-kwuh-on-k) is a creature of Pennsylvanian folklore known for its saggy skin, ugly appearance, and constant weeping, to the point where it can dissolve into tears when it is in danger. You're very sensitive, and prefer to spend your time alone. You have a lot of emotional depth, and your friends appreciate your high empathy. You tend to enjoy your own company more than the company of others, and you see the value in being in touch with yourself. Nothing wrong with a bit of brooding!



*If you picked mostly 2s, you are a **CURUPIRA!***

The Curupira (kur-oo-peer-ah) is a creature of Brazilian folklore that takes the form of a man with backwards feet, which allows it to confuse hunters. It can also form illusions and make high pitched noises as an assault on those that anger him by abusing the resources of the forest or unjustly hurting animals. You appreciate nature and have an affinity for exploration. The Curupira goes to great lengths to defend what it cares about, and so do you! You rely on your intelligence, whether academic or social, and you thrive on excitement. Yeehaw!

*If you picked mostly 3s, you are a **NUCKELAVEE!***

The Nuckelavee (nuh-klah-vee) is a creature of Orcadian folklore, which is the area of islands near Scotland. The Nuckelavee looks like a cyclops horse and rider attached together and without any skin. It terrorizes islanders, and its breath wilts crops and makes livestock ill. They live in the ocean, and can only be stopped when a body of freshwater is in their path. Yowza! You're awfully angsty! The Nuckelavee is a creature who loves taking long walks on the beach to chase after the terrified inhabitants of the islands; just like this creature, you're good at taking charge! Others may find you intimidating at first, but once they get to know you, they see how passionate you are about what you enjoy.





CREATURES OF LORE

PERSONALITY QUIZ RESULTS

If you picked mostly 4s, you are BABA YAGA!

Baba Yaga (baa-baa yaa-gah) is an elderly witch from Slavic folklore. She lives in a magical hut that walks on tall chicken legs (see image above, top left). Her moral characteristics vary from tale to tale; she sometimes helps those she finds in the woods, other times she imprisons or eats them. Whatever strikes her fancy. Girlboss! You're a quirky dude who has a few tricks up their sleeve, for certain. Baba Yaga is very independent and self-assured; she trusts her instincts when it comes to how she treats those she finds in the woods. You may be a bit reserved at first, because you're a great judge of character, but once you find the right people and come out of your shell, you are a ton of fun! Woo!



If you picked mostly 5s, you are a BUNYIP!

The Bunyip (buh-n-yip) is a swamp monster of Australian folklore. The physical appearance of the Bunyip varies greatly between depictions, though it is most commonly described as an amphibian with the body of a large animal, such as a manatee or an ox. The tale of the Bunyip began with the indigenous people of Australia, and it was described as a ferocious beast that roared loudly and hunted people. After Europeans came to Australia, however, fear of the Bunyip receded; there are now children's books written about it! You're very laid back and relaxed; nothing can bring you down! The Bunyip does whatever makes it happy, whether that's relaxing in a swamp or treating itself to a (human) snack. You prioritize your own enjoyment in life, making sure you take the time you need to relax and recharge. Keep doing you!



If you picked mostly 6s, you are MOTHMAN!

Mothman (moth-man) is a humanoid moth-like creature with glowing red eyes. It is said to have been spotted in Point Pleasant, West Virginia several times from November 1966 to December 1967. He is a clumsy runner, but he flies very fast. He was often spotted following cars and lurking outside homes; he was even accused of stealing a couple dogs. There is now a museum and a statue dedicated to him in his hometown, Point Pleasant! You're nothing short of an icon, and you want the world to know it! Slay! You enjoy the spotlight, but you know when your battery drains out and you need some alone time; I'm sure you can empathize with why Mothman decided to disappear completely after his period of fame. When your friends drag you out of the house though, you're the life of the party!



RIISING SUN HIGH SCHOOL DRAMA CLUB PERFORMING THE SPONGEBOB MUSICAL

By Steven Holbrook

Get ready to drop on the deck and flop like a fish because RSHS Drama Club is putting on a musical production of *The Spongebob Musical*. This musical, which was nominated for 12 Tony Awards, is based on the hit Nickelodeon animated series created by Stephen Hillenburg, who sadly passed away in 2018 from ALS/ Lou Gehrig's disease.

In case you have been living under a rock, here is a spoiler-free summary of what this musical is about: In Bikini Bottom, there is a giant mountain volcano that is about to destroy Bikini Bottom within 36 hours and everything is falling into... CHAOS. Spongebob must find a way to stop the volcano from destroying the town he loves.

This musical has all your favorite characters from the tv show: Spongebob, Patrick, Squidward, Sandy, Gary the snail, Mr. Krabs and of course Plankton.

This musical includes original songs by a bunch of famous icons of music, including the Flaming Lips, Alex Abert of the Magnetic Zeros, Aerosmith members Steven Tyler and Joe Perry, the late David Bowie, Cyndi Lauper, Panic! At the Disco, and They Might Be Giants, just to name a few, and also a song from the tv show by Tom Kenny (who plays Spongebob and Gary the snail on the tv series, for all the fans of the series) and his writing partner Andy Paley.

So get ready to see the your favorite characters come to life in this production of *The Spongebob Musical*. The musical will be performed at the RSHS Auditorium on the following dates and times:

Thursday, March 23 at 7pm

Friday, March 24 at 7pm

Saturday, March 25 at 7pm

Sunday, March 26 at 3pm

Click [HERE](#) to purchase tickets. We look forward to seeing you at *The Spongebob Musical*!



Based on the series by Stephen Hillenburg

Book by Kyle Jarrow

Original Songs by Yolanda Adams, Steven Tyler and Joe Perry of Aerosmith, Sara Bareilles, Jonathan Coulton, Alex Ebert of Edward Sharpe & The Magnetic Zeros, The Flaming Lips, Lady A, Cyndi Lauper, John Legend, Panic! At the Disco, Plain White T's, They Might Be Giants, T.I.

And Songs by David Bowie, Tom Kenny & Andy Paley

Additional Lyrics by Jonathan Coulton

Additional Music by Tom Kitt

Musical Production Conceived by Tina Landau

Nickelodeon, SpongeBob SquarePants, and all related titles, logos and characters are trademarks of Viacom International Inc.

THE SPONGEBOB MUSICAL is presented by arrangement with Concord Theatricals. www.concordtheatricals.com