



# The Tusker Tribune

NEWSPAPER CLUB



TUSKER TRIBUNE

SOMERS MIDDLE SCHOOL NEWSPAPER

Issue Number 15

<https://www.somersschools.org/Page/11489>

Winter 2022

## Five Nights at Freddy's—Part 1



By Sam Giliberti  
Tusker Tribune Staff

*Editor's Note: This story will be presented in several parts in subsequent Tusker Tribune Issues.*

### Part 1

Have you ever heard of Five Nights at Freddy's? Well, this game is a popular game franchise in which the nightguard, AKA the player, is hunted down by four main antagonists which are the animatronics. The four are Freddy Fazbear, Bonnie the Bunny, Chica the Chicken and, finally, Foxy the Pirate Fox.



This game was created by a person named Scott Cawthon, who made a company called Steelwool Studios, which made most of the games.

There are 10 total games in the series, the latest being Five Nights at Freddy's Security Breach, which is a free roaming game where the player, who in the game is named Gregory, must escape the Mega Pizzaplex while facing many challenges. People have nicknamed all the games "FNaF".

Let's start with Five Nights at Freddy's 1.

### Five Nights at Freddy's 1

FNaF 1 was made on August 8th, 2014, and became extremely popular over a week. There were about 100,000 to 1,000,000 people who purchased it, and Scott Cawthon made approximately \$20-\$40 million.

*Continued on Page 2*

## Aaron Raven Avon



By Nova Laubis  
Tusker Tribune Staff

*Editor's Note: This story is being told in chapters. Chapters 1 and 2 are featured this week.*

### Chapter One

(Aaron) *I must, survive... I, must survive.... I must survive*, is the only thought running through my mind as it feels like and might just be pounds of sweat, slowly dripping down my whole body.

My breathing won't slow down as I am desperately trying to make it. I don't know where I am, or what is happening as I am desperately trying to survive the night.



HHOOWWWLLLLLLL!!! is the last thing I hear mixed with the swishing of the trees, as I suddenly feel a sharp pain in my arm, that I know will leave a mark before all goes blurry. ((remember this)) I wake up, building unknown. I hear whispers that don't belong to me nor anyone else I know, then I look around and the pieces click, I see bars all around me. I am in jail. Yes. Now I am positive as I see the police officer start to notice me waking up.

*Continued on Page 4*

## Try These Activities When You're Bored!



By Mischa Berek  
Tusker Tribune Staff

Have you ever just sat there, doing nothing and thinking, "What should I do right now?" Well, here are a few ideas on what to do.

One thing that I personally enjoy doing is reading. It's a fun way to get away from reality and possibly learn something new. A book that I am currently reading is called, "Mockingjay", by Suzanne Collins. It is the third book in the Hunger Games series. I don't want to give away any spoilers but it's about a girl named Katniss Everdeen known as Mockingjay. Her home has been bombed so now



she is the face of a new revolution. It is a great book for those of you who like a bit of romance, suspense, and adventure fiction. I highly suggest this book if this is the activity you chose.

Another fun activity is drawing. You don't even have to be good at it. You can make fun doodles in any style. If anything, you can say it's abstract. If you can't come up with any ideas on what to draw, you can go on Google and search for art challenges or ideas on what to draw—maybe you'll find something interesting.

If you really want to challenge yourself, add some color and even try blending it. It's fun, it's messy, but it's yours.

## Freddy's Part 1

From Page 1

In the game, you must shut doors on the four animatronics, which if you listen to phone guy, "they think that you are an endoskeleton and try to forcefully stuff you inside a Freddy suit because no endoskeleton is to be walking around the establishment without its costume."

On Five Nights at Freddy's 1, you have a certain amount of power so that means that you can't keep the door shut the entire night. You start at 12 AM and you must survive until 6 AM. Each hour in game is about 89 seconds, but the first hour is 90 seconds, meaning that each night is about 8 minutes. There are also lights, which can be used to spot any of the animatronics at your door.

The animatronics, as I mentioned before, are Freddy, Bonnie, Chica and Foxy. Freddy will only come on night three and he is vastly different from Bonnie, Chica and Foxy. He is exceedingly difficult to get away from your door. If you were to turn on the light, he wouldn't be at the window; he would be right outside of your door, and you can't see his shadow through the window.

He is on the West Hall (Left). Next is Foxy. Foxy will sprint at your door, and he is on camera 1C at Pirates Cove. If you watch him enough, then he has less of a chance of sprinting at your door. He will bang at your door and take away 1% power the first time, 6% the second and 11% the third. You can see him on the cameras running down the East Hall (Left Door). You cannot open the door, or he will jump-scare you.

Next is Bonnie and Chica. They are the first ones to attack, but they are also different in ways. Bonnie is far more aggressive and will attack very fast. If you turn on the light, he won't be at your window, he will be right outside your door, but you can see his shadow. He is on the East Door.

If you turn on the light when Chica is there, you will see her at your window. Chica is on the West Hall. Now, you're probably wondering, what happens if you run out of power. Well, you will see Freddy's eyes on the east door and he will play a song from his music box, called *Foxy May Get to You First*. You can also win if it reaches 6 AM in time. When 6 AM comes, you will hear a chime from Big Ben and when it finishes, you will hear a cheer from children.

### Five Nights at Freddy's 2

FNaf 2 came out on November 11<sup>th</sup>, 2014. People downloaded the game 20,000 times. FNaf 2 has a lot of animatronics. There are no doors to

shut, but there are lights on the left and right vents, and in front of you is a big opening which you use a flashlight that has battery, but the building doesn't lose power.

You also have a Freddy mask that works for all but 1. Now, let's talk about [the animatronics](#). The first is Toy Freddy. He is the last to move on the stage camera, which is Cam 09. He will attack from the big opening in the front. You can use a flashlight to see him on the right of your door, and to make him go back, you must use the Freddy mask.

Next is Toy Bonnie. He has the same attributes as Toy Freddy with the mask, but he will come to the vent on your right. He is the first to move and is on Cam 09.

Next is Toy Chica. She has the same attributes as Bonnie but is on the left vent. She is also on Cam 09.

Next is Toy Foxy, but she is referred to as The Mangle. She is on Cam 12, which is [Kids Cove](#). She is all destroyed and when she starts moving, she will hang from the ceiling and slowly make her way to your office. You can see her through the front door, and she will make her way to the right vent. You can use the mask on her, but if you don't in time, she will appear above you and make a loud staticky noise and she won't jump-scare you right away.

Next is the Marionette, which is referred to as The Puppet. You must crank a music box on Cam 11. If you don't wind it up, you will see her slowly come out of the Present Box. But don't worry, there will be a warning on the lower right to show if it is running out. If it is yellow, it is half and if it is red, it is about to run out.

Next is Balloon Boy. He will be in Cam 10. He can't jump-scare, but he will stay on your left by the vent, and he will take your battery for your flashlight, which is important for another animatronic that we'll get into later. You can use [the mask](#).

Next are the Withered animatronics. They are on Cam 08 in Parts and Service. First off, is Withered Freddy. He will slowly come to your office through the front door. The Freddy mask will work on him. Next is Withered Bonnie. He has the same traits as Freddy, but he will come through the right vent. Withered Chica is the exact same as Withered Bonnie. Finally there's Withered Foxy. He is one of the most difficult and the mask doesn't affect him. You must flicker your flashlight at him when he stands at the end of the hall in front of you. [This is why](#) Balloon Boy plays a huge role in stopping Withered Foxy.

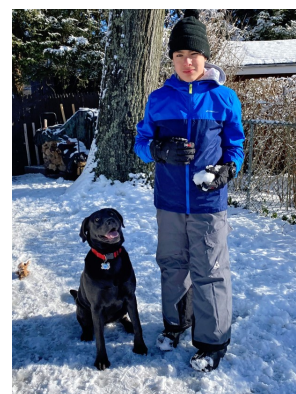
*Continued on Page 3*







**"Snow" Cold!**  
6th Grader Xavi Dosil plays with his dog, Lulu, during last Thursday's snow day. With another storm predicted this weekend, the Tusker Tribune welcomes any snow frolicking videos or pictures to publish in upcoming issues. Send any photos or videos to [DPappas@somersschools.org](mailto:DPappas@somersschools.org)



## Freddy's From Page 2

### Five Nights at Freddy's 3

FNaF 3 came out on March 2<sup>nd</sup>, 2015, and the game was downloaded 500,000 to 1,000,000 times, with Scott Cawthon making about \$2 million. FNaF 3 is one of the hardest FNaFs of all. On your left there is a control panel that allows you to reset a system and it shows Audio, Video, Ventilation, and Reboot All. We'll get into those later.

On your left, there is also a door that cannot be closed. On your right, there are cameras. When you open them, there is an option to see vent cameras. You can close those to prevent the enemy from getting to your office. There is also an option for the audio system that will call back the animatronic from a certain spot.



Now, let's start with the first animatronic. This one is personally my favorite. His name is Springtrap. You must close the vent doors and use the audio system to prevent him from getting to your office and jump-scaring you. He will also create video errors that will make the cameras all static and you can't see anything. It will take about five seconds for all of them. Springtrap is also the only one who can kill you.

The other animatronics are The Phantoms. There is Phantom Balloon Boy, Phantom Puppet, Phantom Chica, Phantom Foxy, Phantom Freddy and finally Phantom Mangle. They all have the same traits—they will jump-scare you, not kill you and cause the ventilation to have an error. When that happens, the vent blocks open and Springtrap can go through.

For all of them, if you watch them on the camera for too long, they will jump-scare you, except for Phantom Freddy, Phantom Foxy and Phantom Puppet. For Freddy, you must flip up your camera or control panel, so he won't jump-

scare you. Phantom Foxy will appear on your left and he will prevent you from resetting systems. Puppet's jump-scare is different. It's not how you prevent her from attacking you. She will stay in your face on the screen for around six seconds and she disables your cameras and control panel, and she also causes Springtrap to get closer because you're distracted with Phantom Puppet.

### Five Nights at Freddy's 4

FNaF 4 came out on July 23<sup>rd</sup>, 2015. There were about 500,000 to 1,000,000 downloads for this game. Scott Cawthon made up to \$8 million dollars. This is considered one of the scariest FNaFs. That is so because of the super creepy environment and ambience.

In FNaF 4, you must use your flashlight to get rid of the animatronics which look like something from your nightmares. On your left and your right are two doors. You must shut them when you see the animatronics at the end of the hallways. In front of you there is a closet. You must shut the closet to prevent one animatronic. Behind you there is a bed. The bed also has one animatronic. You must flash a light at them, so he doesn't jump-scare you.

Let's start the animatronics. The animatronics are the same as the ones in the first game but instead, they look like nightmares. First off is Nightmare Freddy. He will be behind you on your bed. You must shine your light on the smaller version of them. Those are called Freddles. If there are too many on the bed, you will get jump-scared by the big Freddy. You can tell where they are by listening [for](#) a strange noise.

Next is Nightmare Bonnie and Chica. Bonnie is the most aggressive and you will hear breathing in the hallways, which will notify that he is there. Chica will be banging in the kitchen, while you'll hear Foxy run to the closet—and that's how you know he's there.

**End Of Part 1**

## Aaron Raven Avon

### From Page 1

He says in his police officer voice, "Well son what were you doin' lying in shredded shorts unconscious, in the woods? I mean, I always get a bunch of prank calls, stolen cars, reports of buildings being damaged or damaged buildings, and stuff, especially on the night of a full moon, but this, now this is new. What's your name, son?"

**\*\*Silence\*\***

"Can you hear, boy?"

"Yes, my name is Aaron." 'Aaron, Raven Avon.'

"We wanted to make sure you were okay, but we also wanted to make sure you weren't some psycho. And since we didn't know anything about you, we brought you in. We just want to run two tests on you, then you're free to go."

"I don't understand why, being as I am healthy, I feel fine, and I promise you I'm not a psycho. Besides, officer-whatever-your-name is, haven't you heard of school, 'cause I kind of have it today, being as it's a Tuesday and I'm not known for always being late."

The police officer grunts. "You can call me Fred, and I suppose you're right."

Aaron gets out of the cell and gets driven home by the police officer, but it's not like he has to worry about getting in trouble since his mom's been dead since he was eight, and his dad was on a business trip.

Aaron gets out of the car and walks up the steps to his home, to get ready for school.

(Narrator) Meet Aaron, the school bad boy almost all the girls ((and even one or two of the guys)) are crazy for. But I mean, could you blame them? With his deep blue eyes, pitch black hair, muscular body, and slightly pale complexion? Speaking of Aaron, here he comes walking through the hall to first period now.

### Chapter 2

No matter how many times he walks through the high school hallways, it's like the instant he steps through the school entrance, time stops for a second, it goes quiet and then comes the stares. Then some teacher would start to walk the hallway, and all would be normal...almost.

Some would still try to steal a few glances at him. Aaron was used to this routine by now. everyone knew not to mess with him for if you got on his bad side; his piercing blue eyes seemed murderous, like a furious red, some said even vampire like, no need to even try to stare him down.

Some loved him, others hated him, and in the end, he didn't care. He was popular, he was smart, he knew when to keep his mouth shut and

well, he could be a model. He didn't see the point in school, but figured he should still go, and did pretty much whatever he wanted, not caring about anything else.

He was once manipulated and vowed never again. Only the very few who he trusts, who cared to get to know him when he was younger, know he has a caring, very protective heart. He is strong, mature and, well, I could go on and on and on, but my point is that he is not a jerk. However, he's also not a teddy bear to the stranger's point of view. Like I said, you have to get to know the guy and get him to trust you to understand.

(Aaron:) Third period flies by in the blink of an eye. Before I know it, I have a free period, and I rush off to my part time job. Five minutes later, I arrive at Bo Bo's café parking lot, I walk inside the café, and get to work. Then, I slowly realized I never checked my arm from the strange night last night. I rolled up my sleeve and looked down to see what appeared to be a bite mark.

I couldn't understand as I still couldn't

quite remember the memories of last night. I didn't think much of it and got back to work. Yet Only 10 minutes later, a mysterious person in a dark hood, who I thought was a customer, walked up to me and says, "You're coming with me."

I snicker. "Ha-ha. Sureeee buddy. I would like to see you try! As you can see, I am a little busy. You gonna get something or

not? Cause in 20 minutes I have to get back to class, soooo, yeah."

The stranger quickly pinned me against the wall.

"You got some moves. You wanna fight? Okay, let's go!" I say. I quickly slide out of the stranger's grasp and trip them, only to have them bounce back up a second later and almost uppercut me, which I barely manage to dodge. Then I feel some weird, newfound power that I've never felt before from within me and manage to give the stranger a solid blow to the chin.

As if the stranger knew or realized what I felt, they said, "It's too late," and they seemed to vanish into thin air right before my eyes. But I guess they just moved really fast because they showed up behind my back only a second later and injected something inside me with a syringe. Almost instantly, my knees buckled and I fell to the ground, my vision going blurry the last image I see is the stranger in the dark hood hovering over me, rubbing their jaw, and whispering to me, "You fight good, this should be interesting."

*Editor's note: Additional chapters will be published in upcoming Tusker Tribune issues.*





## How 'Big Tech' Tracks You



By Lucas Ziegler  
Tusker Tribune Staff

Google tracks your search history, tracks your location, and records the videos you watch. Then they sell that information to advertisers.

The advertisers then show you personalized ads based off things you like. That's how Google make money. Big tech companies like Facebook, Apple, Amazon, and Samsung also have policies like this.



Why do companies do this? The free browsers you use must make money somehow. So, they make their money by taking your data and selling it. Why do companies buy your data? It offers a better way to understand and meet customers' demands and interests. But those companies also buy unnecessary data like photos and contact information.

How do you keep yourself from being tracked? You can use a VPN, clear your browser history, use browsers that won't track you, (like Duck Duck Go) and use "incognito" mode on Google.

You should never trust a big company with your data and make sure to be careful where your free information comes from. Also, think about why you get it for free—remember, even though it's free, everything has a cost.

## Humane Prisons: Psychology in Architecture



By Jimmy Gallivan  
Tusker Tribune Staff

When the word "prison" comes up, most people think of bars, inmates in handcuffs, and armed guards. While prisons like these are meant to punish criminals and disarm them, sometimes they cause more problems than they cure.



*The exterior of Halden Prison*

For example, in the US, out of the more than 600,000 people released from prisons each year, between 50-80% of those people end up in prison within the next 5 years. There is a new type of prison that is trying to solve this though, called humane prisons. Humane prisons are essentially based around the idea of rehabilitation, and while taking away the freedom of an inmate is the punishment, taking away their daily life is not the punishment. This appears to work, too, Norway, which has adopted this system, only has a reincarceration rate of 20%. We can take a specific look to get a better idea of humane prisons, by going to Halden Prison.

Halden is a humane prison, located in Halden, in the south of Norway. It opened in 2010 and is known around the world for its innovative ideas and principles. At Halden, even the prison layout is fundamentally different.

*Continued on Page 6*

## Keeping the Beat

*Enjoy the talent of our very own Jason Graessle as he rocks Michael Jackson's classic "Rock With You" song. Should bring back memories for the "older" faculty and staff members at SMS!*

**Click on the link below:**  
<https://www.youtube.com/watch?v=61vqb0KPLeo>

## Why Pie?

**Get Tickets; Pie a Teacher!**



By Eve Clark  
Tusker Tribune Staff

Do you want to see your current, former, or next year's teacher get pied in the face? (Me, too!)



Student council is hosting a pie in the face fundraiser. Tickets are a dollar a ticket. See the table in your lock/lunch period, pay a dollar, and put the ticket in jar of the teacher you want to see get pied in the face.

You are probably wondering, where is my money going? Well, all the money is going towards the student council so we can host games, pep-rallies, fundraisers, and other activities.

The pied in the face event will involve the three teachers who have the most tickets in their jars. They'll get pied on Friday, Feb. 4. So, the real question who you want to see get pied in the face?

**The Tusker Tribune** is the online Somers Middle School Student Newspaper. It is published weekly (except during school vacations) on the Somers Middle School Website. It is entirely student-written by 6th, 7th and 8th grade students from:

**Somers Middle School**  
250 Route 202  
Somers, NY, USA.

Any SMS student is eligible to write stories. If interested, please e-mail Advisor Dean Pappas at:

**DPappas@somersschools.org.**

Tusker Tribune Website:

<https://www.somersschools.org/Page/11489>

## Reporters/Contributors

**Mischa Berek**

**Eve Clark**

**Xavi Dosil**

**Sam Giliberti**

**Jimmy Gallivan**

**Jason Graessle**

**Nova Laubis**

**Lucas Ziegler**



The Tusker Tribune  
SOMERS MIDDLE SCHOOL NEWSPAPER

## Prison

### From Page 5

It is laid out like a campus, or a village. Instead of one large building, there are separate buildings across the prison, and the prisoners are allowed to, and even encouraged, to move between them. For example, the housing buildings can be located on one side of the prison, with visitation at the other side, and education located in another corner. If the incentive to get places isn't enough, the prison, and I am not making this up, will pay inmates money to leave their cells and go do things.

According to Are Høidal, the governor of the prison, this is because "If they are sitting all day, I don't think that is so good for a person. If they are busy, then they are happier. We try not to let them get institutionalized." This is also because this movement between buildings helps simulate commutes in real life, and helps the inmates keep a sense of normality so they don't get too distanced from society, which is something vital for the inmate's reintegration into society.

Along with this, the prison is designed with architecture and beauty in mind. It has striking minimalist buildings made out of wood, glass, and brick that overlook rich forests filled with vegetation such as birch and pine trees. This architecture is meant to calm inmates and prevent conflicts within the prison. The abundance of windows and nature also allow inmates to sense time passing, allowing them to feel less isolated from the outside world.

On top of this, inmates also enjoy ample amenities in their cells, and in their daily lives. They are not forced to wear their own uniforms; they can wear their own clothes. Art installations by the Norwegian artist Dolk are sprinkled throughout the prison, and there are also kitchens that can be used for cooking, or for one of the many classes that inmates can take at Halden, to help them personally, to help them realize their crimes and how to prevent them happening again, and to help ease their transition back into normal life. The inmates are even trusted with sharp knives for cooking in those kitchens.

There are also public libraries, outdoor walking paths, and comfortable places to sit and socialize. Cells themselves are designed to be private, with desks, a bed with a mattress and sheets, and private bathrooms equipped with showers. There is also a mini refrigerator, a television, and a window to let natural light in. The common areas are also designed so that guards interact with the inmates more often. Instead of

the guards staying in their room and watching over the inmates, that guard room is made purposely small, so the guards are forced to go out of the room, walking around and mingling with the inmates.

If those guards witness a conflict, instead of locking up both inmates, they sit down with both of them, and those two inmates will discuss with each other, about their conflict, what could have caused it, what they might have done wrong, and how to learn from it. Of course, if that doesn't work, more traditional methods can be used, but it provides prisoners a chance to let themselves out and explain themselves.

While at this point, it can't be denied that Halden Prison is a more pleasant experience for inmates, does it actually work? It could be argued that yes, it does. Halden Prison is meant to house the worst criminals that Norway has, the ones who commit mass murders and violently assault people, and since its opening 12 years ago, in 2010, not one prisoner has ever escaped, or even tried to escape.

We can also look back at the number, compared to the 50-80% of people in other countries who get put back in prison, Norway only has 20% of inmates go back. This may leave the question of why this isn't being applied in more places, and it's because humane prisons are expensive.

Halden Prison cost roughly \$250 million to build—that's a quarter of a billion dollars. The Norwegian government spent about \$1 million for those art installations by Dolk. It costs the Norwegian government around \$130,000 per prisoner per year to house and keep them, compared with the United States' national average of around \$40,000 per prisoner per year. This is not a determining factor though. New York City spends around \$408,000 per inmate per year. This is the same city where Rikers Island Jail is located, where an inmate was told he couldn't see a doctor immediately, and would have to wait until a later time, even when his kidneys had failed. When he protested, he was beaten, and eventually died. Another inmate there, also died, when he was denied medication for his seizures. Inmates have said even the door locks at Rikers Island have not worked, and fights are widespread. This is for \$408,000 per year, per prisoner.

It shows that while lots of money can be spent, it matters how that money is used, and how well it is used. All in all, this is why the US, and the world, needs humane prisons, for the betterment of humanity. We need rehabilitation and learning over punishment and suffering.



*Top: an art installation at Halden Prison.  
Lower left: a window view from inside the prison. Lower right: a typical cell.*