

BY: REMINGTON BASSIN

HOLLOW KNIGHT



After the success of the first game, Team Cherry, a small indie video game company that consists of three people, got to work almost instantly on the sequel. These three people, who just want to have fun and make fun for others, prove that anyone can make amazing

things. This amazing game has over 15 million purchases since its release! Now, you might be wondering what this game is, it is called Hollow Knight!

Hollow Knight takes place in the underground kingdom of Hallownest. You play as a small knight traversing this kingdom and trying to stop the Radiance from connecting all bugs, the NPCs, to one hive mind. But this is not the most anticipated game on Steam (one of the biggest gaming companies right now), it is its sequel!

The sequel, which came out in September, is called Hollow Knight Silksong. In this game you play as the princess of Hallownest, Hornet, who gets captured and brought to this new kingdom called Pharloom. There you investigate this new material called silk which is used to battle the silk-corrupted bugs of Pharloom, and learn why you were brought here.

Did you know this game took seven years to

make? The attention to detail of this game is amazing. The landscapes feel so alive that you can almost feel and interact with your surroundings. I thought to myself several times, "Wow, I can almost feel the moss on the ground which moves when you walk on it," or "I can smell the flowers in Lost Verdanía (which is an area inside of the game)."

Now, I know what you must be thinking, "What's the downside of the game?" Well, some people argue that the difficulty is what ruins the game, but I strongly disagree. I will admit that sometimes the game gets difficult, but there are always other things to do. For example, if you're struggling with a boss (which everyone does), you can go somewhere else. Maybe get different tools or sharpen your nail (your sword), then go back to the boss and challenge them again.

You also might be thinking, "This game must be like 60 dollars." But thanks to Team Cherry's



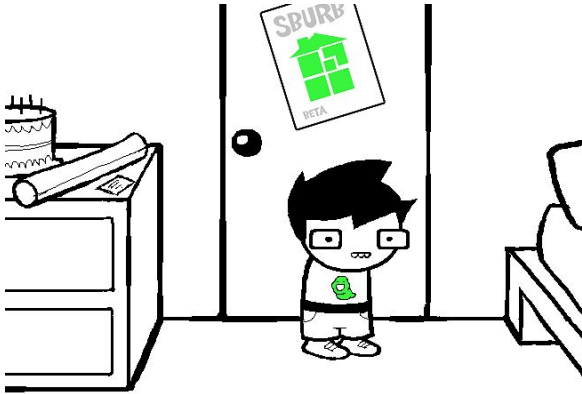
generosity and goal to just have fun and make fun for others, it's only 20 dollars. If almost any other gaming company made Silksong, they would charge an estimated price of 40 to 50 dollars! That's more than double the price!

Between the lush and extremely fun biomes, the fun combat and abilities, and the unique missions and quests, if you are looking for a new game to play, keep in mind Hollow Knight and Hollow Knight Silksong.

BY: MYO BALINES

Homestuck

Warning: Spoilers.



"A young man stands in his bedroom. It just so happens that today, the 13th of April, 2009, is this young man's birthday. Though it was thirteen years ago he was given life, it is only today he will be given a name!"

These words graced screens on April 13, 2009, nearly 15 years ago. Fast forward to October 25, 2011, and 2 million fans of these words crashed three different websites. Fast forward to September 27, 2025, and this text has been adapted into an 11-minute animated pilot (the first episode of a show to get it "on air," hence the name pilot) by (in)famous animator Vivienne "Vivziepop" Medrano. This is incredibly silly. Let's go back a little bit.

These four kids below (from left to right, John Egbert, Rose Lalonde, Dave Strider, and Jade Harley) all play a game called SBURB (pronounced s-purb, like suburb without the "u") and end the world.



They all communicate through a web chat client called PESTERCHUM, where they all have a CHUMHANDLE two words long (ectoBiologist, tentacleTherapist, turntechGodhead, and gardenGnostic, respectively). They also have a WEAPON TYPE assigned to them (hammers, needles, blades, rifles).

They have an inventory system called a SYLLADEX. To access their items, they use a FETCH MODUS, which most of them are based on data structures. Each fetch modus is different for each kid (Queue, Tree, Hashmap, and Memory).

They all build one another's houses vertically using their Sburb client to a portal, which transports them to a personalized land represented by two words (Wind/Shade, Light/Rain, Heat/Clockwork, Frost/Frogs).

Each kid has a CLASS and ASPECT associated with them. Below is an ASPECT wheel. The 12 aspects, from the top going clockwise, are Breath, Life, Light, Time, Heart, Rage, Blood, Doom, Void, Space, Mind, and Hope.



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There are also CLASSES, similar to your typical RPG classes with a few additions. The 12 classes are Thief, Rogue, Bard, Prince, Heir, Page, Seer, Maid, Sylph, Knight, Witch, and Mage. There are also two "master" classes, Lord and Muse, which won't be important until later.

Getting back to the four kids, their CLASSPECTS are Heir of Breath, Seer of Light, Knight of Time, and Witch of Space. These give the kids powers over their respective aspects. For example, Jade (the Witch of Space) is able to shrink planets to the size of a baseball and teleport.

At the start of Act 5 (starting at page 1989 on 6/12/2010), we are introduced to a new species called TROLLS.



You've probably seen at least one of them somewhere on the internet. Each of them has a zodiac sign and blood color associated with them, which determines their social class. The 12 trolls (from top left to bottom right) are named Karkat Vantas, Aradia Medigo, Tavros Nitram, Sollux Captor, Nepeta Leijon, Kanaya Maryam, Terezi Pyrope, Vriska Serket, Equius Zahhak, Gamzee Makara, Eridan Ampora, and Feferi Peixes.

These guys have been around since Act 3, living up to their name by "trolling" the four kids, but were

given proper names and faces in Act 5. The trolls ROCKED the internet. If you look up "Homestuck Troll" on Google, you get around 2 million results



Now to what this article is ACTUALLY about. The new Homestuck animated pilot was announced on August 9, 2025, by indie animator Vivienne Medrano.

With the voice of Toby Fox (creator of hit indie games Undertale and Deltarune, also lead sound designer for Homestuck when it was a webcomic) as John Egbert, Cherami Leigh (Asuna Yuuki from Sword Art Online) as Rose Lalonde, Adam McArthur (Yuji Itadori from Jujutsu Kaisen and Marco from Star vs. the Forces of Evil) as Dave Strider, Colleen O'Shaughnessey (Tails from Sonic the Hedgehog) as Jade Harley, and Chris O'Neill (Eduardo from Eddsworld) as the narrator.

The pilot covers the first 113 pages of Homestuck, including elements such as John equipping a silly disguise, figuring out his sylladex, sneaking around the house, engaging in strife (in universe term for a battle) with his dad to get the Sburb disc, and finally installing it.

The reviews to the pilot were... mixed, to say the least. Almost all the reviews on IMDb praise the art style and voice acting, but many longtime fans of the webcomic say

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that it mischaracterizes almost everyone. John is now an average teenage boy instead of a silly dork. Dave is an obnoxious dudebro instead of an ironic cool kid. Jade is overly childish, and the narrator is too energetic.

An example of this is on page 63 of Homestuck. At the end of the conversation between John and Rose, it goes like this:

Rose: Ok. Why don't you go get the game from your father?

John: Alright, wish me luck.

John: Oh, btw... Jk, I was wearing a funny disguise this whole time. Gotcha! Hehehehe

Rose: I know, John.

A pretty nice conversation between two friends, right? Now here's how it goes in the pilot:

John: Oh, and Rose, I'm literally wearing perhaps the silliest disguise ever right now, and have been this entire time. Bye, sucker!

Rose: Goodbye, John.

It doesn't take a genius to see that webcomic John and pilot John are two different people.

Another complaint the pilot has is that it has too many swears. I counted the number of swears in pages 1-113, and it ended up being 14, with a swear rate of about 0.12389 swears per page. In the pilot, there are 27 swears. Twenty-seven. That's almost DOUBLE the amount of swears in the first 113 pages.

Clocking in at 11 minutes and 33 seconds, our swears-per-second rate is 0.038961039.

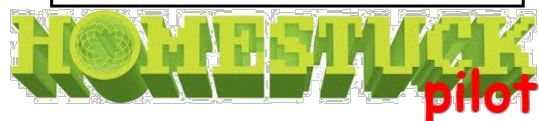
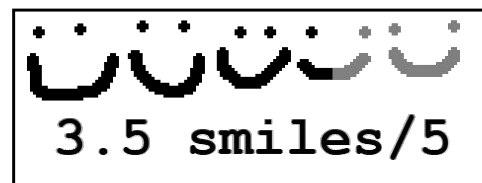
If you're an average reader, it might take 25-40 minutes to read through pages 1-113. At an average of 32 minutes to read, the swears-per-second rate of the webcomic is 0.00729166667. Hopefully, you can understand why people were mad.

Yet another complaint is the fact that some important parts were cut off, such as the first page in the webcomic with sound, which is John playing a small song on the piano, which made people mad.

Another annoyance is that Karkat (remember him?), despite being in most promotional material, only has one appearance and one line, which in itself is self-aware about only having one line, with the line being, "THAT'S IT?! ONE LINE?! [cut-off scream]," which is less than most people were hoping for, given his big role in marketing.

Overall, the pilot is a mainly accurate adaptation of the original webcomic, but with some flaws. It's your choice to watch it or not, but I highly recommend reading the original Homestuck.

The Homestuck animated pilot will receive a rating of 3.5 smiles out of 5.

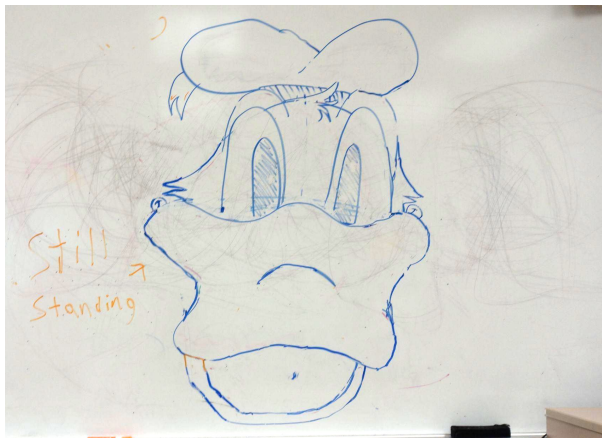


BY: DYLAN SZYMZNSKI & JAMES ANDERSON

The Tale of Donald Duck

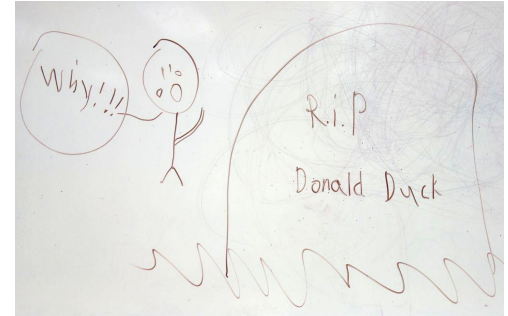
For most people, Donald Duck is just a cartoon character that appears with Mickey Mouse. Donald Duck may seem like an average background character, but that thought all changed for me.

In late September, I noticed an anonymous artist drew a Donald Duck on the whiteboard. At first, some of the students and I thought the drawing looked cool. The impressive thing about the Donald Duck is that it was still one the whiteboard after one whole month.



Picture taken in room 208

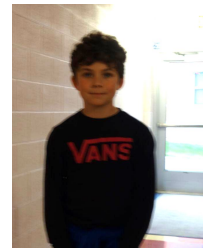
Unfortunately, Donald Duck was erased before Halloween and was never redrawn since then. I was



only able to take one photo of Donald on the whiteboard before he was erased. My assistant reporter, James Anderson, and I went back to the classroom to take a picture of Donald Duck's gravestone that someone drew on the whiteboard. (See the picture above)



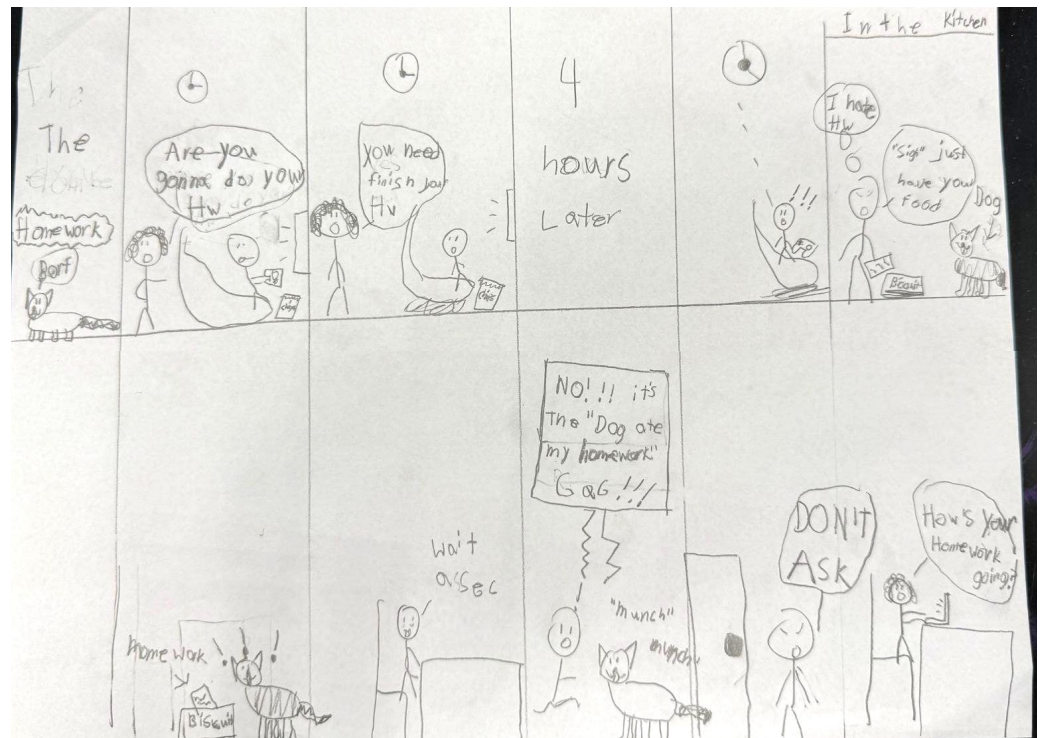
Dylan Szymanski
(article creator & head reporter)



James Anderson
(assistant reporter and article revisor)

COMIC

BY: DYLAN SZYMZNSKI



BY: MANFOA MCKEEVER

Secrets

Prologue

Eloise was just a normal European girl. Her grades were excellent, she cooked for her family, and yes, her life was perfect. But fate thought otherwise.

It all started on August 28th, 1907. Eloise was asleep when she suddenly woke with a throbbing headache and burning eyes. Alarmed, she ran to the bathroom. When she looked into the mirror, her eyes had turned into the darkest shade of red.



Terrified, she screamed. Her parents rushed in and stared in silent shock. That moment began her journey, a journey of dead ends, betrayal, and, most importantly... secrets.

Eloise panted as she ran across the village.

"Get her!" yelled a man in the mob.

"She's cursed!" shouted another.

"Look at those bloody eyes. She's a monster!" screamed a woman.

"I'M NOT A MONSTER!" Eloise cried.

She thought this place was her home, but the moment people saw her red eyes, they believed she was cursed. She ran and ran, but the mob would not give up. Eventually

she managed to hitch a ride and hide in a cave, finally feeling relief as the mob lost her trail.

Inside, however, she felt nothing but rage and sadness. Her friends, friends she trusted, had followed their parents and turned on her. Even her older brother Liam, who promised to protect her no matter what, walked away when her parents demanded she leave.

That night, Eloise questioned everything: her family, her friendships, and her existence.

By morning, hunger forced her to search for food. She found a guava tree, but before she could reach it, bounty hunters arrived. Eloise hid behind the bushes and listened.

"Ugh, we've searched everywhere," complained one bounty hunter.

"Oh, come on Blake," said another, "we haven't even traveled that far."

"For all we know, she could be right around that corner," said the other bounty hunter.

Eloise held her breath, praying they would not notice her.

"Let's just keep moving, Samuel."

They left. Eloise sighed in relief and followed the direction they came from, hoping they



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CONTINUE SECRETS BY: MANFOA MCKEEVER

came from a nearby town.

Soon she reached it. The town was busy, merchants everywhere, crowds moving in and out. She kept her hood up and asked a shopper where she was.

"You're in Tetovo!"

"Wow," Eloise muttered. "I must have traveled far."

"And where are you from?" the shopper asked.

"That's not important," Eloise replied quickly.

She continued exploring Tetovo. She knew she could not stay long, but she needed food. She searched her cloak and found money, enough to buy bread.

While she paid, the

cashier said, "Have you heard about the girl with red eyes?"

Eloise froze for a split second, then continued counting her coins.

"You don't say," she replied.

"Whoever finds her will be paid over two million dollars!" the cashier said.

"With that money, I could turn this tiny

stand into a whole grocery store! Everyone in town is searching for this red-eyed monstrosity."

Eloise thought, if only you knew the monstrosity was standing in front of you. The cashier closed his stand, and Eloise continued on sad, though she tried not to show it.

She was preparing to leave Tetovo when the bounty hunters returned. Eloise hid herself in the crowd knowing that they were back for her.

"Don't worry we're not here to cause trouble," said Samuel.

"We are just here because we believe that the red eyed girl is among you."

People gasped. Others whispered excitedly.

"But fear not!" Blake shouted.

"I, Blake, and my brother Samuel will find her! Removing this demon will bring peace to humanity!"

The crowd cheered, greedy for the reward.

"Has anyone seen someone unusual today?" asked Samuel.

"Specifically, someone in a navy-blue cloak?"



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Silence.
Eloise slowly
backed
away until
she heard a
voice shout,
"I saw her!
She bought
bread from
my stand!
And hey
why is that
person
walking
away?"

Every head
turned
toward



Eloise. Pressure crushed her lungs.

"GET HER!" Blake yelled.

It all happened again. People chasing her.
Screaming. Running. No escape.

She searched for another ride, but everyone
had already left town to hunt for her. As the
mob drew near, Eloise found a horse stable.
She quickly jumped onto a Friesian horse.

"Come on, move!" she demanded.

The horse stood still, blinking at her.

"Pretty please with a cherry on top?" she
begged.

Nothing.

"UGH, JUST MOVE!"

Her hands suddenly burst into flames, and
the horse panicked bolting forward. The
mob chased her, but could not catch up.

Later, the horse slowed, and Eloise fell
asleep.

She dreamed she
was floating in a
dark void.

"Eloise... Eloise..."
whispered a
woman's voice.

Frozen with fear,
Eloise called,
"Who are you?"

The voice grew
louder, echoing
through her mind.
Suddenly, a
blinding light
exploded.

Eloise woke with a gasp. "What kind of dream
was that?"



She looked up, another town, no, a city. Tall
shining buildings, elegant people, bright lights. It
had always been her dream to live in a city. But
danger followed everywhere.

Still, she told herself, "I'll stay for a few
minutes..."

Minutes turned into hours. She took tours,
explored the streets, and stole food to survive.

When she tried to leave, a dog grabbed her
cloak. It pulled so hard that her hood slipped
off revealing her red eyes. But no one
screamed. No one chased her. No one cared.

Confused, Eloise asked the dog's owner, "Why
didn't anyone panic? I'm the girl on the
posters!"

The man shrugged. "In this city, we don't care.
Someone else will try to kill you. Why bother?"

Eloise felt relief like never before. But she knew
she couldn't stay. Her journey continued. That
night, the same dream returned.

TO BE CONTINUED...