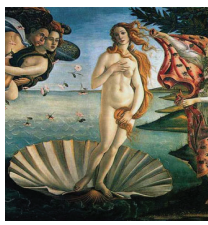




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Purple Press

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Junior Sem required at OWL

The course aims to build post secondary skills and refine senior projects

Kate Houle
Staff Writer

When you walk into a room of upperclassmen talking about post high school life, you'd probably guess you've stumbled upon Senior Seminar, a unique OWL class that helps students with the graduation process. But you might have actually discovered

the experimental Junior Seminar, a brand new course that helps eleventh graders kick start preparation for their next steps in life.

That's right, the juniors of OWL have a new required class. Instead of taking a full year of Senior Seminar during their final year of high school, students will now take Junior Seminar spring semester of

eleventh grade, and Senior Seminar fall semester of twelfth grade. "We're trying to move all these projects back, so that students get an earlier start on their post high school plans," said Spanish teacher and program coordinator Tim Leone-Getten.

Social studies teacher Dan Sullivan will be leading the new class, with curriculum

centered around building post secondary skills and beginning the OWL graduation process, specifically trying to improve the quality of senior projects and reflection letters. "In Senior Sem, they'd write their letters of reflection first quarter. And when students [ask for letters of recommendation, they're supposed to give those to teachers]. I'm hoping now

more students might have their reflection letters done [in time] so that I can use them," said English teacher Leo Bickelhaupt.

The course will also take some inspiration from, and will work in conjunction with the University of Pennsylvania program Grit Lab, which is taught by acclaimed psychology professor Angela

Duckworth and helps "foster passion and perseverance for long-term goals."

The decision to split up the course came from the realization that the fall semester of Senior Seminar had too many deadlines too close together, and spring semester was not as productive. "You need to start

Junior Sem, 3

Winter practices build skills & community



Maddie Linstad

Wo-manatee players pause during a scrimmage.

Manatee players have been up and at 'em at 7:00am on Tuesdays and Thursdays

Beatrice Cosgrove
Staff Writer

My alarm goes off. Not your typical beep, it turns on to a classical music station, making my 5:45 AM wake up slightly more bearable. Stumbling through the dark, my hand hovers over the snooze button, but chooses

otherwise. Throughout the course of my getting ready and packing up, two other backup alarms go off. By 6:30, I pour some coffee and watch for 11th grader Maddie Linstad to pull up outside my house, headlights seeming more ethereal in the dark. Stepping out into the chilly winter air, I get into the car and sip coffee

as we drive to the next stop.

Starting December 2nd, Tuesday and Thursday mornings, have seen frisbee players waking up before the crack of dawn to get to a 7:00 AM winter practice at the West Side Dome. Athena Bolton-Steiner, coach of the Womanatee, highlights the goal of practices being "to keep



Maddie Linstad

Athena talks the team through a drill.

the momentum going from the fall season and prepare our newer players for the spring games and tournaments."

Carpooling plays an integral role in getting players to and from practice. Maddie, who is outside around 6:35, picks up two other players between then and 6:50. The organization of the carpools

was influenced by the closeness of players who could drive, to those who needed a ride. Athena stressed the importance of carpooling, as it can be a huge barrier in sports. "It made sense to carpool since it is early and we have multiple drivers on our team," she said,

Winter Frisbee, 3

Music controversy

Lauren Harris
Staff Writer

The day after Joe Biden dropped out of the running for president, Kamala Harris walked out to one of Beyoncé's songs called "Freedom." Kamala declared that as her official campaign song. A month later, Donald Trump used "Freedom" without permission while walking off his private jet raising his fist in the air. The video was taken down after a week.

Politicians and their campaigns, like anyone else, have to follow copyright laws. One important part of copyright law is fair use. Fair use means that you can use copyrighted material without permission in certain circumstances. The fact that a politician uses a copyrighted work as part of a campaign doesn't necessarily violate fair use. Still, in most cases, politicians need to get permission to use a song or picture as part of their campaign.

There are four circumstances that allow for a permit that exempts you from copyright laws. The first factor is the purpose of using it, whether the use is of a commercial nature or if it's for nonprofit educational purposes. The second factor is the nature of copyright work, whether it's factual or fictional/mostly made up, and if it's published or unpublished. This can determine if it's copyrighted or not. The third factor is how much of the song is used. If the heart (chorus) of the song is the only thing

Music controversy, 6

Spring Break 2025: what to expect

OWL students will be visiting three European cities in April: Paris, Madrid, and Rome

Aria Kulseth
Staff Writer

Over spring break, a select number of OWL students and staff will travel to three capital cities in Europe. The group will visit Rome, Paris, and Madrid over a period of 9 days. This trip is one of many that OWL students have had the unique opportunity to experience.

Every other year, OWL

partners with EF Tours for an international trip spanning over spring break. The groups usually are made up of about 20 students, grades 6-12 and a few staff, but this year will be the largest group ever, with just over 70 students traveling. OWL chaperones include English teacher Leo Bickelhaupt, math Tom Totushek, science teacher Megan Hall, assistant principal

Ms. Malene Walker, councilor Katerina Youngberg, and special education teacher Jeff Steiner.

With such a large number of students, extra precautions are being taken; Leo and Tom are being flown to Madrid for training in February, to gain extra knowledge on how to make sure that the trip runs smoothly and safely. "So I



Purple Press Staff Photo

Tom in Panama in 2023.

OWL abroad, 7



The Purple Press

OWL's longest-running student newspaper was founded in 1996. We publish monthly from November through June. All content for The Purple Press is created by OWL students. The Purple Press welcomes feedback and letters to the editor. Submissions can be emailed to leo.bickelhaupt@spps.org. The opinions expressed in this newspaper do not necessarily represent those of OWL staff or administration.

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Balancing school/sports

Student athletes need time management skills to keep up with sports and demanding schoolwork

Oscar Mons
Staff Writer

During her sports season, 10th grade runner Aria Kulseth would go from school to track from 3-5 and then to frisbee immediately afterwards until 7. After getting home and eating she would have hours of homework to catch up on as late as 8. Keeping pace with a growing list of assignments and things to do is a daily struggle that all OWL students can relate to one way or another. However, how does this fare for students with other commitments and responsibilities, specifically sports?

Many students at OWL play sports for OWL/Humboldt. Student athletes are known to have a more difficult daily schedule and workload than the average student, but how much worse is it really and what can this feel like for most athletes?

Well for starters, sports can become massive time commitments that can easily

take away from time otherwise spent doing homework and studying. Most sports at Humboldt can last until anywhere from two to three hours after school, with most sports having practice five days a week. Cross country practices last from 3-5 each weekday as well as optional weekend practices. This is increased even more by optional workouts and morning/pre-competition workouts as well. For example the basketball team has optional morning workouts at 6 early in the season. JV and varsity basketball generally has either practice or games scheduled six days a week, including multiple practices that are held over winter break. Weekends are often taken up by sports; entire days are dedicated to frisbee tournaments, and most archery shoot-outs are half a day to day long commitments.

"Definitely time management. I mean, my sport takes up a lot of time so finding time to do schoolwork and also relax is hard to do,"

said Aria when asked about the hardest part of being a student athlete. "I think a lot of my hobbies during the season, like painting, reading, [they're] not fully gone but I definitely don't have as much time to do them and I replace my hobbies with homework a lot, I like to remind myself, like, I choose to do this sport."

Sophomore basketball player Justin Benner tries to stay consistent: "I like to have a routine when I get home and to prepare — because on average, I'll be gone [until] 7:45."

"During the season, I plan out my time more effectively making sure I get the time I need to rest," said sophomore and mountain biker Kai Walker.

The second struggle of student athlete life is exhaustion. After each practice is concluded and a time to be productive finally arises, a student athlete may no longer have the energy required to complete any homework. "A lot of it is mental fatigue, but nothing that lasts over a day," said Aria. Sports can often be physically demanding and stressful as well, a combination that leads to exhaustion and inattention. "I know how to treat my body, I take cold showers which keeps me, like, not as sore and I don't really cramp as much because I stretch before and after," said Justin.



Roman Rufi

Student athletes find time for academic work in a busy schedule.

Games, messages, TikTok

What do people at OWL use their phone for most frequently?

Lauren Harris and Luisa Schmidt
Staff Writer

Tallulah Karl, 8th Grader:
What app do you use your phone the most?

Um, probably spotify or messages.

What game do you play?

I don't have any games.

How many hours a day do you spend on your phone?

Maybe like three hours a day.

At what age do you think you should get a phone?

I don't really know what age you should get a phone, maybe at 12. Why, my parents just kind of gave it to me and I was like "Oh, thank you".

Ma'lene Walker, Vice Principal:

What app do you use your phone the most?

Spotify.

What game do you play the most if you have them?

Not that many, like on the break it was a lot more Spotify.

How many hours a day do you spend on your phone?

If I just say hours a day on my phone, I would say maybe two.

At what age do you think people should get a phone?

Oh, not till they are older, like middle school, so 12 or 13?

Louisa McAlpine, 9th Grader:

What app do you use the most on your phone?

New York Times games, and Wordscapes.

How many hours a day do you spend on your phone?

Probably like, five. That's down for me, because I feel like it used to be like seven hours.

Is a time limit good?

Yes. I recently got time limits. It has improved, I've read more in the past two or three weeks than in a couple of months.

Tammy Plaman, Front Desk:

What app do you use the most on your phone?

Probably just messages.

Do you have games on your phone?

Yes, the one that I'm playing right now is called 10 fresh.

How many hours a day do you spend on your phone?

I don't know. Two hours?

What age do you think people should get a phone?

Grade six.

Crosby Andrianakos, 7th Grader:

What app do you use the most on your phone?

That's a good question. probably block blast. Fun game.

How many hours a day do you spend on your phone?

Okay, let's see. my average is three hours and 30 minutes.

At what age do you think you should get a phone?

Probably whatever age you start Middle School at. So I guess 12 For most people.

Maisy Wall, 9th Grader:

What app do you use the most on your phone?

Pinterest?

How many hours a day do you spend on your phone?

My average is like five hours a day.

Is a time limit good?

I think they're really good with moderation, because I think if you take a kid's phone away they're going to lash out and be angry at you. My phone shuts off from 10pm to 8am.

What age do you think you should get a phone?

6th grade

Rebecca Palmer, Science Teacher:

What app do you use the most on your phone?

Probably gmail.

Do you have games on your phone?

No.

How many hours a day do you spend on your phone?

Maybe three.

What age do you think people should get a phone?

That's a tough question. Um, what age are eighth graders? 13 or 14. Then yeah 8th grade.

Parker Best, 11th Grader:

What app do you use the most on your phone?

Messages.

What game do you play the most?

Kind of depends. Sometimes I don't play any games, I don't know.

How many hours a day do you spend on your phone?

Probably more than eight. At what age do you think you should get a phone?

I mean, I got a phone at like ninth grade, so I feel like ninth or 10th grade?

Is a time limit good?

Yes and no. It could help, like, use your time more effectively. But then, it could also interfere with other stuff like if you want to talk to your friends.

Abby Street, 8th Grader:

What app do you use the most on your phone?

TikTok.

What game do you play the most?

ROBLOX; adopt me and free the facility. Yes, that's the best one.

How many hours a day do you spend on your phone?

Zero. That is not true. I lost my phone. It's been lost for months. Before, maybe like five hours.

What age do you think people should get a phone?

I think when you go to middle school and you start joining clubs, maybe like 11 or 12.

The evolution of music listening

From vinyl to Spotify, Diego gives you the full rundown

Diego Rodriguez
Staff Writer

For decades, the way we have listened to and experienced music has evolved. Through new innovations and changing customer preferences, the music experience has grown and developed from the way people originally consumed it. Society has gone from placing a vinyl record on a turntable to hear the warm scratchy sound of a record playing, to the quick and instant satisfaction of pressing play on a digital streaming device/format. No matter which way you look at it, each format has left its mark and has a place in music history. While digital audio has mastered the convenience aspect of the music experience, the physical formats still have this attraction to them that music enjoyers long for. This creates an interesting dynamic between the two different types of formats.

Vinyl records were first introduced in the mid-20th century, revolutionizing music consumption. Earlier

forms of music were a lot like vinyl. Before vinyl, there was a format called shellac discs. Vinyl offered better sound quality and the durability of it was a lot better. Shellac discs were known to be heavier, harder, and even produce a "colder sound." Each groove in the vinyl format produced and captured a warm and richer sound, and since it was still analog, this further helped to capture smaller details of the music, giving listeners a fuller experience. Vinyl enthusiasts

today still argue that vinyl naturally produces a warmer, yet more authentic sound compared to digital formats. One big allure of vinyl is the actual process of having the album, growing the collection, looking at the art and placing the needle, which creates a more immersive and almost ritual-like experience that streaming services simply can not compete with.

The rise of cassette tapes and CD's followed vinyl around the 1970's and 80's. This made

music portable, which was more convenient. Cassettes allowed people to create their own mixtapes and custom tracklists (today, we would call those playlists). This made the music listening experience a lot more personal as well. Later, CD's got introduced. What was cool about CD's was the sound quality. This was pretty big at the time, since people were dealing with a "hissing" noise from cassettes. CD's offered the same portability but with quality and durability. Society started to see a shift from analog to a more digitized format. It was a pretty significant turning point, since for the next two decades CD's dominated the music game as the preferred way of enjoyment.

In the late 90's and the early 2000's, society witnessed the rise of digital audio formats such as MP3 and AAC. Sure, these files were compressed, but they changed and revolutionized the way people shared and stored music. With



Senior Spotlight

Duncan Smith



What pronouns do you use?
He/Him

How long have you been at OWL?
Been at OWL since 6th grade, so 6 years.

What are your plans for next year?
Go to college (wherever that might be) and major in biology.

What's been your favorite class in high school?
Physics.

What extracurriculars are you involved in?
Archery and theatre.

Favorite field work experience or school trip and why?
11th grade when I went to Maine.

If you had a walk up song, what would it be?
Here Comes Your Man by Pixies.

That One Little Kid

James Garrett



How tall are you?
Like 5'0.

What pronouns do you use?
He/Him

What's your favorite book, movie, or TV show?
FBI

Who's your favorite senior?
Mmm, I'm not sure.

What is your favorite thing about OWL so far?
The people.

What extra curriculars do you plan on getting involved in at OWL?
I'm in archery.

Travel diary of an EA NWS athlete

The showcase saw players from across the nation participate

Xavier Harris
Staff Writer

Waking up at 6:00 AM felt like the start of an exciting adventure. I quickly hopped in the shower, eager to begin the day. Since everything was already packed in the car, we left the house immediately. At the airport, we went through the usual process—checking our bags, navigating security, and finding our gate. We had about an hour to spare before boarding, so we stopped by a coffee shop to pass the time.

Our flight to Sarasota was about 2 ½ hours. It was smooth for the most part, but the constant sound of a crying baby made it hard to fully relax. When we landed, we picked up our rental car and drove straight to the hotel. The place was really nice, though it was a bit quiet since most of my teammates had chosen to stay in Airbnbs. While waiting for the others to arrive, we chilled in the room and watched TV. Later that evening, I called my girlfriend, Aalayah, to check in. I knew she missed me and felt sad because of how far apart we were, so I wanted to make sure she was okay. After catching up, I finally went to sleep, excited for the days ahead.

The EA National Winter Showcase isn't just any tournament—it's a chance for players to get seen by college

coaches and potentially get recruited. Teams from all over the country participate, and attending one of the two showcases (Winter or Spring) is a requirement to qualify for EA Nationals. The Spring Showcase is held in Arizona, while EA Nationals rotates locations every year. Last year it was in St. Louis, the year before it was in Dallas. This was our second year at the Winter Showcase, and coming off a standout performance last year, we were ready to make an impact once again.

Saturday:
Our first game kicked off at 5:30 PM in the stadium against Albion Atlanta. They were a decent team, but we completely dominated, winning 10-0; our biggest victory in years. After the match, we stayed to watch the older age group play, which ended in a 1-1 draw. Later, we headed out as a team to a burger joint for dinner, laughing and celebrating the strong start to the showcase.

Sunday:
Our second game was against Utah Avalanche, a team we hadn't heard of before. The match, also at 5:30 PM, was much closer than the day before. We secured a 3-1 victory, though it could have been more had one of our teammates not gotten a red card early in the game. Playing

a man down forced us into a defensive setup, but we held firm and got the win.

Monday:
Originally, we were supposed to play FC Dutchmen, a team we had beaten 3-1 at Nationals last year. However, the organizers decided to give us a tougher opponent, Swan City, a strong team from Florida. This game was intense, with both sides creating chances. The turning point came when my teammate Chente scored an incredible free-kick goal, securing us a hard-fought 1-0 victory.

After the game, I went out with a couple of friends for some food. Back at the hotel, we ended the day relaxing in the hot tub, reflecting on the tough match and celebrating our undefeated run.

Tony Wani, one of my teammates, shared his thoughts about the experience:

"My first experience at the EA Showcase in Florida was amazing. It was really fun getting to know my teammates because we all stayed in the same hotel for a while, bringing us closer as a team. It was also a really great opportunity to gain exposure to different coaches and colleges. Any player looking to play collegiate soccer would be at a great advantage playing at a showcase like such."

After Monday's game, we packed up, checked out of the hotel, and headed to the beach for a few hours. We met up with some teammates, grabbed lunch, and even ran into the '07 team. Together, we played beach soccer, swam in the ocean, and enjoyed the sunny Florida weather.

Unfortunately, the trip had to come to an end. We left the beach to catch our 8:00 PM flight, which included a layover in Atlanta. Things got stressful when our first flight was delayed by 30 minutes, leaving us with barely enough time to catch our connection. Thankfully, we made it and landed back in Minneapolis around midnight. Exhausted but happy, I went straight to bed, knowing I had school the next day.

The EA National Winter Showcase was an unforgettable experience. From dominating on the field to bonding with my teammates and enjoying Florida's beaches, it was everything I could have hoped for. Competing against tough teams, showcasing my skills, and connecting with college coaches made the trip worthwhile. I'd do it all over again in a heartbeat.

Winter Frisbee , 1

"Gabby, a captain, organized the carpooling with a Google Form. It was a big help and made it easier for new and younger students to commit." There are a little less than 20 Womanatee players, but most carpool with around three other players.

Arriving at "the dome", I begin to feel a different energy. As a first-year Womanatee player, I have spent a lot of time observing the team, which fosters one of the most supportive team environments I have ever been a part of. "One of the best parts has definitely been the environment," 9th grader Maggie Jansen said, "everybody is so nice and welcoming, and I've learned a lot from practice while still having fun." As frisbee is almost completely new to me, I make a lot of mistakes, which have surprisingly not affected my mentality, because I have only grown from them. "Team dynamics are really important to me," Athena said, "from my own experience, frisbee is most fun and successful when everyone feels welcome and comfortable to try new things." Practices have seen a lot of mentorship between seasoned players and those new to the team, so I have received tips and tricks from older players and have been guided through the experience anxiety-free.

Practices usually start with simple student captain-led warmups, that combine stretching and movement, after which new students pair up with older students to practice throws, which is followed by sprinting, a drill and some possible scrimmaging. Practices have brought on challenges for new players, as frisbee requires both technique and an ability to think on your feet, especially as scrimmaging has been introduced. "Personally,

I think the gameplay has been somewhat difficult as it can get complicated, with rules and strategy and other factors," Maggie said. At 8:00 AM, practice is wrapped up and players retreat to the bathrooms to change and freshen up. By 8:15, players are in the car headed to school. "It's a very strange transition going from doing a sport to focusing on school," Maddie said.

Players also work on skills at OWL on Mondays, when they meet in the kitchen classroom from 5-7PM. These practices include stretching and conditioning (including taking a jog around the school) and zero in on the rules, technique and communication required in the game. "We usually start Monday practices by watching part of a game on YouTube," Athena said, "then alternate between mini lessons and aerobic exercises. I also prioritize team bonding every Monday practice with some type of game or fun activity." Athena says that uplifting and supporting other teammates is a central aspect of overall performance and something she is constantly reinforcing.

All in all, winter practices have generated an "overall positive" response from players according to Athena. "Some players have shared that they enjoy getting up for frisbee, instead of getting up for school," she said. Morning practices are also allowing new players to become accustomed to the sport and receive mentorship from older players, who, in turn, have a chance to get to know their new teammates. Waking up at 5:45 is not ideal, but I can rest assured (rather, be awake assured) that my time is being spent well, preparing me for the spring season and allowing me to get to know my teammates.



Purple Press Staff Photo

11th grader Maddie Linstad picks up a frisbee player.

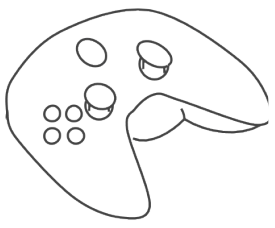
Junior Sem, 1

planning [for college] before senior year, like deadlines will start coming out of nowhere. I think it's definitely a good thing, as someone who hasn't really thought that much about college," said junior Alice Weiland.

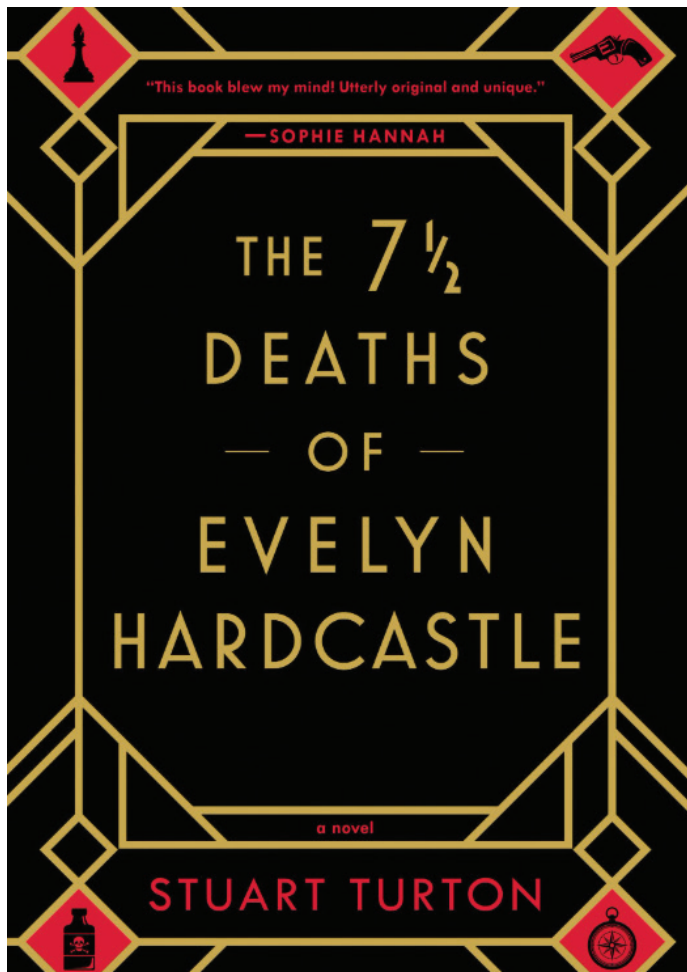
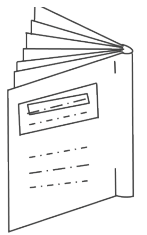
Eleventh graders overall are neutrally optimistic about the class content itself, but have some worries about scheduling. Junior year is notoriously academically challenging, and having an unexpected new requirement can take away from other classes. "I'm supposed to be having three independent studies next quarter. I'm really supposed to have that time. In the long run I'm sure it'll be helpful, but I just wish it was structured better

for me," said junior Dutcher Trobaugh. Eleventh grader Yadiel Dimayuga agreed, "If it was like its own class outside of [the regular] schedule, like online classes, I'd take it. I have to take it anyway, but if I could do it in a study hall then I would [be more interested]."

So while transferring some of the responsibilities from senior year will hopefully improve the upperclassmen experience long term, current juniors are a little apprehensive of how it affects them now. Junior Seminar will change how students experience their last two years of high school, but it remains to be seen if the change in the process pays off.



Reviews 'n' stuff



7 1/2 Deaths is “fantastic”

The book is filled with twists, reminiscent of Agatha Christie

Anson Lind
Staff Writer

When it comes to time travel tropes, one of the most iconic is easily the time loop. This plot device sees a character doomed to live the same period of time over and over and over, until they can find a way of breaking it. Though a wide variety of books and movies come readily to mind (given the time of year, 1993 film *Groundhog Day* prominently among them), I am a firm believer that the greatest time loop story of all time can be found in a single murder mystery novel; a book known as *The 7 1/2 Deaths of Evelyn Hardcastle*.

The 7 1/2 Deaths of Evelyn Hardcastle was written by Stuart Turton and released in 2018. The book follows a protagonist named Aiden Bishop, who wakes up without any memories at a party thrown by the Hardcastle family at a place called Blackheath Manor. With friends he doesn't remember informing him that he is a doctor named Sebastian Bell, he chalks it up to simple memory loss, but when he falls asleep that night, he awakes on the morning of that same day, in an entirely different body.

A mysterious figure in a plague doctor's mask informs Aiden that he will live the same day eight different times in eight different bodies. At 11:00 pm, Evelyn Hardcastle will be murdered, and in order to leave Blackheath, he needs to find the culprit. However, there are more mysteries here than just one murder - what is the enigmatic Helena Hardcastle up to? Why was Millicent Derby murdered

just hours before Evelyn? And how does this all relate to the death of young Thomas Hardcastle at the hands of the groundskeeper ten years prior?

To make matters worse, Aiden isn't alone in this time loop. But of him and his competitors, only one person will be allowed to leave. The mysterious Anna might be an ally - if only they didn't keep meeting out of order. The real danger comes from a terrifying footman, who pursues Aiden's eight hosts at any turn, willing to torture or kill in order to prevent him from uncovering the murderer first. And overseeing it all is the Plague Doctor, who clearly knows much more than he'll reveal.

The book is a complex yet fantastic read which makes good use of its time-loop premise. Aiden's eight different run-throughs of the day interact and play off of each other in many ways — from receiving help from his future selves, to setting up his past selves to receive key information. This allows for some fantastic reveals, as odd events experienced by Aiden in an earlier loop may turn out to have been caused by him in a future loop. The concept of cause and effect is played with to great success in this story.

Despite all the time travel manipulation, the murder of Evelyn Hardcastle is the very core of this book, and it does not disappoint. The breaks from the more fanciful elements of the story to focus on the more grounded murder mystery don't feel annoying or

7 1/2 Deaths, 7

Coping with the 2024 election

Minnesota still aims to protect its citizens rights and safety

Kaden McNamara
Staff Writer

I'm going to be completely honest here, after the way that the election went, and the recent inauguration, I was scared for my life, and if you the reader are anything like me then you too probably also had quite a rough November sixth last year. On that day alone I saw two people in my classes break down crying over the loss of their bodily autonomy, and I even noticed that the school even put up posters with suicide hotlines. But to anyone not okay with the way that the election went, I am here to reassure you that it will be okay, and that we will get through this.

The first thing to know in the wake of the election is that we live in Minneapolis/St. Paul, Minnesota. Which is

consistently very easily one of most leftist U.S. states, let alone U.S. cities, right behind LA; NYC; & Chicago, and has been for centuries, even voting against Ronald Reagan in both elections, being the only state (not counting DC) to not vote for him in 1984. History now views Reagan as perhaps the single most conservative

president in U.S. history. Not to mention the state's Lieutenant General; Peggy Flanagan is the highest ranking Native American woman in office throughout the entire United States, and a very active protestor and advocate for various movements; including indigenous people's rights, raising minimum wage,

expanding childcare, and the rights of transgender youth.

Considering the president's preference for leaving things up to the state to decide, due to how leftist our state is, it prevents various things that the president might try to do from affecting us too much. Abortion and a minimum wage almost 50% higher than the federal one are already enshrined in the Minnesota Constitution, plenty of police reform policies in the state are being made and are going into effect, and Minnesota finds itself as one of the 15 states to dub itself a LGBTQIA+ sanctuary. Queer people of all kinds can go to find themselves safe from persecution and be solidly protected by the state's laws, in sanctuaries like these. Which is enforced by calling



Nora Xiong

Election, 6

The Longing has multiple endings

The game is unique, interactive, and based on German folklore

Atom Pliner
Staff Writer

Imagine waking up, inside a ginormous cave, with a king seemingly carved out of stone staring at you. He explains he has lost his power and needs to go into a deep slumber. He instructs you to wait 400 days. Thus, your journey in *The Longing* begins.

The Longing is a game based off of German folklore that came out right before the COVID-19 pandemic. You play as a character known as “The Shade,” a being seemingly made out of ash with bright yellow eyes. The gimmick/marketing idea of this game is the fact that it takes 9600 real-life hours, or 400 days, to complete. This game teaches important lessons about isolation and patience.

When you download the game you load into a screen of a huge cave that echoes the

song of a pipe organ. At the top of your screen there is a timer ticking down from 400 days. You click to move your character, and you move at a painfully slow rate. After 20 seconds of waiting for your character to arrive, you feel calmer, and more patient. Your character tells you, “We are in no rush, we have plenty of time.” You walk into your house and see a small barren cave with a cozy fireplace in the corner.

As you settle into your new home, you decide to explore the cave. You notice that your character doesn't seem to move as slow anymore, because your brain is desaturating. As you explore the cave more and more, you realize how big the cave is. You try to explore, but multiple places are blocked. You collect “disappointments,” which is a feeling when you do something pointless. For

example, you can mine out an entire cave and find absolutely nothing. After a while of waiting for stalactites to fall or for a water droplet to fill up a pool, you feel accomplished. You have explored the entire cave and found everything there is to find. You have decorated your home, and you feel content with how your little world in this game is going.

You are ready for the end of the game. In *The Longing*, there are multiple endings to the game, some of which are very dark and realistic. There are 4 possible endings in this game that I won't disclose due to spoilers.

If you walk into a specific part of the cave and walk up specific stairs you're faced with another set of yellow eyes. You wonder if it's another shade, but no, it's the darkness. The darkness isn't explained very

well in the game but I believe it is something internal deep inside the shade. I believe the shade is afraid of the dark so he embodies himself in it. If you walk into the darkness the game will send you home and pretend like the darkness was just a bad dream.

When you arrive home you have to sit down. You talk to yourself and quiz yourself. If you get the answers on the quiz right you are given the option to close your eyes. Once you face the darkness again you close your eyes and are able to walk right through. Once you get past the darkness you can see the surface. Here you are faced with one of your options to end the game.

If I think about it a little more I believe that this game doesn't really have a point, but the game gives a very

The Longing, 7

Gender Injustice in Art History

Controversy has clouded many famous works you know today

Liam Nowatzki
Staff Writer

Sandro Botticelli's “The Birth of Venus” (1480s) is one of the most well known examples of controversy in art. “The Birth of Venus” depicts the Roman goddess of love and beauty, Venus, emerging from the sea in a sea shell. At the time depicting a woman outside and/or without a head covering, let alone without clothes, was seen as distasteful. Many of these works that depicted women without clothing or in any situation they weren't supposed to be in were confiscated and destroyed by the Catholic Church.

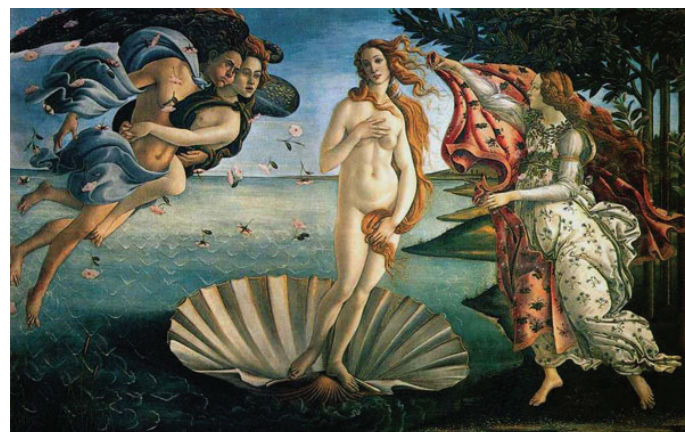
The Renaissance era was a very important time for art history, especially in Italy around the 1400s. The

Leonardo da Vinci work, “Ginevra de Benci” (1474-1478), is a similar example of controversy in this time period. The work was controversial for its depiction of a woman outside and without a head covering. These are just a couple of the many examples of controversial art

in the Renaissance era.

In this conversation about controversial artwork it is important to reflect on the art we are still able to talk about today. Though some controversial artworks are preserved well enough to be known today, it is important to recognize how many were

not, and in which cases they were or weren't. The majority of historically controversial art from the pre-modern and early modern era that we talk about today was done by European (white) men. Many of these pieces done by men depicted or were in some way about women, which in most cases is what gave them their controversial status. As we speak about controversial artwork, we need to talk about what art was not persevered, the art actually created by women. I can guarantee you there are countless paintings done by women that have no preservation whatsoever. Countless works by so many incredible artists that were burned, destroyed, or left to



Gender injustice, 6



BTB2 is fun and strategic

The recently updated game can be enjoyed by all skill levels

Lucas Rounds
Staff Writer

There are 23 towers, 11 heroes, 2 of them, Bonnie and Agent Jericho, being exclusive to BTB Battles 2 and 27 maps it's Bloons Tower Defense 2. BTDB2 (Bloons Tower Defense Battles 2) is a very fun tower defense game that combines the strategy from BTDB6 and the competitiveness from a pvp game.

BTB Battles 2 is the newest Bloons Tower Defense game that was released November 30th 2021. It is similar to Bloons Tower Defense 6 but instead of the preset rounds you're going against another person who can send you Bloons. There are also 11 hero skins, each of them changing how the hero works unlike BTDB6.

In this game there are leagues and from wins you get trophies, one win is three trophies, if you have a streak you get an extra trophy. If you break another player's streak you get an extra trophy from winning as well. If you lose one trophy is taken away from you. This means that this game is pretty forgiving in its ranked play.

Each league as the game calls it lasts one week. There is a promotion zone that you can get into by winning five or more games and having more trophies than people below you. If you stay in the promotion zone for longer than a week with those requirements you go into a higher league. If you're in the demotion zone you go down a league. There are

The actual game play is pretty cool and simple. Each game you can pick one hero to use if you have them unlocked. After you choose your hero you can pick three of the 23 towers to use to try and defend

against your opponent. During the game there are AI Bloons as well as you and your opponent sending each other Bloons. Each Bloon costs a different amount of money and gives you a certain amount of eco. Eco is an amount of money you make every 6 seconds.

At round 20 a MOAB is sent. A MOAB class Bloon is a blimp carrying more Bloons on the inside, each higher class of MOAB has the smaller ones inside of it. Every ten rounds after round 20 a different classed MOAB is sent. 30 Being the BFB and 40 being the zOMG. Each round higher changes the costs and eco amount of Bloons. The higher rounds you can send more expensive stronger Bloons. At round 30 you can send the strongest Bloon the BAD. The cost 15k and take down your eco by 400.

Bloons Tower Defense 2 is a fun free to play game. It combines a strategic competitive play style that is changed throughout each rank you climb. While it is one of the best player vs player tower defense games I have played there are things that need to be improved upon. One of the biggest and most obvious examples is the progression. It is easy in the beginning but as you get further into the ranks the skill based matchmaking completely goes out the window. If they improve on this so you aren't going against players in the top 100 in the word when you are only in the BFB colosseum the game will improve and gain a higher and more consistent player base. The rating I would give this game out of Ten would be a solid 8/10, with the constant updates and one just coming out 12/04/2024 with a new exclusive to BTDB2 hero skin and new content.

Upcoming Events

January 24: End of Quarter 2

January 27th: No School

January 31st: Winter Dance

February 5th: OWL History Day

February 10th: NAAPID

February 13th: African American Culture Night

An amazing story and characters

Though not necessarily "new" Silent Hill is still liked and played

Mae LaRue-Haubrick
Staff Writer

You wake up in a bloody and rusty amusement park, and you have a machine gun and a handgun in your inventory. You go inside and to your absolute horror, you see an eight foot tall fleshy monster with bloody punching bags for arms. You run up to an empty roller coaster and hobble on to the tracks, making sure not to fall. As you progress, you notice a rumbling sound and see a faint but noticeable light. Your eyes go wide as you realize the ride is still on, and you get slobbered by the rogue roller coaster cart. You wake up, slowly but surely, and look out the window of the Happy Burger you were taking a nap at.

What was that weird place? Oh yeah, Silent Hill.

Silent Hill 1, 2 and 3 are survival, horror, puzzle, and adventure games. But we are going into the unrecognized

one of them all, Silent Hill 3, also known as the best game of the entire series. To some fans (me), it's considered the BEST Silent Hill (it is). Silent Hill 1 is directly connected to Silent Hill 3. The second game? Yeah, that stuff has nothing to do with one or three. This game costs around \$40-50, and when it was released, it sold nearly 300,000 copies by November 2003.

Silent Hill 3 came out May 23rd, 2003, and has really

good graphics for a 2000's game. Unlike other games, it has very harsh controls to get a hold of. And it has a fixed camera angle, so that when you go around a corner, it's like cameras watching you.

The main character is Heather Mason, the daughter of the first game's protagonist, Harry Mason. She is 17 at the time and has an orange turtleneck, a white vest, and a green skirt. She is directly correlated to the cult known

as The Order. The symbol that you see frequently is The Order's symbol. But for gameplay reasons, this serves as a save point. Rarely, Heather will speak out loud when you interact with something. The audio and voice acting is very good for these old games, because they had limited technology back then.

I love Silent Hill 3 with all my heart, honestly because of the story, the characters and the blood-curdling experience of playing it in the dark at 11 PM. The controls are funky, because the direction you are looking in the game is how you go forward. The first time I played it, I was mentally distraught. The cutscenes are immaculate for the time it was made. They used motion capturing while making the second and third game, presumably. There is footage of this on Youtube.

Now, the music is so

Silent Hill, 6



Music, maps, and story decide

Red Dead Redemption 2 and Grand Theft Auto V matchup

Norman Simon
Staff Writer

The three games most recently made by Rockstar Games (Bully, Red Dead Redemption 2, Grand Theft Auto V) are all great games, but I want to compare two of my favorites and see what's better, Red Dead Redemption 2 (RDR2) or Grand Theft Auto V (GTA5), because both are very popular and rated highly by critics. This is to see which is better and which I like most. I will be ranking them by category, and whichever one wins a category gets a point. The categories that I will be ranking by are music, map, story, protagonists, antagonists, side characters and comedy (note that this is my personal criteria on what I think makes a game good).

Music: Both games have great music, with Red Dead Redemption 2 having a lot of atmospheric country music

and a lot of great songs like "American Venom" and "House Building Song". Grand Theft Auto V, on the other hand, has a lot of radio stations. The multitude of songs that are undeniable bangers is crazy, from "Swimming Pools" to "Lady (Hear Me Tonight)". At the end of the day, GTA5 wins, because I think that its radio stations added so many good songs and it overall had a good soundtrack, making it the best.

Map: The map of RDR2 takes place in five fictional states around the turn of the 20th century. The map is good at showing what the West looked like at that time. It has many towns and cities, with standouts including Valentine, Saint Denis, and Blackwater. The map has a lot of life to it, and is quite diverse, with many different habitats like deserts, swamps, prairies, and forests. I like this map because you can go explore a lot of things,

as it is populated with small cabins and camps, and the fact that you can explore a lot of buildings makes it very rewarding to explore.

GTA5 takes place in the fictional state of San Andreas, which is based mostly in SoCal. The biggest city, Los Santos, is based on Los Angeles, and has many places based on LA, like Del Perro Pier, based off of Santa Monica Pier, and Vinewood, based off of Hollywood. The map also has a lot of unique locations, from the large mansions of Vinewood Hills, to the trashy run down buildings of Sandy Shores. My opinion is that RDR2 wins this category because it has more options for exploration and is more polished, but GTA5 is pretty close. Even though the game is 11 years old, it still pulls off the feat of making the map feel very similar to the real location.

Story: RDR2's story is about Arthur Morgan, a member of the Van der Linde gang at the tail end of the Wild West era, and the story is about the decline of the gang. The story has many interesting arcs and good character writing. The story is, in my opinion, one of the best parts of this game. It has great depth and is very complex in its theme and message.

GTA5's story is about three lifelong criminals who come together to get rich and solve each other's problems. The writing is great for this, because the whole game is a satirical look at America, which the story shows very well. In my opinion, the story is really good and well written, but RDR2 wins because the story is more polished and important to the game.

Protagonists: RDR2 has Arthur Morgan, and in the

RDR2 and GTA5, 7

The Front Desk is relatable to many

The protagonist faces challenges after immigrating from China

Alex Miller
Staff Writer

After I read the first three chapters of Front Desk, I was hooked. The main character is interesting and relatable, and I also liked the book's short chapters.

Front Desk by Kelly Yang is the first of three in a series. When I picked up this book, I thought it would be like any other, but I was wrong. The main character, Mia Tang, had immigrated from China to America with her family looking for something that any immigrant knows all too well, a better life. But after leaving and saying goodbye to their home, they couldn't be any less prepared for what came next.

Front Desk takes place in California, at a motel near Disneyland, where Mia and her parents get their new jobs after being hired by Mr. Yao, a

rich man who owns multiple hotels across the US. In Mia's eyes, Mr. Yao is a mean and greedy person, and thanks to Mr. Yao's son Jason, school isn't the best either. After watching Mia play the piano in the gymnasium, he admits that he has a crush on her, but when Mia rejects him, things go a little south and Jason starts picking on her. One day in class Mia was using a sparkly green pencil she got from a friend, but when Jason decided to take it, she'd had enough and decided to take action.

Fortunately, at the motel things are a bit more manageable. Mia gets to run the front desk and gets to ask people for their IDs and money. Sometimes immigrants from China, who have the same situations as Mia and her family, would visit. They were

unable to afford the hotel, so her parents would hide them from Mr. Yao. But he would come in at random times so they needed an indication to tell the immigrants whether or not he was there. So they used a baseball cap they found and would hang it up at the desk to spread the word. "I liked the indication of the hat to let the immigrants know if the manager was there or not," said librarian Laura Orris.

I think this book worked for me because I could relate to a lot of things, like how Mia loves writing letters to people, which is how she expresses her feelings to some people. "

My favorite part was the relationships that she built with people," said Laura. I also liked how the book was organized. The chapters were short enough that I felt I was getting through the book

quickly. While I haven't read it yet, I'm confident that the second book, Three Keys, will work just as well.



Gender injustice, 4

rot in hidden studios. Millions of female artists, women of immeasurable talent, who couldn't, and now will never have their art seen. That is an absolute tragedy that we must not repeat.

One of the most famous cases of women facing adversaries in art is Artemisia Gentileschi. Artemisia was the daughter of a very successful artist, Orazio Gentileschi. She is best known for her work "Judith Slaying Holofernes". In 1612 Artemisia's father, Orazio, accused the Italian painter Agostino Tassi of sexually assaulting Artemisia. This resulted in a Roman court case where Artemisia spoke up about her experience. This is an incredibly rare example of a woman in the pre-modern era speaking up about these horrible acts that were accepted as a part of everyday life and were hardly called

out, let alone taken to court. This court case also included many witness examinations. They brought in other artists, friends, and family members for this court case to describe the character of Artemisia and Tassi. Artemisia was described as a teenager who hardly left the house, always painting, nobody had anything bad to say about her. On the other hand many witnesses claimed this was not Tassi's first crime. Several witnesses accused him of murdering his wife, making him out to be even a worse person than people expected. Despite all the reasons they had to convict Tassi the court case ended with the conclusions that 19 year old Artemisia was to be tortured and Tassi was to be set free.

Tassi was protected by the pope. He was protected by the pope because of his highly rated art, and his artistic status. Tassi was seen as a man of honor, always respecting

the pope and Catholicism. Artemisia, on the other hand, was tortured. The Romans reasoning for the torture was to "prove she was telling the truth." I believe this was an excuse, she was tortured as punishment for speaking up. In ancient Rome, honor was everything, and Artemisia was made to feel shame for speaking out against a man. Through all this Artemisia persevered.

By the 1620s, Artemisia ran a successful art studio far away from Rome in the city of Naples, where she resided until her death in 1653. Most of the information you will find on Artemisia is from the documented court case or her fathers personal writings. Artemisia couldn't write her story as she was illiterate, but she told her story the way she knew how, with painting. Artemisia dramatized many biblical stories in an attempt to show what life was like as

a woman in this time period. "Judith Slaying Holofernes" portrayed two women holding a man down as they inserted a sword through his neck. Many people perceive this as a display of her anger towards Tassi as well as other men who have disrespected her due to her gender. Another work of hers, (also based on a bible story) "Susannah and the Elders" portrays two men watching a woman bathe. Many artists have painted this scene, most of them choosing to portray the men as trying to be sneaky, however in Artemisia's take on this scene she has the two voyeurs standing directly behind her, they don't care if she sees them watching or not. I think this is to show how men felt no shame for their actions as they knew they wouldn't be held accountable.

Artemisia Gentileschi was one of the very few successful female artists in the pre-modern/early modern era.

Artemisia is one of the best (and only) recorded examples of female art in the Renaissance era. Unfortunately, the reason why it is so well recorded can be largely credited to her court case. The only way Artemisia was able to be preserved in history was through her adversities. Today her works are on display around the world. Her works are in places such as The National Gallery in London, The Metropolitan Museum of Art in New York, and The Getty in California.

The truth is, you have to look harder to find the art of the less fortunate. For example, if I asked you to name me an artist from the pre-modern/early modern era I would bet you could give me some names. Pablo Picasso, Vincent Van Gogh, Leonardo da Vinci, etc. How long would it be before you named a woman? Would you be able to at all? How long would it take before you named Artemisia

Gentileschi, Evelyn De Morgan, or Angelica Kauffman? You have to look below the surface to find these stories, to find this art.

It won't keep finding its way to you in a school newspaper. You need to actively look for it. There are worlds out there, beautiful art, and stories that you won't find on the surface. Look for the art by the housewives, the servants, and the slaves, the homeless and the poor. Search for the art of the less fortunate and I promise you will find something new, something you will love. Take an art history class, buy a textbook, go to museums, talk to people. Open your mind and look further than the algorithms and curriculums. If you take the time to find art and information that isn't already being fed to you, I promise, you will find remarkable people, stories, and art.

Music controversy, 1

used, then it would still be considered copyright, because it's usually the most popular part of the song. There is no specific number of seconds, words, or lines that would qualify as copyright. Last but not least is the effect of use upon the potential market or value of the copyrighted work. This is the most important factor, specifically in this context. When politicians or political campaigns use music and other unlicensed things that do not qualify as fair use, they are interfering with the artist/creators revenue stream and how they market their work.

8th grader Clare Exley, a major Taylor Swift fan, said that "sometimes, when people are taking someone's music, they are taking advantage of other people's work and personalities and life experiences." A few days after Trump used "Freedom", Beyoncé threatened a cease and desist against him. Trump fans were very concerned, and were writing in the comments

on his video warning him about potential copyright infringement. He took down the song after about a week.

In order to use someone's song for a political campaign, you need to get permission from the copyright holder directly, or license the work according to the terms that are set by the licensing contract. You can also use songs if they're already on a public domain, which means they are not protected by copyright laws and trademarking laws. From Celine Dion and Foo Fighters to Bruce Springsteen and Prince's Estate, many artists over the last few years have objected to Trump using their music.

Trump has not just used artist songs but also pictures. He has used multiple AI generated pictures of Taylor Swift saying "Taylor wants you to vote for Trump" and commenting "I accept," making it seem like she wanted to endorse him. After a while it finally came to her attention that Donald Trump was not using her influence accurately.

Clare added, "when it comes to something that's gonna impact a wide range of people and make them assume things, or if it's going to reach that many people and make an impact on the artist, then he shouldn't have done that".

Swift made it clear that Donald Trump falsely represented her beliefs so she posted a comment saying "I will be casting my vote for Kamala Harris and Tim Walz in the 2024 Presidential Election. I'm voting for @KamalaHarris because she fights for the rights and causes I believe in. I think she is a steady-handed, gifted leader and believes we can accomplish so much more in this country if we are led by calm and not chaos. Tim Walz has been standing up for LGBTQ+ rights, IVF, and a woman's rights to their own body for decades. I've done my research, and I've made my choice. The research is yours to do. And the choice is yours to make." Trump retaliated with "I HATE YOU TAYLOR SWIFT", on X (formerly Twitter).

Music, 2

these formats now in play, you could store thousands of songs on a single device. iTunes made purchasing individual tracks or even albums a lot easier, but the single subscription for a vast amount of music undoubtedly grew and became the standard later on. The biggest issue with compressed formats was the quality of the tracks. They truly were convenient, but people craved the higher quality audio that CD's offered. Convenience over quality; a tradeoff that called for social commentary.

Digital technology naturally improved and became more advanced, this introduced audio formats such as FLAC (Free Lossless Audio Codec) and ALAC, which is Apple's lossless audio codec. Unlike MP3 and AAC, these (at the time) new audio formats allowed full retention of the audio quality from the original recordings. This catered to music enthusiasts who were seeking that high-fidelity sound. Following this,

a lot of streaming services started to offer lossless options, and even Hi-Res lossless. With 16, 24 and even up to 32 bit sized files being offered, the sound quality became better and better, while to an extent still having that convenience. With higher quality formats, we are dealing with more data. Most of the time, your average Spotify and Bluetooth Airpod setup will not be able to process and actually put out the higher bit music. When dealing in the higher bit range of music, you will most likely need wires and even a DAC (digital analog converter) to fully experience the high-fidelity sound. The desire for easier accessibility to higher-quality streaming is seemingly growing; this shows that there is a growing attention and call for higher sound quality.

Despite digital formats dominating the industry, there has been a surge and almost a comeback of physical media. This is shown very prominently in vinyl, which is most likely driven by nostalgia, being unique, and

the simple fact that you can witness a growing collection, which has a lot of allure to it. CD's nowadays don't really have that big of a fan base, but there are still some people who swear by them. The allure of physical media is the sense of ownership and connection to the tangible version of people's favorite albums. Each format has a different perspective and unique pros and cons. People's different priorities may impact and influence the way they consume music, such as the warmth of the vinyl record playing and witnessing your collection growing, the convenience of MP3's, or the high-fidelity quality that lossless formats promise. The fact that there are so many ways of listening to music and that they all have their own drawbacks is very interesting, and highlights that everyone has their own wants and needs when it comes to consuming music.

Election, 4

upon the U.S. Constitution's commitment to equality and rights against discrimination.

On a more nationwide side of things, I don't think it's very controversial to say that the president's current state of affairs is quite subpar in achieving his goals to say the least. Several of the people he elected to be in his cabinet have stepped down from the role or have been forced out of the role, and by the very bottom of the barrel choices it is evident that he appears to be running out of allies in politics very quickly. Going into Congress, a couple of very conservative bills proposed by them have already been struck down as unconstitutional, putting forth what is not the greatest start towards achieving his presidential goals. So for those that oppose the decisions the president will make it will be a hard fight but one that is certainly worth fighting for in the end.

But for those who might be despairing at the prospect of having your rights taken away, listen to me well. It will

get better, I swear to you. If we survived the last time that he was the president, then we should be able to survive it again. So listen to me, defeatism and giving up only ever serves to help things get worse. If these things truly matter to you and affect you, then what you need to do is to get out and fight for change. Contact your representatives, participate in protests, sign petitions, do whatever you can to make change. On top of that, any good protester will tell you the sentiment of 'existence is resistance.' That when the world wants you gone, the best piece of rebellion is living well in spite of that, and living longer than them to spite them. While it may be hard, it is so tremendously worth it.

While it is certainly important to fight for what you believe in, it is far more important to keep yourself from drowning in current politics and keeping yourself stable. If you need a break, or to not look at it all, then no one can fault you. Taking care of yourself is more important than anything else you can do. So, take a break, read books,

enjoy hobbies, join a social group, do whatever you need to do for yourself and come back when and only when truly ready.

But if there is one thing in particular to keep in mind, it is that you should keep yourself safe, and keep yourself sane. It is only after that should you do your best to enact change for the things that truly matter to you, and when it does matter, do your best to fight tooth and nail for it. And as one final note, we will make it out of these four years if it kills us, and let's do our best to make sure it doesn't.

Silent Hill, 5

amazing, I can't put it into words. While I was writing this, I was actually listening to the Silent Hill 3 game soundtrack. The most popular song that has now become a meme in pop culture, maybe about two years ago, but if I said the actual name of the song, I would look like a nerd. The songs made for the Silent Hill series were made by the musical genius Akira Yamaoka. He gets samples from industrial-type music like minimalist stuff. It's mostly songs you don't hear on a regular basis, like on someone's playlist.

Now, I'm not gonna spoil any of the mainstream game's plots, because it's up to you to even try to play these games. It is horror and very scary and Team Silent is not the game developers to hold your hand throughout the game. You have to start with the first game in order to get the story of the third and what Douglas (the detective you meet at the start of your game, ordered to find you by Claudia.) wants. The first game has the worst,

but most memorable graphics of them all. And the horror is not very good but the story is what gets you. It's confusing at first, yeah, but if you play the third game first, you will be a little confused. But if you want, I can spoil some of the story.

Silent hill one was made in 1999, and has maybe a



more suggestive plot. The characters are not important in this situation, but I need to tell you one very important one. Heather's name is actually Cheryl, and is an incarnation of Alessa (a child with psychic powers and a very abusive mother, who is using her powers to release paradise on earth, and birth God.) from Silent Hill one.

The first person you meet is named Douglas Cartland. He is a detective trying to find Heather after getting a missing persons report from someone, lying, saying that Heather was kidnapped from her.

The second person you meet on your playthrough is named Claudia. She was the person who made that missing persons report. She is the priestess of a cult known as the Order (previously mentioned). She has psychic powers that can manipulate someone's mind and body. She wears a black robe, has no eyebrows and no shoes? Weird.

The team who made Metal Gear Solid is the team that made Silent Hill. The style of Silent Hill is like a sadness worse than depression, in the second with the story. But the reason Silent Hill is so foggy is because they had to cover up the floor because of the lack of technical systems.

RDR2 and GTA5, 5

epilogue, John Marston. They both have great character development; for Arthur, it is him feeling disconnected from the gang, and for John, it is his relationship with his family. Both help push the characters forward in their stories. The protagonists are really good and are able to show how well written the game is.

GTA5 has Micheal De Santa, who is a career criminal retired and in the WPP, Trevor Phillips, an insane career criminal and friend of Micheal, and Franklin Clinton, a gang member on the streets. The characters' themes are memorable, and able to be explored. For this, I am picking GTA5, because the characters are more memorable than RDR2, but it was still close.

Antagonists: RDR2 has Andrew Milton, a Pinkerton agent, and Micah Bell, a

member of the Van der Linde gang. Agent Milton is a good villain who is tasked at taking down the gang by Leviticus Cornwall, an oil baron who the gang stole from. Micah Bell is the main villain and is evil from the start, manipulating Dutch, the leader of the gang, into betraying Arthur. He also is one of the most evil characters I have ever seen. The biggest example of this is how he shoots up a town just for some guns.

GTA5 has Devon Weston, a greedy billionaire, and Steve Haines, a narcissistic FIB agent. The villains are very good at being very evil, giving really good reasons for the protagonists to take them down. The villains of GTA5 are very symbolic of corrupt governments and the evils of capitalism and money. The winner in this category is RDR2, because of how memorable and evil the villains

are, and how Micah Bell is one of the most intimidating villains ever.

Side Characters: In RDR2 the side characters are mostly the other gang members like Hosea, Sadie, Charles, Lenny, Bill and Javier. The other ones are very important story-wise like Eagle Flies, Rains Fall, and Seamus. The world is populated with many different people and special characters who are important to side missions, like the mission chain about Jim "Boy" Calloway, a retired gunslinger who has an author writing his biography, so you have to find other gunslingers and ask them about Calloway.

GTA5 has a lot of side characters like Dave Norton, Wade, Lester Crest, the De Santa Family and Lamar Davis. The great thing about these characters is that they all have great chemistry with the main characters and also tell a good story. My choice

for this category is RDR2, because the story implements the characters more, and I feel more connected to those characters than to the ones in GTA5.

Comedy: RDR2 is a very story driven game but it doesn't mean it's not funny. It has a lot of small jokes sprinkled throughout. The biggest running gag through the whole game is Uncle and his Lumbago. The funniest mission, in my opinion, is when Arthur and Lenny go to the saloon and it gets rowdy. This mission is also known as the mission where Arthur spends three minutes yelling "Lenny!!!" However, most of the missions are very serious.

GTA5 is very funny due to it being a satirical look at America and mostly SoCal. When I think about it, GTA5 is like South Park to me, where it has a reputation for being inappropriate and funny.

My choice for this category is GTA5 because GTA5 has made me laugh so many more times than RDR2.

Conclusion: after reading this and double checking, RDR2 wins 4-3. I didn't expect it to be this close, because I thought that RDR2 would win easily since I like it more, but GTA5 came very close, due to the protagonists, whose chemistry is really good. I want to clarify that every opinion in this article is subjective, and no one can fully agree on things like this, and that's OK. I hope you enjoyed this article and thanks for reading.

The Longing, 4

unique feel that I haven't felt playing other games. instead of constant stimulation and your screen filled with flashing lights, it's a slow moving character walking across your screen, admiring the beauty of the cave and living his best life.

Overall, I think that this game is an extremely beautiful game that captures isolation and patience. It offers a break from constant stimulation and it also detoxes your brain from the mental oversaturation of the day. It teaches you how to wait and how to be alone. This was important for people during the quarantine because a lot of people struggled with loneliness. I recommend this game to anyone who is dealing with an oversaturated/stimulated brain and you feel your attention span is getting shorter as I feel this game offers you a break from the craziness of life.

7 1/2 Deaths, 4

boring, but rather intriguing and welcome. Theories are created and disproven with each new piece of evidence in a mystery that feels reminiscent of an Agatha Christie novel.

One should be warned that the best reading experience for 7 1/2 Deaths is far from casual. Keeping track of who did what and at what time is hard enough, and the repeating day only makes it harder to follow who is where, and when. Though casual readers can

still enjoy the book's twists and turns, I highly recommend that you try and see if you can deduce the book's mysteries before they are revealed.

The 7 1/2 Deaths of Evelyn Hardcastle is a fantastic choice for fans of murder mystery and time travel alike (and if, like me, you greatly enjoy both, then this book is a must-read). Filled with entertaining time travel paradoxes and twists at every turn, this is not a book you'll soon forget.

OWL abroad, 1

really believe that there's probably going to be things that I haven't thought about that are complicated, but that's one of the things I love about this tour company. This is not new to them, and they say, 'even though you're an established tour guide,' (because it's like my eighth tour or something,) they're saying 'we want to come and talk to you about how to do this with two buses,'" said Tom. The group will take up two

buses and, in some cases, may end up staying in two different hotels.

Tom has been going on these trips since the early 2000s. "One of the things I really like about travel is students learn a lot about themselves. They learn a lot about the world, and they learn a lot about the United States. There's this idea that America is just so much better than everywhere else [and], until you go to other places, you really can't understand that people are people. They might

have a little bit of differences, you know, collectivism versus individualism, or different family structure, but they have the same hopes and dreams."

The trip will feature stops at notable landmarks, museums, and other cultural sites. Highlights include the Colosseum, Arc de Triomphe, and Eiffel Tower, to name a few.



Purple Press Staff Photo
Alumnus Violet Wright poses with Panamanian Dancers.

Boys hoops pics dropping now, story coming soon



Luke Hobday executes a put in.

Roman Rufi



Simon Casper exits the court.

Roman Rufi



Luke goes up for a contested shot.

Roman Rufi



Luke celebrates a three.

Roman Rufi



Luke and Simon stand for the National Anthem.

Roman Rufi



Danny Hobday is introduced at the start of the game.

Roman Rufi

It was only another mole...

Sometimes it's very hard to overlook some of your own imperfections

Joseph T. Schwartz
Staff Writer

The steam from the shower was thick, so much so that it looked more like a liquid the way it flowed over the glass door and to the rest of the bathroom. The ceiling vent whirred and the air in the room swirled, mixing with the steam. It looked like the spirals of galaxies, swirling around before being whisked away to be replaced with another hypnotic pattern.

Davis, however, saw none of it. A loud knocking reverberated across the bathroom tiles.

"Are you done in there? It's been nearly half an hour."

"Oh! Yeah, just gimme a few, Mickey!" he called as he hurriedly shut off the shower, "I'll be right out." Davis stepped out of the shower, snatched a towel from the rack beside him and began frantically drying his hair. After that, he draped the towel around his shoulders and grabbed his toothbrush from the cabinet. As he went through the monotonous motions of the morning routine, Davis' mind slowly wandered.

"Davis, it's been like ten minutes, you good in there?" He flinched again, realizing that his toothbrush hung limply from his mouth and foam dribbled down his chin. He felt his face flush in embarrassment. Davis wiped his chin and spat into the sink.

"Sorry, sorry, zoned out. Just worried about the chem' final today."

"Aren't we all," Mickey said sympathetically, "Now open up, I just need to brush my teeth."

Davis wrapped the towel around his waist and unlocked the door. Mickey stepped in quickly, weaving around Davis before he could move out of the way.

Mickey hummed judgmentally, "Brush your hair, you look like you're going to a bad rock concert."

"Why do you think I'm in here?" He responded flippantly.

"With how long you were in the shower for, I'd guess texting a girl."

"Ha ha, very funny. I told you, I'm worried about the chemistry test." As he spoke, he turned to the mirror to brush his hair. Once he got a good look at himself, he saw that his roommate was right about the bad rock concert comment, he would fit right in.

Though, as he tamed his hair, something stood out to him: on his right cheek, there was a speck. He wiped at it with his thumb, but the speck remained. After leaning forward to get a better look in the mirror, he realized it was a mole.

"Guess I'm going to have to schedule with my dermatologist to get a mole removed." Davis said.

"Again?" Mickey said, his mouth full of foam. He spat into the sink. "Do you really need to go get another one

removed? Seriously, who cares if you've got some odd colored skin on your butt?"

"Yeah, whatever, but this one's like, right on my face. I can't believe I didn't see it before." Davis turned to look at Mickey, and the other boy slowly raised his eyebrow.

"And... where is this mole?"

"What? It's dead center right here," he pointed at his cheek, "What do you think this is?" There was silence only broken by the whining ceiling vent for a moment as Mickey stared blankly at his cheek. After a moment, Davis spoke up again. "It is literally right there."

"I don't know what to tell you, man," he shrugged, "there isn't anything there."

Davis whipped back to the mirror and saw the dark spot against his skin. He looked back to the other boy and stared pointedly at him, gesturing to his own face.

"I don't see nothing, dude, just cool it. Something probably just irritated your skin or something, I dunno." He shrugged again, which only provoked an exasperated sigh from Davis.

"You really need to invest in some prescription lenses." He turned and walked out of the bathroom. "The bathroom's yours, I'm going to go schedule an appointment."

...

Throughout the day, Davis asked his friends in his lectures about the mole, only to get the same response:

"What mole?"

"You've got a mole, where?"

"I don't see anything."

"You sure?"

By lunch time, he was quite convinced that it wasn't worth a doctor's appointment. If nearly everyone he spoke to didn't notice it, it couldn't be that bad. Maybe he had just been tired that morning, and it must not have looked as prominent as he thought.

Then he had to use the bathroom before he left, and there, on his cheek, it stuck out like a sore thumb. If anything, it looked worse than it did in the morning. The skin around it looked raw and inflamed, which accentuated the dark spot even more. He grabbed a wet paper towel and rubbed at it.

Nothing; the spot remained.

"What in the..." His brows furrowed and he leaned in closer, still rubbing at it. He knew that moles didn't just wipe off, but this was odd. Moles didn't just grow in a day, and never had he seen the skin around one look like that.

The bathroom door opened, and in walked Mickey, who was scrolling on his phone.

"Yo, Mickey?" Davis said, to which the boy's head shot up.

"Oh, Davie, emptying the tank before the chem-"

"Yeah, whatever, you're telling me you didn't see this?" He pointed at his face in the same way he had that morning. Mickey sighed heavily, rubbing

his face with one hand.

"Dude, I'm telling you, there isn't anything there."

"And I am telling you," he said, emphasizing each word, "that there is no way you do not see this." Mickey looked at him incredulously, his mouth opened like he was going to say something, but he said nothing.

"Really?" Davis asked. Mickey threw his hands up, still saying nothing. "Fine, fine." He shoved past Mickey and into the hall, leaving the other dumbfounded.

Davis checked the time and saw that he still had over an hour until the chem final, so he quickly made his way out of the building and to the parking lot.

"Maybe I'll go get some tacos," he mumbled under his breath as he fished in his pocket for his keys, "No, just a salad." he said, shaking his head. Once there, he unlocked the car and opened the door, before making a double take at his reflection in the car

would be with him shortly. He hadn't asked anyone else, but he'd had his eye out for a sideways glance, or a double take at his face. No one did.

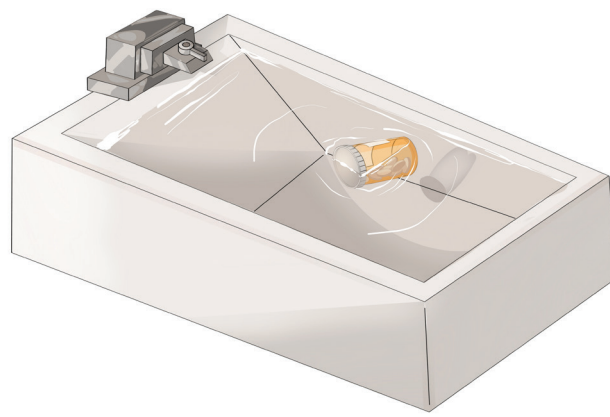
"Mr. Wilson? Mr. Wilson?" a nurse stepped out into the waiting room. Davis shot to his feet and walked to him briskly. "Davis Wilson?" he asked, to which Davis nodded. "Follow me, I'll be taking you to see Dr. Bedford, our dermatologist scheduled today. I heard you had a rash?"

He felt like his brain had short circuited, and he was about to blow a fuse. Is everyone in his life blind? Maybe a bit dull? Dropped as a baby one time too many? He said none of that, however, and simply sighed heavily.

"Yes, I do."

She led him into a small examination room and handed a wooden clipboard to a short, balding man in a white doctor's coat.

"Mr... Wilson, I see. Says here you have a rash?" He had to fight not to yell something



Nora Xiong

he would regret at the man.

"Yes, I have a rash." He said tightly, "It is all. Over. My. Face."

"I'm sorry, are you asking me where the giant red, scar looking blotch of skin covering half my face is?" Davis spat, "Let me point it out to you, it's really hard to see!" Once he pointed at his face, the side he knew was covered with diseased skin, he saw a light go off behind Dr. Bedford's eyes.

"Oh, yes, of course, I'm sorry for missing that. It's been a busy day."

"Thank god, someone acknowledges-"

"But I'm afraid I'm not very familiar with your kind of... rash, I'll need to call in another doctor." Davis had to bite back an unkind comment as he remembered the man was only trying to help. "It won't be long."

Dr. Bedford stepped out into the hall and shut the door behind him. Only a few minutes later, a taller, grey haired man walked in wearing a thick brown coat which hung to around his mid-thigh. He held the same clipboard Dr. Bedford had had, and he was looking at it with a furrowed brow.

"So, how's your rash been developing lately? Has your skin been irritated?"

"No, it's mostly just cosmetic. I mean, you can see what's going on." he vaguely gestured to his face, to which the other doctor nodded his head.

"When did you notice the rash?"

"Well, it only looked like a mole this morning, but it kept spreading and by around noon my face was covered in all the red, scaly looking skin you see now." The other doctor didn't look up from his chart, only nodding.

"I see, and has anything been stressing you out lately?"

"Well, it's finals week, so that's tough. And if I don't pass this chemistry final, I might not graduate in the fall I'll miss out on a big job opportunity."

"I see," the doctor cut him off, "one last question. Do you have a history of schizophrenia or other similar mental conditions in your family?"

Davis blinked once, and asked the doctor to repeat his question, which he did.

"I, uhh, yeah, my grandma on my dad's side had it, why? Does it cause rashes?" He asked dumbly, even though he already knew what was coming.

"Has anyone else seen your rash today, Mr. Wilson?" the doctor asked him gently. His head felt like it was spinning.

"While I can't diagnose you with anything without a follow up, or multiple, I can get you a mild anti anxiety drug to help with these symptoms. You might not need it, but it can't hurt." He nodded without saying anything, and the doctor filled out a slip of paper, which he ripped off the pad and gave it to him. "It's a fairly common drug, it'll be ready by the time you get there. It should be enough to last until your follow up. Pick it up at this address."

He didn't say anything, instead putting the note in his pocket and walking out the door. He saw his own face in the glass, covered in lumpy scar tissue, his hair thin and graying, and his eyes both ash gray. He felt both sick and elated knowing that wasn't real.

The pharmacy was only a few minutes out of his way, so it wasn't long until he was home. There were around a dozen flat, white pills in the standard orange bottle. The directions on the bottle said not to drive directly after taking them, so he waited until he was home. He set the glass of water he'd been holding on the sink next to the pills and swallowed. There was a poor aftertaste, but it faded quickly.

He had to fight to not look in the mirror. But every minute he waited felt like eternity, and his anxiety only grew. He didn't know when it happened, the medication must have made him drowsy, but he fell asleep on the couch.

When he woke, his neck was bent at a bad angle. His heart lurched when he remembered, and he scrambled up and to

the bathroom.

There, in the mirror, was himself. No scars, no moles. Davis smiled at the familiar sight, but was snapped out of his thoughts by a faint dripping of water. He looked behind him to see his bathtub nearly full. Even stranger still, floating in the middle of the tub were his meds, which he'd left in the kitchen. He huffed in confusion and walked to the tub. With a closer look, yes, he saw that it was the medication he'd picked up no more than three hours ago. He bent over the tub to grab it.

In the water, Davis saw his own reflection, not a single blemish on his skin. And behind him, he saw another reflection. One covered in red, bumpy flesh. One covered in blackened blood vessels. One with wispy hair. One with ash colored eyes.

One looking over his shoulder.

Davis tried to turn around, but a bony hand on the back of his held him firm. He tried to yell, but the reflection grabbed his face and held his mouth shut. Where the hand touched his skin, Davis' face started to bubble and boil into the now familiar red flesh. At the same time, the reflection's skin began to slough off in sections, revealing flawless skin beneath it. It brought the hand that was on the back of his head and brought it to its own lips, shushing him, before putting it back. It smiled. Not at Davis, but it's own reflection.

With a firm push, the thing shoved his head under the water, Finally letting go of his face and instead both hands held his head down. Davis screamed. He felt the bubbles against his now rough skin. Water filled his lungs as he choked, his body unable to stop him from denying itself the need for air.

Then, his vision went black.

As his body settled in the water, the thing grabbed the pill bottle from the water and looked at it curiously. It shrugged and opened the cap, downing a single pill, and leaving. The door shut on an empty bathroom.