



PINE-RICHLAND RAMPAGE



THURSDAY MAY 16TH, 2024 No. 21

"DELIVERING HIGH SCHOOL NEWS...ONE PAGE AT A TIME."

SASH Club: PR Students Support Victims of Sexual Harassment

CALLE HENNE STAFF WRITER



SASH club member Finn Howell and SASH club president Maura Flynn

Students Against Sexual Harassment, also known as SASH, is a club at Pine-Richland High School that advocates and supports those who have been victimized or know someone who has been affected by sexual assault or harassment. The club is led by co-presidents senior Maura Flynn and senior Ava Fazio.

"We work together to bring more awareness to this very prominent issue, in hopes to decrease it, and to create a warmer and more understanding environment for those affected," said Flynn.

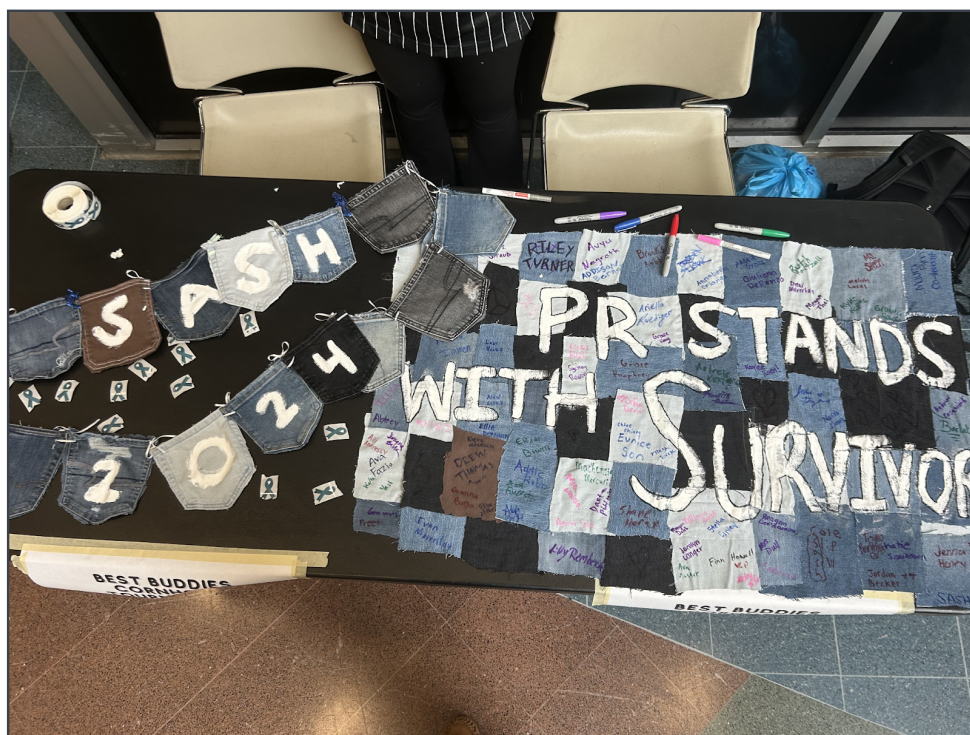
As a club they work to create a safe space in our school for individuals by promoting awareness, safety, and they also advocate throughout the school to show their support.

Earlier in April, students around the school along with members of SASH club put together a project to celebrate Denim Day which is a day in which people around the world wear denim to show their support for sexual violence awareness month. Flynn, along with other club members, upcycled jeans into banners and had students during lunches sign their names.

"We really wanted this to be a unifying project, spreading awareness to the entire school and helping to make Pine-Richland a safe environment," said Flynn.

If you are interested in joining SASH, join the Google Classroom with the code: 5hrqvhq and there is typically one meeting a month that includes a discussion and an activity. In the past they have made banners, hung up ornaments, and created Valentine's hearts with positive messages.

If you or anyone you know has been effected by sexual assault, know you are not alone. There are many resources around the school and trusted people you can talk to. Let's work together with SASH to make school a safe place for everyone.



Denim Day project signed by PR students
(photos provided by Calle Henne)



The Best Game Shows of All Time

Will you watch them? Deal or no deal?

MADDY HOMER STAFF WRITER

Game shows began to appear on radio and television in the late 1930s. The first television game show, *Spelling Bee*, as well as the first radio game show, *Information Please*, were both broadcast in 1938; the first major success in the game show genre was *Dr. I.Q.*, a radio quiz show that began in 1939.

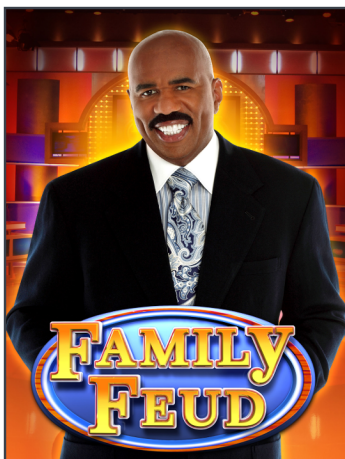
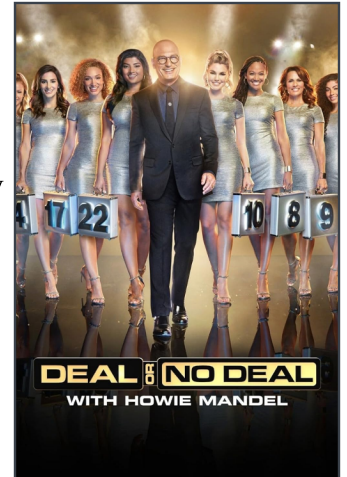
The number one game show in the world is *Jeopardy!* It also holds the records for most Emmy wins (seventeen) and nominations (thirty-seven) for Best Game Show, and beloved host Alex Trebek holds the record for Best Host nominations at an outstanding thirty-one, with seven wins.

The biggest prize ever won on a television game show was \$4,522,700 on *Jeopardy!*



On the show *Wheel of Fortune*, there are twenty-four spaces on the wheel. When a person lands on a cash space, they may guess a consonant. If that letter is in the puzzle, it is shown and the person is credited the amount of money shown on the wheel for each time the letter is in the puzzle. Rather than spinning the wheel, a person can buy a vowel for \$250.

In *Deal or No Deal*, throughout the game, the player is offered an amount of money or prizes to sell back their case and end the game, being asked the titular question, "Deal or No Deal?" If the contestant rejects every deal and eliminates all the other cases, the player keeps the money that was in their case.



Family Feud is an American television game show created by Mark Goodson. It features two families who compete to name the most popular answers to survey questions to win cash and prizes.

On the Peacock hit, *The Traitors*, twenty-one players compete to figure out who in the house is a "Traitor" and who is "Faithful." The Traitors, hand-selected by host Alan Cumming, typically convene in the night to choose a player to "murder" and eliminate from the game. Meanwhile, Faithfuls work together to unmask and banish the Traitors.



KEY CLUB HOSTS WALK FOR WATER: Join the Key Club on Monday, May 20th, from 3pm to 4pm at the high school track for the Walk for Water fundraiser. This event raises awareness about the need for clean water all over the world. All donations go to Hope for Ghana, an organization that builds wells in West Africa.



Board Games Word Search

CALLE HENNE STAFF WRITER

E C N E U Q E S Y Z E L Y Q F Z A Q Z Q Y B M C D K F B P C
 U M V V E V Y R O M E M Q Y R U T B R F I E U L X Z U K Z F
 J M Y R I Z S Q I W L I K O S T D N G J C C E U C R O G G X
 Y I L W M L W M C X A U X P G W D N D K U S M E S P X Z J G
 Y U H Q N B P O G P G D K F D I Q A I C I T G Y H Y S U J Y
 W E T J M Q Q N P G S R V W L A G E O E O A C Z S X T Z X M
 F I R F N G Z W C U E P J J Y X W I J M L W N I J F Q D Q S
 F Q H G J D M Y L W J C C T S T L A P J S U U P W P D X S L
 Z Q I L N J V G O V X G I Y D E E X U J J C F Z O I L E X Z
 G K W C F W O I X U A B T R U B Z Z X R L T K Q Z E H E A P
 Z A T J X E V C N V H I B J D G H B Q W P E B H W C Y V E K
 G I M J A Y T R Y P S V D R V L M Y Y I T O I I F X I W I B
 P S Y E L R T E D O F O W M H F D P H S R N R P B L K L T N
 D S H I R R B D S W V C P M M F X S D J O Q Q R M B N T W A
 T N F O I O C D L E H Q D L W N E F E G U N P I J N B M J D
 K F A P O S F W Z Z H F C T E L N J C P B A Q L A P E O N R
 I R O L M T R L Z T D C P X T T I U Z O L G H D I B A N C N
 U L I R Y W S R Q L R Q R T K H U I N W E W Y S H W H O L S
 Y W B S N D N A I K D V A A C O N N E C T F O U R I N P T X
 R J H I K T N F N Q J B G E P Y X U H S N N A U B M T O C N
 X J D B G Y E A P D P S U N G T C H E C K E R S E D G L A Z
 N U U J M P X T C D L J V Y O J Z A W V O E D W E W E Y D M
 K P Y I C V L H K F U A O C H F A M H X U Y D V Z O H X C I
 H U T D S Z O V O M J A D X J M J Q T I Q N U F T U E N R O
 M X I W Y R R A A P K F H D C G U L R N V F N N A I R O W L
 Q Z E L Y D X N Z X U U Y C E T P S O L T C L I Y W W T V P
 G G I P L T J L O H P V E F N R U D L E H J D X P M O I L F
 Q G O N H I B V O G R C U P B R S L V V R D K P Q Z K N K M
 O W Y M K I U R K U D Y Y I A Z P V U O P B N V O Q W Q R H
 I R C U H Q I S B I J U W C H A H S C O M G N K A O H I C J

Battleship

Monopoly

Candyland

Parchese

Checkers

Risk

Chess

Sequence

Clue

Shootsandladders

Connectfour

Sorry

Jumanji

Tripoly

Life

Trouble

Memory

Yatzee



Tired of the Same Old Family Game Night?

Try Out These Classic Games with a Twist

MARIANNA ZAHORCHAK STAFF WRITER

“If I hear the word ‘uno’ one more time, I think I’m gonna lose it.”

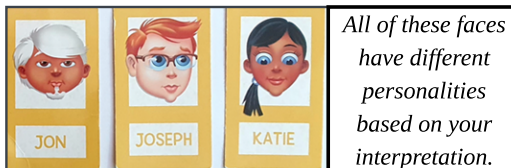
“What if I don’t want to go fish--did anyone ever think of that?”

“I am tired of living under the aristocratic tyranny of the Monopoly Man and his pompous, uncanny, non-existent monocle.”

If any of the above sounds like something you've caught yourself saying once or twice, you may want to consider trying one of the following games as a way to spice up your board/card-gaming experience:

Arbitrary Guess Who

This is an amazing twist on an old-time classic my dear friend junior Matthew Miller invented. As most of us already know, *Guess Who* is a relatively easy game to play: both players choose a character from the roster, and then you take turns asking yes-or-no questions about your chosen characters’ appearances. *Arbitrary Guess Who* expands upon this idea to create something, well, actually fun. Instead of asking about



All of these faces have different personalities based on your interpretation.

Playing *Arbitrary Guess Who* can be fun because it's open to interpretation: For instance, when someone answers “yes” to the Annoying question, Katie's the first face getting flipped down when I play.

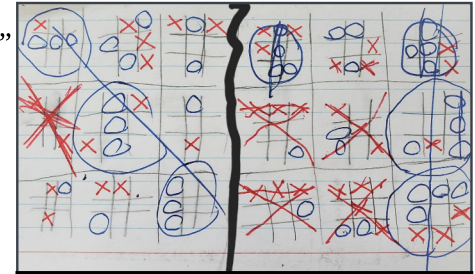
asking about what each character looks like, you ask about their personalities, jobs, likes, and dislikes. Each person’s answer is based entirely on their impression of the character based solely on assumptions. That’s what makes it so fun; you and the person you’re playing with could have completely different interpretations of a character’s lifestyle, so you have to think through your answers. Some examples of questions are “Does your character work in IT?” “Was your character popular in high school?” “Would your character kill the spider?” and of course, the simple but always effective “Is your character annoying?” To get a feel for how to make character assumptions, I’ve included some of my own as seen above as an example.

CONTINUED...

Ultimate Tic Tac Toe

“Tic Tac Toe is for babies,” you say. Well, not anymore!

This new and improved *Tic Tac Toe* introduced to me by sophomore Maksim Cenk applies a level of strategy never before conceived by



Two rounds of *Ultimate Tic Tac Toe*, photo by Marianna Zahorchak

man. In *Ultimate Tic Tac Toe*, one player chooses any box-within-a-box to start in and makes their first move. The location of said player’s chosen box-within-a-box determines which of the 9 quadrants the other player will have to make their move in. For example, say I was playing as X’s, and I made my first move in the upper left-hand corner of the middle quadrant; the other player would then have to make their move anywhere in the left-most quadrant. If they placed their O in the bottom middle box, my next move would be in the bottom middle quadrant, and so on. Players are thus encouraged to think wisely about where they make their mark. You wouldn’t want to end up sending your opponent back to the quadrant where they already have 2 marks in a row, now would you?

The Bean Game (Bohnanza)

Okay, maybe “classic” is a bit of a stretch for this one, but *Bohnanza* is still my favorite game nonetheless. However, it took some major TLC to get it to that point. You see, I first played the card game at a family friend’s game night several years ago.

Alas, I forgot how to play the game, so like any sensible person, I spent two hours rewriting the rules. Listen– I tried to learn how to play the correct way again, but those directions might as well have been written in hieroglyphics. I asked game master Matthew Miller to try to decipher them for



Potential mid-game setup of *The Bean Game*, photo by Marianna Zahorchak



me and even *he* couldn't understand a word they said. Therefore, we took it upon ourselves to reinvent *Bohnanza* into something (almost) entirely new, while still maintaining and taking inspiration from the basic goals of the original game. After providing the game with a much-needed upgrade, we dubbed it *The Bean Game* (because nobody knows what "bonanza" means anyway [despite it being a clever pun as I discovered after some research]).

The premise of the game is still simple – trade, plant, and harvest bean cards in exchange for profit. Earn the most coins by the end of the game to win. The game applies great deal of strategy while also involving some amount of luck. Will you spend turns discarding any unwanted beans in your way? Or will you not spare a single turn ridding yourself of unnecessary (but troublesome) cards? Will you be a generous trader, or will you refuse to make any overly-mutualistic offers? The choice is yours.

If you're interested in learning how to play this unique and most exceptionally entertaining game, you can read the new & improved directions using this link: [Bohnanza \(aka The Bean Game\) New and Improved Rules](#) I hope you find these games as fun as I do!

Mensch ärgere dich nicht (Man, don't get angry)

But I absolutely will, when it comes to this game

LILLY REMBECKI STAFF WRITER

I was previously made aware that Americans are not as into the game "Man, don't get angry" (In English) as Germans are, although I did see it in Target last week disguised as "Sorry" (I do think the German name has more flair, but to each their own), so I'll describe to you exactly what you're supposed to do in this game and why it aggravates me so much.

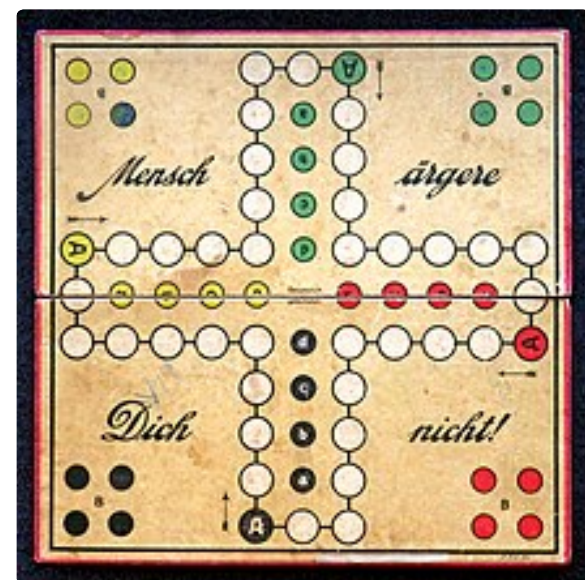
The most played variant of the game can be played by two, three or four players – one player per board side. Each player has four game pieces, which are in the "out" area when the game starts, and which must be brought into the player's "home" row. The rows are arranged in a cross position. They are surrounded and connected with a circle of fields, over which the game pieces move in a clockwise direction. There are three fields on each side of the board. At the beginning of the game, the players' pieces are placed in the four fields marked "B" on the far left side, the "out" section. The colored field just left of center, marked "A" is each player's "start" field. The white field just to the right of the start field leads to the "home" row, marked "a", "b", "c", "d". Each game piece enters the circle at the "start" field ("A"), moves (clockwise) over the board and finally enters the "home" row. The first player with all of their pieces in their "home" row wins the game. (Look at the picture to understand it better)

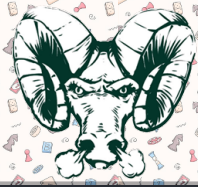
From my experience, I noticed one thing: the rules are what you make everyone else believe they are. And that's exactly what I despise about it.

Imagine you're just chilling, visiting your grandma with your older brother: the people with older brothers should already start to see the picture, and your grandma pulls out her favorite board game "Mensch ärgere dich nicht"/"Stop", that she's been playing with you ever since you can remember. Suddenly your bloodthirsty, narcissistic, sadist brother chimes in with the "I'm joining" and you can already feel the blood leaving your face as you prepare for war. (It wasn't that dramatic but you get what I'm saying)

So it's your nice elderly grandma, your would-curse-your-bloodline-if-he-wasn't-a-part-of-it brother and you, who just wanted a chill afternoon, sitting around her dinner table sipping her homemade black-raspberry tea, when your brother starts dropping all of his made up rules.

I don't really want to get into it, but just know the rules (he can have two players on the same spot and apparently can't get kicked out for example) only counted when they benefited him and his dice "magically" fell on to the ground, where it "surprisingly" landed on a number that was very convenient to him. If you ever end up playing this game with someone, who you already can't play games like Monopoly or Uno with, you're in for war and maybe a week of silent treatment (at least that's what my brother was in the mood for)





Games that Shaped My Childhood: *Playing through the Nights*



JACK HADLEY STAFF WRITER

Growing up I lived with my best friend and also my cousin; while the three of us were and have always been very close, everything we did was competitive as kids. Whether this was video games, board games, or any sports we would have a thrill(as long as we were the one winning).

A game which was recurring was "Sorry." I think part of this was because you could ruin your opponents' entire game plan by picking up that one card. But also the fast paced nature of the game kept our short attention locked in. Another board game was Monopoly; while the game takes a ridiculous amount of time to play, it was always a good time. I think my favorite part is how one day you can be on top of the world owning Boardwalk, and next you're in bankruptcy selling all of your properties.

Madden tournaments were also a regular occurrence in our household. We could play for a while because one person was always waiting to play since there were three of us, this would just be who lost the previous game so there was always an incentive to win. Many nights we would all keep playing quietly in my room way past our bedtimes.

Looking back there were a lot of ups and downs but I honestly wouldn't trade it for the world.

LEGO Marvel Superheroes: *The Game of my Childhood*

BROOKE DEEGAN STAFF WRITER

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Marvel was a prominently recurring theme throughout the entirety of my childhood. My family and I had been intensely engrossed in each of the movies, watching detailed break-downs of every little easter egg embedded within even the shortest of trailers, or discussing potential events and past comics over a home-cooked meal. This was the golden age of Marvel, during the action-filled phases of the Infinity Saga. And there was nothing that I loved more than playing a classic game of LEGO Marvel Superheroes by myself or alongside my little brother. In fact, I believe we owned three versions of this remarkable game, each slightly different from one another. It was a pivotal aspect of my developing years, and for that, I just have to pay homage to it.

Our xbox rested right in front of our black television in the depths of our basement. My brother and I would venture down the creaky, carpeted steps in order to experience a few hours of fantastical bliss via this amazing video game. As we impatiently turned on the console, we would discuss our plans for the game. There were story modes, where you would have to fight villains and garner points, and there was also free play (which was always my personal favorite), where you could explore a LEGO-fied version of New York City and Marvel Headquarters. When we opted for the explore mode, I loved to customize my avatar in all sorts of unique manners and combinations. Scarlet Witch's hair, black widow's face, and Jean Gray's outfits would all harmoniously come together on my vibrant screen to make up the person who I played as. I would usually make up some ridiculous superhero-esque name and then meander all throughout the city of blocks. I thought it was the most amusing game in the world.

As I got older, I strayed away from playing LEGO Marvel Superheroes entirely. My interest in it began to deteriorate with the addition of new hobbies, passions, and work to be done, but it will forever hold a special place in my heart. After all, it was such a large, recreational, slightly humorous chunk of my childhood that I will simply never be able to forget.



BOOK DRIVE: Pine Township Youth Council is hosting a Book Drive at the high school until Friday, May 31st. All books collected will be donated to the UPMC Children's Family Care Connection Center.



Word Search: *Video game Edition*

FRANCESCA GUZZY STAFF WRITER

J U S T D A N C E S F U K J M H F M X S
 G L Q E B Z N G E U U G K Y G E K B L K
 F Z M N Q J V I U N T F S D W T Z O N V
 Q M W F X B O B M P T O O W J O U Y I I
 L A C E J V S B U A I H I T E K W V D Y
 I A J D P N C H G R L Q F E S H Q O D K
 Y N E Z I N P E A T Z C O F H A L R P U
 Q M O U M B F M Z K R T R C G S L V N T
 W O M V O G R Z S V R T T O S I Z L A L
 T F A R C E N I M O R M N Q S V W W Q B
 A D W Y P L S O X H K X I W F S H R B D
 B R R U Q Z Q D W K O P T E G J I N Y K
 K R S F V A M V J V I T E O I A C N R N
 F M E N J Q D C D G S U B A U S H S G V
 M F U W J X L E J I F O W S W L I U P P
 N K Q Z B Q M I R K S L X P R M X D N M
 V E W A U O X T F W D L G Q S F S R D S
 R W F Q H O E M A Z V A D R I C K T S V
 C H P G P T K X J L U F M V H D E B B E
 T A L V Y V G T P X O M G D L Q I C O X

Tetris

Just dance

Animal crossing

Fortnite

Sims

Minecraft

Last of us

Fallout

Super mario



Word Scramble: Rampage Edition

ADDISON BARNES DESIGN EDITOR

Rgamaep tdErio ftfSa Wtrrie itcAerl seIsu esaNeprpw nyeliB aneldiHe asrHendw

Word Search: Baseball Edition

TRISTAN FARRAR STAFF WRITER

H	P	Q	W	Y	G	T	H	H	T	R	D	X	U	B
B	O	I	U	T	P	R	Y	U	B	O	C	X	B	A
L	A	M	T	B	C	I	O	A	U	W	H	M	N	S
N	X	M	E	C	N	P	T	B	E	U	X	K	S	E
E	C	A	P	R	H	L	L	B	K	G	P	Y	W	R
X	A	K	P	M	U	E	H	D	I	W	Y	Z	O	U
B	S	Z	S	N	U	N	R	E	R	X	A	N	W	N
D	P	N	U	R	B	W	K	U	T	B	A	L	L	N
X	B	V	U	I	W	D	R	L	S	N	W	M	S	E
U	L	S	I	U	A	Y	Q	Z	A	O	V	O	R	R
E	L	G	N	I	S	Z	C	R	F	W	Z	M	T	E
P	G	L	L	L	A	B	E	S	A	B	P	Q	Z	S
R	B	Z	S	J	C	M	Q	O	Z	E	Z	V	C	W
S	H	E	Z	G	A	S	Y	A	S	P	Z	V	M	S
O	Z	F	V	F	S	M	B	M	L	I	W	V	I	W

Strike
Ball
Bat
Out

Triple
Baseball
Double
Pitcher

Walk
Baserunner
Homerun
Single



Pine-Richland Spring Sports Word Search

ELLA DAVIS STAFF WRITER

E	U	Q	R	J	P	S	V	C	J	I	I	S	I	B
F	S	I	B	G	Y	M	N	O	D	N	Q	N	O	O
R	N	S	G	G	G	L	T	P	V	Y	B	Y	M	Y
I	O	F	O	C	J	Q	C	U	C	G	S	L	D	S
S	J	N	H	R	D	T	V	U	P	V	B	C	W	T
F	W	L	F	Q	C	Y	N	W	O	Q	O	W	I	E
K	X	U	F	V	C	A	Q	L	R	B	I	D	H	N
C	D	D	I	B	Q	K	L	O	U	H	R	S	D	N
A	I	C	X	T	A	E	B	C	M	C	R	S	P	I
R	A	Q	S	O	Y	S	L	L	A	B	T	F	O	S
T	S	K	X	B	U	V	E	E	O	W	D	A	P	X
B	R	Y	A	A	U	X	U	B	K	F	P	Z	T	G
S	Z	L	K	A	G	D	Q	E	A	N	T	M	Z	S
J	L	P	Q	M	C	K	P	K	N	L	S	G	Q	V
L	Q	C	I	R	B	W	G	E	P	F	L	X	T	L

Baseball

Boys Tennis

Boys Volleyball

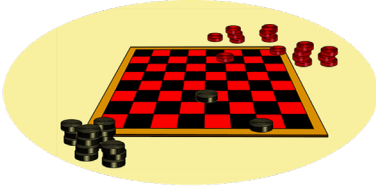
Softball

Lacrosse

Track



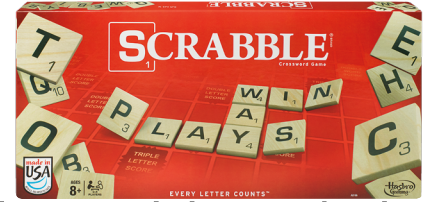
The World Loves Games: Top 3 Most Popular Board Games of



All Time

ANDIE BOWSER STAFF WRITER

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Board games have been around for quite some time and can sure be a ton of fun. While some people don't enjoy board games, there are a select few that practically everyone knows. Whether you hate them or love them, here are some of the most popular board games of all time that you have definitely heard of.

First up, the best-selling game of all time: Monopoly. Monopoly is a real-estate game where a player's objective is to remain financially stable while attempting to push other players into bankruptcy. For those of you who have played Monopoly before, you know it can be super fun and exciting. This game was created in 1906 and has been a smash hit ever since it's release in 1935. Hasbro has sold around 275 million copies of Monopoly around the world and continues to sell more every day. That is one popular board game!

Next up is a classic board game that everyone knows and loves: Checkers. Checkers is a two player game of strategy where a player's objective is capture or block your opponent's pieces so that they can no longer make a move. Checkers dates back to as far as 1,000 A.D. and is still a super popular game today. It is a simple but fun game that anyone can play. There have been an estimated 50 billion Checkers copies sold since its invention and more are sold every day.

Finally is a classic and super fun word game: Scrabble. Scrabble is a word game where the objective is to create words on the board from the 7 letters you get at the start. The game is played until there are no letters left and the person with the highest score at the end wins. Scrabble has been around since 1931 and is played all around the world by people of all ages. Since its release, there have been around 150 million Scrabble sets sold around the world.

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The RAMPAGE is available online every Thursday under the High School Resources Tab. It is written by students, for students, and will make every attempt to report all school-related news. We welcome freelance submissions, suggestions, comments, and story ideas from students and staff. Since this is a student publication, we realize we make mistakes. We encourage readers to report mistakes to the staff writers, and you may win a prize if you locate any/all mistakes.



April Word Search

IZZY BANJAK STAFF WRITER

A S E A S O N U B K I Z R Q L
X O W G A V M I G B S G A V I
F C G O S B R M O R P D I P R
K E B D R D X G E O A J N A P
H C E E S G V W Q B G S S P A
M E L H S T O P L A N T S R C
S L M O O L B S U N I C P I H
A S T S F N T K M M R I U L I
O E D U H Z E X I M P N D F C
J B K U O O T E T T S C D O K
V W C Q O R W M R U E I L O S
N P M C S L P E O G L P E L Q
Y N N U B X C S R U T I S S M
S W O B N I A R N S Y O P A G
G A R D E N I N G O I U Y S J

- | | | | | | | | | |
|-------------|----------|-----------|----------|---------|---------|----------|--------------|--------|
| Rain | Umbrella | Bloom | Clouds | Spring | Flowers | Sun | Tulips | |
| April Fools | Birds | Bunny | Grow | April | Seeds | Plants | Showers | Chicks |
| Rainbows | Sprout | Gardening | Grass | Puddles | May | Prom | Spring Break | |
| Green | Ladybugs | Picnic | RainCoat | Eggs | Season | Planting | Kite | |



Word Search: Pine-Richland Edition

ELLA BARKLEY STAFF WRITER

e y f u z q r l n t l p q j v s s b e n
y k a l b g a k l l h s b e m j p a c k
p i n e r b m v a a p e c r m g m s k c
k y d l f u s b e q b n g w t m a k w j
k d z g s e t i h w a t p i d k h e b p
b y j t v f q f a h o i o w b g c t y u
r m w x o o r a p u a j d o r i e b d j
y s p s u y l i d l q a v e f t t a b c
w e x f o r d l c t z v e f d n a l z n
v s k p v o o h e h t n o h k j t l n h
x e t c r p a r q y l a c r o s s e i i
o d c l o m o c o c b a y b m s l z j l
g e j p p h z m l f n a n f e e f e r u
h n q s s i k g l c y j l d w q q h d r
o h o z y m t w a d f e n l s c i f c o
t a z y f b v a b u a s l c b d v w f x
p l w d k l u c e q v d h k m m v h p w
s l i t s y b y s w p o g o a s k r r o
i p r e c c o s a a o n e u x z a i z e
d s r p v r s f b l y b b f p h t v k r



Word Search: Softball Edition

TRISTAN FARRAR STAFF WRITER

R	K	C	N	V	W	P	U	H	J	S	J	H	E	O
R	U	X	O	S	R	H	Q	O	O	S	R	I	H	T
B	A	S	E	S	N	U	R	S	I	M	N	P	U	P
I	O	V	R	O	U	E	R	A	U	O	E	S	Z	U
S	X	R	O	B	N	J	M	T	E	S	R	R	U	R
T	T	E	L	A	B	G	H	N	G	O	K	N	U	M
R	B	R	D	L	A	K	C	Y	R	B	D	L	L	N
I	C	P	I	L	P	P	C	R	L	E	H	R	A	C
K	V	I	Z	K	W	K	E	B	R	P	W	F	V	W
E	W	F	I	B	E	F	S	H	J	K	P	Q	A	L
O	X	O	W	O	Y	U	A	Z	R	K	A	S	V	F
U	S	V	C	B	K	N	S	T	H	H	O	B	Q	F
T	N	D	T	V	D	B	T	C	H	A	N	T	S	W
S	O	X	H	C	Z	J	I	A	R	K	D	I	K	G
V	S	U	B	Y	H	C	H	D	G	Y	P	N	I	B

Ball

Bases

Chants

Errors

Hits

Homerun

Neon

Runs

Strike

Strikeouts

Underhand

Walks



Word Search: *Color Edition*

ADDISON BARNES STAFF WRITER

L	O	X	L	C	C	N	X	R	W	Y	K	M	G	K
H	G	A	D	E	R	E	E	R	H	W	A	B	E	A
R	M	D	K	P	Y	E	T	H	I	I	B	R	C	V
Q	O	D	O	E	J	R	K	W	T	Y	F	O	G	S
H	E	Y	L	X	T	G	B	S	E	N	O	C	B	C
N	F	L	G	W	S	H	N	K	C	C	Y	P	K	H
O	O	K	E	V	H	S	B	X	D	P	B	Y	P	F
W	F	L	Z	N	J	B	N	V	P	M	O	D	I	R
N	D	E	M	W	L	D	L	Q	O	M	E	R	Y	C
Z	X	P	K	O	O	U	P	A	C	E	D	K	S	K
Q	I	N	D	R	P	R	R	O	C	L	B	L	U	E
H	I	L	A	B	E	Y	C	G	H	K	G	O	N	Y
P	O	E	T	N	D	Y	E	V	L	H	Q	U	I	C
G	Y	Z	E	M	P	Y	W	X	O	L	H	X	O	V
F	Y	U	Q	A	J	V	K	T	Z	D	L	U	I	I

Black
Gray

Gold
Red

Pink

Yellow
Brown

Blue
Green
White



Junior Matt Miller's Views On Magic: The Gathering

MATT MILLER FREELANCE REPORTER



Junior Matt Miller, Freelance Reporter Submission.

Board games are one of the greatest ways for people to bond. However, one of the main problems with this is that there aren't very many games that everyone can enjoy. Magic the Gathering is one of the most versatile and popular board games. The premise of the game is that each person has 20 lives and your goal is to get your opponents' life to 0 through creatures and spells. This card game has so many variations that there is at least one for everyone. Some variations are only using commons, meaning you could have a completely amazing deck for around \$10 with no fear of being destroyed. Some people play to see how big or how many creatures they can make; some play for the many different combinations of cards, and others play just for fun. The game includes so many different cards that you will never play the same game twice and will always find out new things to try. There are completely different sets being released around every 3 months with around 300-450 new cards in each one. The cards aren't always just fantasy and a few of them actually include real people. There are cards with real actors and artists such as Post Malone and Eminem. They also have collaborations with many famous movie/TV franchises such as Lord of the Rings, The Witcher, Doctor Who, DND, Transformers, Stranger Things, Street Fighter, The Princess Bride, and Jurassic Park. They have plans for 2024 to have sets based on Fallout and Assassin's Creed.

Additionally, UN sets include fun cards which deal with random things: if you are wearing a hat, how many outlets you can see from your seat, how many hands are touching a card, stickers, building mechs, flipping cards, and all sorts of other things. Some of the main things about these cards are the card types and what color identity it is. The 6 colors are red, blue, green, black, white, and colorless. Each spell will have at least one of these. The card types could include sorceries or instantants, which have a one time effect and then go to the graveyard. The main type is creature, which would have health and damage and typically some sort of ability, such as giving other creatures increased damage, gaining you life, making opponents discard cards, and all sorts of other things. One of the fundamentals of MTG is that you need mana to pay for things. Mana is typically generated from lands. Each turn you are able to play one land per turn. In order to get a mana from that land, you will tap it to show it has been used. At the start of your turn, you untap all cards you have on the battlefield. There are so many fun interactions that even when you lose, you have so much fun that you can't even be mad. There are so many reasons to enjoy this game.

This game isn't just for fun and can actually be for a lot of money. The most expensive MTG card is called Black Lotus and sells for around \$540,000. There are tournaments held everywhere with some reaching up to \$50,000 prizes for first place. That number means there are lots of people spending tons of money and time on their decks, which could be scary to not want to get wrapped into. That is exactly why Pauper was invented. Pauper is almost the same, except every card is a common. With so many different cards, there is no missed fun just playing Pauper. One of the most popular formats to play is called Commander. This is a format where you have this card in a place called the "command zone." This lets you play it from there so you don't have to worry about drawing it. The rules of commander also make your whole deck built around them and having to have at most, the same colors as are on that commander card. This means that everyone can know what sort of deck everyone else is but also having a guarantee that you will be able to play your main card.

Continued...



Each of the color identities has a few central ideas. Red tends to give creatures haste, meaning it is able to do stuff the fastest. Green tends to play a lot of creatures and try to dominate through sheer numbers. Blue tends to draw lots of cards and counter cards. White tends to be focused on gaining life and using flying. Black is about sacrificing cards for other benefits such as drawing cards or dealing damage. Colorless is all about playing artifacts and getting a lot of mana. One of the best parts is that decks can have multiple cards. The clear advantage of this is being able to use the best from each color. The disadvantage is that you will need more different colored lands, making it a lower chance you will draw the one you want so you need a balance. Certain color combinations might specialize in one thing, such as creating tokens, which is just a card that can't be in a deck but instead gets created by another card. Some color combinations specialize in things as random as rats to turning lands into creatures. Anything you can imagine from dragons to mermaids to moving chairs can be creature subtypes. The amount of possibilities is limitless. If you don't know how to start, you can always go down to a local target or something and buy a \$15 deck with 60 cards or borrow from someone else. Magic the Gathering is ultimately the greatest card game due to its mechanics, variability, expansiveness, and overall customization.

Chapter 15: 4 Seasons til Sunrise

Written By: Logan Blackwell, Riley Beck, Sophia De Jesus, Blake Fuchs, Avery Hoffman

Rory's face turns pale and pulls Tony into the snack aisle and ducks down.

"What's wrong? Are you good?" Tony whispers to Rory. Rory puts her fingers to her lips and widens her eyes. She fearfully mouths *Emily* while pointing to the register at the front of the store.

They overhear her conversation on the phone as she waits in line to buy her snacks, "So they lost you a day ago? Sebastian, they're probably miles away by now-" She pauses for a moment.

"You have to find them please, you know what happened with me and them, please I'm your sister!"

Tony mirrors Rory's nervous expression and softly whispers, "Follow me."

They weave through the aisles of the store, and leave out of the side entrance, making sure that they weren't seen by their unfriendly adversary.

Once they escape to the freedom of the parking lot, the pair sneak around the store's exterior, stealthily hopping into the car. Nothing was stolen and nobody saw the two of them.

"Okay we're heading out!" Tony exclaims, sliding into the driver's seat.

"Wait, weren't you going to get snacks?" Ivy asks.

"We can stop somewhere else. Emily was there."

"Yeah, that's probably a good idea." Ivy says leaning back in her seat to relax.

The group goes silent for a minute, the past few days being some of the most hectic in their lives.

"I can't believe the concert's in two days!" Tony says trying to keep up the mood.

"Oh my gosh I almost forgot how close it is, I'm glad we're already in D.C. at least, I thought we'd never get here." Rory gushes.

"I'm excited to go see the new stadium, called Nationals Park. I think the concert's going to be great. It's crazy that it's being held almost right after opening!" exclaims Ivy.

"Do we know if we're going to a hotel? Would we even be able to get a room?" asks Ivy.

"Obviously," snips Rory. "Do you think I wouldn't have thought of that before?" "Do we have money for that?" Ivy asks, tilting her head.

"I need to sleep somewhere *good*, not some regular old Hilton hotel." Tony says, rolling his eyes.

Tony's cell phone rings, the NOKIA ringtone startling everyone.

"Speaking of hotels, Grandma's calling!" Tony quips as the loud ringing resonates through the car.

"Wow, how convenient," Hudson deadpans.

"Hey Tony, I heard you were looking for a hotel. I've just booked two rooms at the Four Seasons for tonight, okay honey?"

"The Four Seasons? Woah!" exclaims Ivy.

"Eh, I've been there a few times. My grandma knows one of the managers there. Plus, it's not too expensive," comments Tony.

"Not too expensive?" It's \$2,000 a night!" exclaims Rory.

"That's chump change for me. That's the perks of being in the lower upper class, unlike you upper middle class pigs," snarks Tony.

"Well, if you're going to be such a jerk you should just get your own room," jabs Hudson.



Divulgences

Written By: Ella Davis, Emma Early, Madison Homer, Alexandra Tully

The group walked down the carpeted hallway towards their rooms. Tony's grandmother went the extra mile and got them the premier suite so one floor only contained four total rooms. Tony and Hudson stopped at one door while Rory and Ivy walked further down the hallway.

"Room 401, 402, 403, this is us," Ivy muttered, looking down at the room number on the key. Bringing her hand up to the scanner, she opened the door and gasped.

"Nonna really went all out, huh?" She stepped further into the room with Rory trailing behind.

"Yeah, Russos don't try to hide their wealth. And Nona has always wanted the best for Tony." Rory said as she turned to the windows pulling back the blinds. She admired the view before her face went sour.

"I still can't believe this is our room...wait Rory? What's wrong?" Ivy asked, concerned.

"I-uh I didn't really have someone like Tony's Nonna growing up. When I first met her I was jealous, because..." Rory paused, "because you know my mom died right? When I was young?" She turned to look her friend in the eyes as she spoke. Ivy nodded, remembering the grief her friend experienced at such a young age.

"Well... my dad never remarried and my family barely talked to my grandparents all that much. So my female role model position was absent, but when I saw Nonna and how much Tony and her loved each other I hated it." Rory took a deep breath and walked over to the bed sitting on the silk covers. Her legs almost gave out, and wobbled to keep standing.

"I hated that Tony had someone in his life who was motherly and cared for him so much. I hated that I didn't have that. That's all I ever wanted." Rory spoke, her voice shaking while running her hands nervously through her hair.

"Hey, but you are close to Nonna too, right? She's your grandma just as much as Tony's." Ivy said, putting her hand on her friend's back in an attempt to comfort her. "You may not have had someone growing up, but right now you have someone who is willing and able to take care of you." Rory nodded her head in agreement, but still felt the hollowness of not having a mom. The guitar she carried around everywhere tethered her to her mother's memory.

Hudson scanned the card against the scanner and opened the door, but before he could enter Tony pushed his way through into the room.

"Ah look at this place!" Tony exclaimed looking around the room before running and jumping onto one of the beds. A much calmer Hudson walked to the second bed and lowered his belongings gently onto the comforter.

"One moment you look at me like I'm scum, even say it, and now you're happy?" Hudson grew further annoyed, Tony's opinion of him changed on a whim.

"I'm happy that I am currently on this bed ready to take the longest nap known to man." Tony laid starfished and stared at the ceiling of the room.

Hudson fidgeted with his hands for a second before speaking in a strained voice, "Do you even like me man? I mean you act as if I don't exist sometimes and the next you treat me like crap." Tony shot up like a rocket looking towards where Hudson stood.

"What! No I don't!" Hudson looked at him in a doubtful manner. "I don't!" Tony argued, in his mind he treated all his companions in a friendly manner. No one got backlash in the way Hudson had described.

"Tony not even five minutes ago you called us pigs for not being as rich as you are." Hudson said with slight anger in his voice.

"I was joking Hudson! You know I don't actually hate you guys. I just have my one way of showing love!"

"But everyone doesn't know that! That's the same thing my parents say and you know how bad they are. I'm already under so much pressure as it is." Hudson grew increasingly frustrated with the way Tony acted. Tony seemed to grow up with a silver spoon in his mouth and he didn't care how he treated everyone else. How could he even consider Hudson's viewpoint? His family never disciplined him. He had parents who loved him and didn't really care what he decided to do at any given moment. Hudson on the other hand? His parents were down his back every second of every day, always having their noses in his business. Even when he simply sat in his room they would come up every 10 minutes on the dot making sure he had homework in front of him and he had his phone away. If he didn't have any homework to do, he had to work out or go to practice. They made sure that he did not have any free time or anything that he could call a hobby. Hudson's parents treated him like a doll for their own amusement. He did what they wished and Hudson felt miserable.

"Your parents never try to control your life, you could go on your merry way making your own choices. I can't do that! I'm not even my own person around them. Just a puppet." Tears were gathering in Hudson's eyes as he spoke. He hated his life.

"Hudson I-" Tony broke off not knowing what to say. He knew how Hudson's parents were sorta psycho but never really knew how Hudson felt about it. "I'm sorry."



Breakdown

“No, it’s fine,” Hudson muttered softly, “It’s not like I’m actually ever allowed to have feelings like this.”

“What? That’s horrible, everyone’s entitled to feel how they feel.” Tony emphasizes.

“Yeah, well, if my dad were here he’d tell me I was a disappointment again, so,”

“Hudson...” Tony pauses, forming his thoughts before continuing, “I understand that for now you live under his roof and you’re supposed to obey every rule he puts in place, but it is not fair if that’s coming at the expense of your happiness, Huddy!”

“Well, what would you have me do Tony? It’s either I get the grades and I get the plays or I don’t get my college paid for by them. And even then, my Dad holds me to it, arguing that ‘Computer Science isn’t a real career!’” Hudson announces, standing up quickly and throwing his hands to the ceiling, exasperated.

“What? That’s crazy! Of course Computer Science is a real career. Maybe he just doesn’t understand, Hud,” Tony exclaims.

“Obviously he doesn’t understand! Anything that’s *new* to him is *bad*. And in his old age, *everything* is bad,” Hudson explains, “So, the only jobs he’d respect me having is lawyer, surgeon, or professional sportsman.”

“Hudson, he’s your dad. I think if you explained to him that you want to do Computer Science, he’ll understand.” Tony sympathized.

“You just don’t get it, do you? He doesn’t want *me* to choose a career, he wants to choose it for me!” Hudson yelled.

“Well maybe if you stopped assuming that he wants the worst for you, then you would be able to explain it to him in a way that he understands, Hud. He’s an old man! He hates change! Try explaining it to him like it’s lacrosse or marketing or something. Speak his language. And talk numbers, explain that getting rigorous certifications for computer science costs way less than a master’s degree. Tell him the entry-level positions and their salaries,” Tony suggested.

Hudson reflected for a moment, considering everything Tony had said. “Okay. Maybe that will work. Maybe I can actually live my life how I’ve wanted to,”

A look of mutual understanding and something deeper passed over the boys’ faces. Tony laughs softly, floofing his bangs out of his face.

Ivy and Rory sat sharing a meaningful conversation of their own. Rory sat on the edge of her bed, arms wrapped around her crossed legs, feeling anxious. Apprehensively, she decided she trusted Ivy enough to unveil her pain.

“...I just feel like such a fraud, you know? Everyone thinks I’m this super empathetic, charismatic person, but deep down I’m just a bitter, jealous fraud. I’m constantly putting on a mask in front of everyone. Pretending to be happy because I feel like if I don’t... if I don’t I’m- I’m gonna lose everyone all over again. Just like mom-”

“You know what Rory?” Ivy asked, sort of laughing.

Rory slightly tilted her head in confusion, “What, Ivy?”

“I-I-I...” She stuttered, “I can’t take any of this anymore!” Ivy yelled, throwing her hands up in the air, on the brink of tears.

“What can’t you take anymore? Me talking about what’s happening to me?”

Ivy started laughing again, “All of this, any of it! I came on this trip having everything planned out, ready to go. I’ve heard your sob stories a million times! And-and, you know what? They’re not even that bad! Wanna know how I know?”

Still trying to catch up with everything that Ivy had said, Rory hesitantly answers, “How?”

“You’ve been complaining about never having a mom, but what if you suddenly almost lost *both* of your parents without even getting to say goodbye?”

Unamused with Ivy’s outburst, Rory mumbles, “Well *I* didn’t get to say goodbye to my mom either.”

“Did you ever meet her though? Were *you* the one that had to pay the bills, maintain good grades, and worry about if you’d ever see your parents again?”

“Well... no.”

“Were you the one that got hmm... maybe six hours of sleep total weekly? Were you the one that had to fake that everything was fine so that no one would have to know? Were you the one that had to take care of their younger siblings? Were you the one who had to make sure that they got to school on time while you had to be at school? Were you the one that had to cook the meals, wash the clothes, get to your job, and still have to worry about everything else you’ve ever known? Were you the one who had to listen to everyone else’s stories while no one wondered what happened to me?”



CHAPTER 18 PAGE 19



Rory's face fell, "I-I never knew about any of that..."

"Well you never asked!" Ivy yelled with tears finally filling her eyes.

"You... you never seemed 'not fine.'"

"Because I couldn't show any of it," she started to sob, "I needed to keep strong so that everyone else would have an ounce of hope of getting through this tough time."

"Ivy, I-"

"No. I'm done with this. I'm done with this trip. I can't take any more stress in my life."

Ivy storms out of the room, tears streaming down her face.

"Ivy! Ivy, wait-" Rory reaches out to try to stop her supposed friend, a useless effort -Ivy's already out the door.

Hudson stared into Tony's eyes, finally feeling heard. Understood. Cared for.

Tony gazed right back, his hand tentatively outstretched towards Hudson's...

Bang, bang, bang!

"Guys, it's Rory! Open up!"

Tony's sight finally broke from Hudson as he darted towards the door.

Before he could speak a word, Rory said, breathless, "Ivy's gone."

"What? What do you mean she's gone?" Tony asked, caught off guard.

"She ran out after telling me about her parents. Tony, they almost... just like my mom... I- I feel so inconsiderate. I made Ivy -Ivy of all people- cry. I'm exactly what I knew I was all along: I'm a horrible friend."

Tony wrapped his arms around Rory, whispering comforting words under his breath as she sobbed into his shoulder. Hudson watched somewhat sullenly from the background, although he wasn't quite sure what bothered him so much about the warmhearted, bittersweet display before him.

"Where do you think she could've gone?"

Ice Cream

By: Calle Henne, Elise Duckworth, Tristan Farrar, Chloe Miller, and Thai Tillman

"Okay let's think. If we were Ivy, where would we go?" said Hudson.

"Ice cream," said Tony.

"Seriously, Tony. Now is not the time to get a sweet treat," said Hudson

"No. I mean Ivy always gets ice cream when she's upset. She probably went to find an ice cream shop," said Tony.

Hudson, Rory, and Tony took off trying to find Ivy. As they turned the corner by the ice cream shop, they saw her sitting at one of the tables in front of it with a cone of chocolate ice cream melting in her hand - too lost in her tears to eat it.

"Go talk to her, Rory. You know how to say the right things," said Hudson.

Rory walked hesitantly over to Ivy and sat next to her. The first few moments were filled with silence, but Rory's presence made Ivy's tears come to a stop.

"Ivy, I'm not going to pretend I understand what you went through, but I am here to listen and be there. Whatever you need. I'm here. And I'm really sorry I didn't ask about you sooner. I should have been a better friend," said Rory.

"Thanks, Ror, it means a lot to hear that. Where are the boys?" asked Ivy.

Rory looked back to Hudson and Tony standing awkwardly

by the counter where they could order ice cream. She waved them over and they signaled that they would be a second. They walked over with a huge bowl of ice cream with four spoons. The bowl contained two scoops of everyone's favorite flavor; Ivy had chocolate, Tony had sea salt caramel, Rory had coffee, and Hudson had mint chocolate chip.

"Do you guys remember the first time we met?" asked Ivy.

"Ya, of course we all met at the corner ice cream shop back in Missouri," said Hudson.

"That's why I always want ice cream when I'm upset. It reminds me of you guys and the first time you came into my life and changed it in the best way possible," said Ivy sappily.

And there they sat for hours. Til the streets light turned on and the open signs turned off. Til it became cold as the night took over. They sat and talked. They talked about their oldest memories and their newest dreams. They talked about the good and the bad and everything in between. Nothing went unsaid as they realized how important the other 3 were to them. And for the rest of the night, rest of the trip and the rest of their lives, it didn't matter what they were doing - as long as they had each other.

PR LOCAL NEWS

NATIONAL SPANISH EXAM: Several high school Spanish students placed on the National Spanish Exam. More than 15,000 students took the Level 3 exam this year.

Sophomores Davin Biagini and Maddy Dorigo earned Gold Awards, scoring higher than 95% of test takers.

Sophomores Brooke Deegan and Alexis Ross earned Silver Awards; sophomores Cori English, Issac Kruas and Anastasia Punosevac and ninth grader Sara Alvarez earned Bronze Awards; and sophomores Guiliana DeRenzo, Adam Proctor and Jonathan Sweet earned Honorable Mentions.

Congratulations!

PICKELBALL TOURNAMENT: Attention Pickleball lovers!

The Student Government Class of 2025 is hosting their second annual Pickleball Tournament Friday May 24th at 2:45 PM. Grab a partner and join us in raising money for Children's Hospital. Scan the QR code on the flyers posted around the building. Entries are 5 dollars per person and sign-ups will be held during all lunch periods today through Tuesday, May 21st. Tournament winners will be announced and awarded gift cards, so bring the competition

KEY CLUB HOSTS WALK FOR WATER: Join the Key Club on Monday, May 20th, from 3pm to 4pm at the high school track for the Walk for Water fundraiser. This event raises awareness about the need for clean water all over the world. All donations go to Hope for Ghana, an organization that builds wells in West Africa.

BOOK DRIVE: Pine Township Youth Council is hosting a Book Drive at the high school until Friday, May 31st. All books collected will be donated to the UPMC Children's Family Care Connection Center.