

THE MUSTANG


P O S T



**ARTIST SPOTLIGHT:  
FIELD**


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# letter from the editor

Dear Reader,

It has been awhile since our last issue was released. Our podcast series “Sheyenne Perspectives” is finally off the ground, and we are producing each one faster as we learn what it takes to make our ideas come to life.

In between podcasts, we have been writing articles working up to this e-magazine. We are so proud of our work and we want to thank you for all of your continued support.

With the third quarter of our 2022-2023 school year completed, we are starting to look forward to a big celebratory project like we have never done before!

Have a great spring, and may the snow melt in our near future!

P.S. “Dear Reader” is my favorite line I have ever written because it feels like a secret “swiftie” reference.

Best wishes,

*Hailey Boehme*

Hailey Boehme, Editor in Chief



# ARTIST

# Spotlight

Featuring Sheyenne High School's Student Artists



## ABOUT THE ARTISTS & COMPETITIONS

My name is Field and I am senior at Sheyenne high school.

I focus on string-based art, more specifically cross stitching. I have been working on this art style for over a year and plan on continuing it as a hobby.

# Field

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404-Error  
Mixed Media on Cross Stitching Fabric



Self Portrait  
Mixed Media on Cross Stitching Fabric

# Field



“Triple Self Portrait”  
Mixed Media on Cross Stitching Fabric

Field recently won some outstanding awards: the American Visions Medal in the National Scholastic Art and Writing Awards!

Out of over 260,000 entries, Field’s “Triple Self Portrait” stood out. To put it into perspective, his work was so exceptional that he was chosen, along with ONLY 87 OTHER STUDENTS, for the American Vision Medal!

Everyone in our community, including here at Sheyenne, is so proud of you! Congrats, Field!

# Field

By Logan Jacobs

## What is Valorant

Released in June of 2020, Valorant is a PC-based, first-person tactical shooter featuring two teams each picking five characters with unique abilities falling under the umbrella agent classes: duelist, controller, sentinel, and initiator.

Gameplay features five-person teams who select any combination of agents based on tactics favored in a predetermined map where teams face off in an attacking and defending scenario.

Updates feature new agents with specialized talents like Astra, Gecko, and Kay/o as well as new maps like Breeze, Pearl, and Lotus.

Valorant's competitive scene started early in the game's beta. Eventually the scene evolved into global competitions supported by Riot Games, the creators of Valorant, culminating in million-dollar prizes.

## Intro to VCT LOCK//IN

VCT LOCK//IN is the first, global tournament of the annual year. Unlike past tournaments, LOCK//IN would be a single elimination event with no loser's bracket.

Coming in NA teams were expected to dominate with "super teams" like cloud9, sentinels, and NRG. Along with NA, Brazil's LOUD would be fighting on home turf after winning it all in last year's VCT Championship.

Asia Pacific or APAC had a surprising showing during last year's championships with DRX making it to third place before losing to Optic. Of course-PRX also looks hot coming into LOCK//IN.

Europe, Middle East, and Africa or EMEA had a poor performance last year compared to years prior but coming in they looked strong with teams like Na'Vi and the always strong Fnatic.

# VCT LOCK//IN: VALORANT'S GLOBAL TOURNAMENT REIGNS IN CHAMPIONS

## VALORANT WORLD MAP



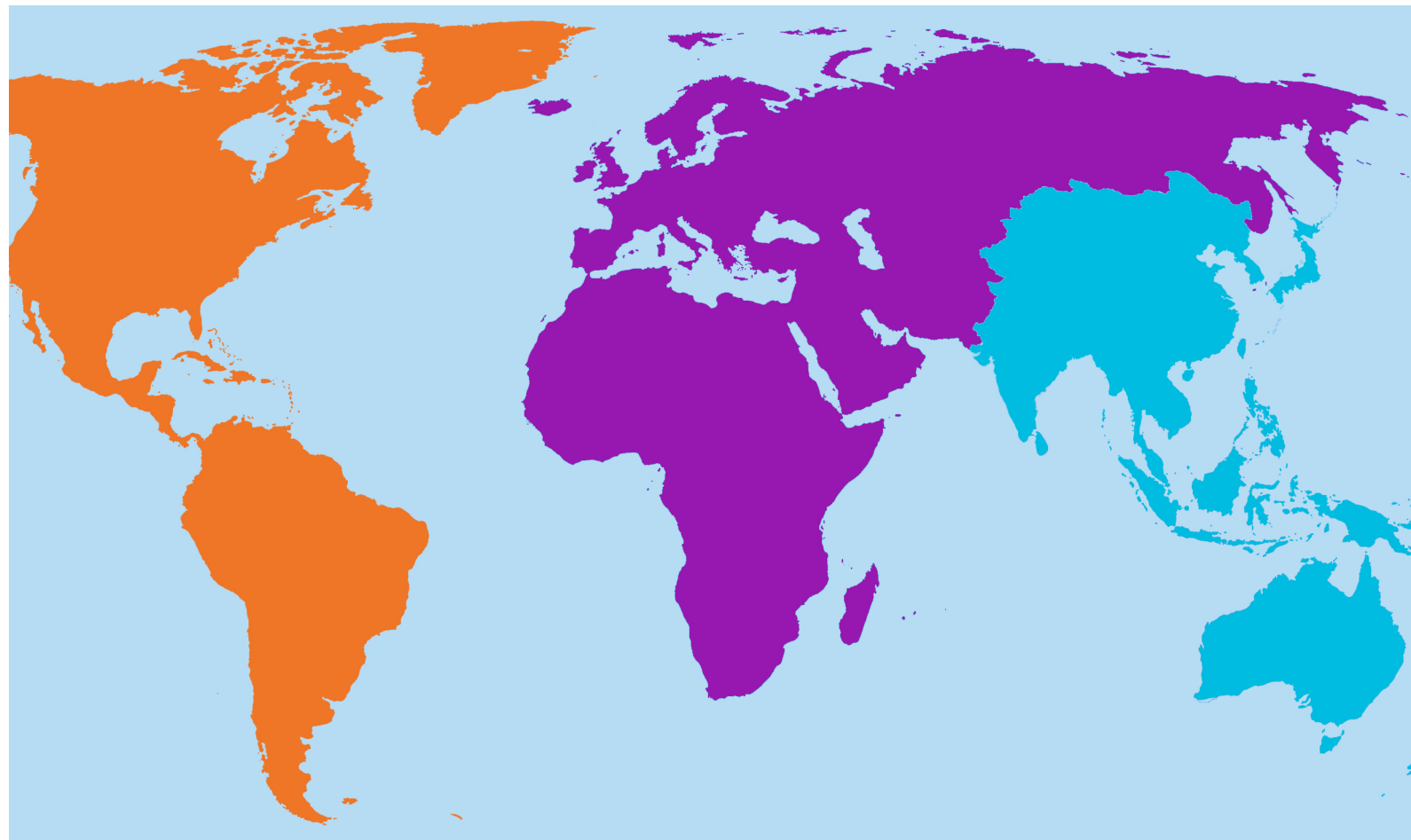
100 Thieves didn't perform very well, they had two extremely close games and lost in a blow out to Fnatic but I have hope for them during the league split



EDG showed some of the most unique and fun gameplay, it was a treat watching them compete even though they didn't make it past round one



Na'Vi had an amazing performance showing dominance in both CSGO and Valorant



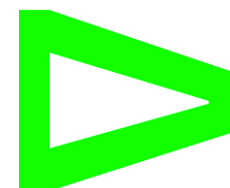
Fnatic won LOCK//IN for a reason, they've worked hard to get this point and are still looking strong



NRG had a great run and almost beat LOUD losing during overtime



DRX is by far the best APAC team, they are unmatched giants in their region but on the global stage? It feels like they can't hold their own.



There isn't much to say about LOUD, they as always played amazingly well and just barely lost during grand finals



Talon didn't make it to the semi finals but still played great, losing to DRX.



## RIVALRIES

Fnatic, despite being one of the top teams of EMEA has always been in the shadow of FPX and Sentinels. They lost to Sentinels during their undefeated run in Reykjavik, and all throughout 2022 placed lower than FPX but LOCK//IN was different. Beating Sentinels first round with a clean 2-0 sweep and beating Na'Vi, who picked up the former FPX roster, with another clean sweep, 3-0.

LOUD and NRG, a rivalry so deep it shattered previous records for most concurrent viewers. These two teams may not have played much but the players on LOUD and NRG have a ton of history, the reason? Crashies, Victor, and FNS. These three players beat LOUD during last year's masters Reykjavik during grand finals back when they were on Optic but LOUD also beat them during grand finals of Champions 2022. During the quarter finals game LOUD set the record straight and beat NRG 2-1.



## TEAMS TO LOOK OUT FOR

### EMEA

Natus Vincere or Na'Vi is definitely a team to look out for, after picking up FPX's old roster and ascends' super star cNed they had a dominant showing during the LOCK//IN making it to the semifinals.

The former FPX star Ardiis, now replaced by cNed a former VCT champion completes what felt like a team that always came up short.

Na'Vi isn't the only team to look out for in the EMEA league, Fnatic was amazing during the tournament not dropping a game until grand finals. Fnatic's last map vs LOUD was an amazing performance with them taking 9 rounds in a row and winning in over time.

### AMERICAS

ting performances during LOCK//IN, with Cloud9, Sentinels, 100 Thieves, and Evil Genius' all being destroyed by DRX, Fnatic, and Talon respectively.

Besides this disappointing performance NRG had a good run and gave LOUD a run for their money. With the new team focusing around Ardiis and former Optic stars FNS, Crashies, and Victor.

As always LOUD had an amazing performance even after losing pANcada and Sacy during the off-season, LOUD played amazingly well and is a shoo-in for Masters later this year.

### APAC

Talon had a surprisingly good run during LOCK//IN beating teams like EG and coming close to beating DRX.

Team Secret performed one of the biggest upsets in the tournament beating Team Liquid one of the favorites from EMEA.

You can't talk about APAC without mentioning DRX, ever since 2022 DRX has been running APAC. No one has ever been as dominant in their respective region except for maybe 2020-early 2021 Sentinels.

DRX came very close to being in the grand final's versus Fnatic only losing to LOUD in a nail biter of a last game.





# Fnatic's Rise to Winning



The crowd roars as the two teams enter the packed Brazilian, Sao Paulo stadium. After huddling they sit down at their setups. The massive lights illuminating the arena drown out the gaming monitors' glow. 10,000 people pack the seats to watch this match. After five, long hours of gameplay the last game of grand finals starts.

Down 11-3, Fnatic have everything stacked against them, the Brazilian crowd roars for every round the European Fnatics lose.

Then Fnatic calls their last time out. The crowd hushes. It's a brief rest for everyone in the match's controlled chaos.

Refocused, Fnatic follows through with their coach's advice and win just one: the first of many they need to have a chance of winning.

Now it's 11-8, five rounds stolen from under LOUD's nose. Fnatic builds hope. LOUD worries. The tension is visible as both teams shift in their seats.

11-11, Fnatic needs to win one more round to confirm overtime but it isn't looking good, it's a 2v1 and Aspas LOUD's best is still alive. Alfajer, the 17-year-old prodigy from Turkey doesn't falter, he gets two and takes the lead for the first time the entire game. Screaming out in joy Fnatic players almost jump out of their seats.

Fnatic loses the next round, but it doesn't matter as overtime has been secured, now only two rounds stood between Fnatic and their first global win. Fnatic isn't sad or angry about losing the round but instead reaffirming, all that was needed of them was two rounds and Fnatic knew that.

The first round of overtime went Fnatic's way, everyone in the stadium grew quiet at the thought of Fnatic winning. All you could hear in the stadium was the casters commentating and the players on stage.

Fnatic gets one, now it's a 4v5, then a 3v5. LOUD starts dropping like flies until only ASPAS is left, the best player on LOUD left in an impossible 1v5. Knowing that ASPAS has clutched situations worse than this, Fnatic doesn't let up and because of it they win.

Finally, Fnatic triumphed over the mountain that was LOUD, winning the last round flawlessly. Excitement permeates through the entirety of Fnatic, as they went up to accept their trophy, the ever so loud crowd was now silent. Grand finals ended 3-2 in favor of Fnatic, crowning Chronicle as the first person to have ever won two global events and finally giving Fnatic their first and a well-deserved global title.



# SHEYENNE SENIOR SEND-OFF

By Hailey Boehme

Coming off of a great 2021-22 season last year, the Mustang Girls' Basketball team has continued to make some noise. Six seniors returned to the court this year with head coach, Kenyon Wingenbach. Since joining the Mustangs, Wingenbach has led them to 20 victories in the 21-22 season and 12 so far this year, as of February 22, 2023.

Hoping to end this season on another positive note, the Mustangs gear up for the end of season EDC and State Competitions. Their last run came close with a 5th place finish.

The recent senior night, celebrated on February 21st, honored players Kaitlyn Haas, Peyton Breidenbach, Maya Metcalf, Brooke Johnson, Karson Sanders, and

Alayna Holder, as well as student managers Maddy Hus-tad, Karli Urlacher, Connor Anderson, Lexy Terhark, Kyra Narum, and Jordyn Beyl.

With the graduating class being so large, many wonder what Wingenbach will bring to the table next year, however, the roster looks promising even beyond the talented class of 2023.

Coaches across the state are familiar with one in particular, the record breaking Brenna Dick. Brenna has demonstrated her phenomenal ability to make shots from any place on the court and play with incredible speed. Within the current season, she has shattered school scoring records numerous times.

In a game against the Shanley Deacons, Brenna put

up 34 points, passing the 2021 graduate, Jadyn Feist (33 points). Despite the accomplishment, Brenna knew she could push herself even harder, and break her own record. On January 23rd at Horace High School, fans and the team yelled out in celebration following her 35th point. To no one's surprise, she didn't stop there. She ended the night with 41 points and rivalry game victory.

Aside from her total points, Brenna also holds a record for most 3-point makes in a game with 7 versus Valley City High School. Being only a junior, Brenna is well on her way to becoming a 1,000 career point scorer. Her teammates and coaches couldn't be more proud of her, and can't wait to see what the future holds for her – on and off the court.

Number 25, Brenna D.  
Photo courtesy Mustang Media.



The Sheyenne GBB class of 2023.  
(Left to right): Brooke J., Peyton B.,  
Kaitlyn H., Maya M., Karson S., Alayna  
H.,  
Photo courtesy Mustang Media.

By Ashleigh Varing

As you may remember, last time I left off on BTS winning Rookie of the Year in South Korea's Melon Music Awards.

Since then, they've proven that was only the beginning of their ascent to global stardom. Record after record, they built their fame, fanbase, and art to something very close to perfection.

That near perfection brought them global attention, spanning their success well beyond the borders of Korea, into Japan, then jumping across the continent to Europe and eventually across the ocean to the United States, Canada, and the rest of the Americas. Truly, they're a global sensation, unlike those artists fueled by the American-marketing machine.

Perhaps their success goes beyond that. Perhaps they came in at the right time when the world had developed a taste and fascination for Korean culture and art. But that may not be the case. After all, didn't Wonder Girls attempt to bridge into the states, yet couldn't, even after getting a Nickelodeon movie? Yes. Yes, they did. BTS? They've risen in popularity and improved their craft largely on their own: creating their own music, lyrics, and overall artistic style.

So, let's take another look at BTS' discography and the impressive records they've achieved with it.

# BTS Discography Discovery



RAP MONSTER

SUGA

JUNG KOOK

JIMIN

V

J-HOPE

JIN



# SKOOL LUV AFFAIR

NO SCHOOL  
Wed. 12. Feb

"Because the dawn right before the sun rises is the darkest." (Tomorrow)

On February 12, 2014, Skool Luv Affair was released. As the third and final album in their "school trilogy," this album also contained a lot of themes having to do with teenagers. For example, the lead single "Boy in Luv" expresses the experience of love as a teen. The album peaked number 3 on the Billboard World Album Chart, selling a total of 14,852 copies by the end of the year.

“The thick color of a rainy day in Seoul, I still can’t fall asleep. The rain stops and the reflection in the puddle as I fade away. I see myself looking more miserable today.” (Rain)

On August 20, 2014, their first studio album Dark & Wild was released. BTS were still discussing love, just from the perspective of a young adult. The album peaked at number 3 on the Gaon Monthly Chart for August, selling a total of 51,655 copies in that month. It was also the 14th best-selling album of the year, having sold 100,906 copies by the end of 2014.



LOVE HURTS, IT CAUSES PAIN, JEALOUSY,  
OBSESSION, WHY DON'T U LOVE ME ANYMORE?

방탄소년단  
The 3rd Mini Album

화양연화  
花樣年華

pt.1

“Your arms, your warmth, your heart, I beg to see them again.” (Hold Me Tight)

By 2015, BTS were slowly becoming relevant in the K-pop world, and that popularity was only boosted by the release of their third mini album, *The Most Beautiful Moment in Life pt. 1*, on April 29. This album discusses youth and uncertainty of the future, the boys' sound shifting from hip-hop to pop. Despite the change, their songs were still lyrically dense and held even darker themes than the prior albums. The title track, “I Need U,” even got them their first music show win.

*“Will you stay by my side? Will you promise me? If I let go of your hand, you’ll fly away and break.” (Butterfly)*

On November 30, 2015, the album The Most Beautiful Moment in Life pt. 2 was released, debuting at 171 on the Billboard 200, becoming the first K-Pop act outside of the big 3 labels (JYP, SM, and YG Entertainment) to do so. As explained by the title, the album is the second part in the HYYH (Hwa Yeon Yang Hwa a.k.a. “The Most Beautiful Moment in Life”) trilogy. As explained by BTS themselves, “Part one explained how youth is tiring and difficult, and it also touched on how we feel like we’re always on edge. Part two will have a more adventurous and daring feel to it. That’s why our title song is ‘Run.’”

방탄소년단  
The 4th Mini Album

화양연화  
花樣年華  
pt.2



2



YOUNG  
FOREVER  
花樣年華

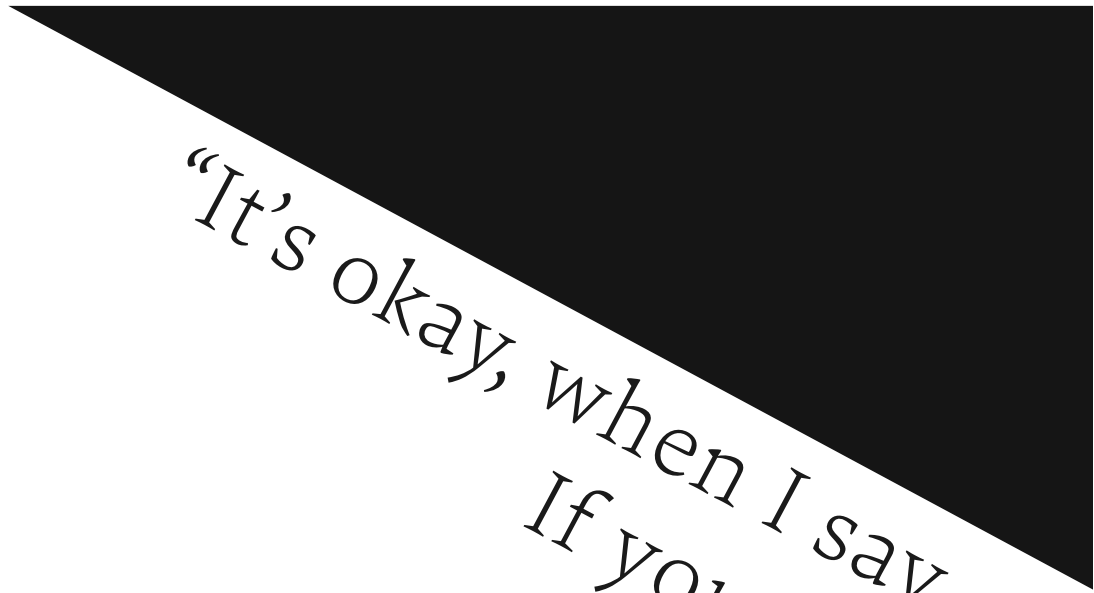


“Thank you for letting me be me, for helping me fly, for giving me wings, for straightening me out.” (Save Me)

BTS

The Most Beautiful Moment in Life: Young Forever was released on May 2, 2016, debuting at number 107 on the Billboard 200 chart. The album had sold 300,000 copies in pre-sales after less than a week, topping the Gaon Monthly Chart in May with a little over 310,000 albums having been sold. This album even got BTS their very first Daesang, the highest award an artist can win at a Korean music show, on November 19, 2016. They were the first group in multiple years to have gotten a Daesang while under a label that wasn't one of the big three. The boys now have over 60 Daesangs, and to put that into perspective, the group with the second most Daesangs has 23 in total.





*“It’s okay, when I say one, two, three, forget it... Hoping for more good days.  
If you believe what I say then one, two, three.” (2! 3!)*



**WINGS**

Later in 2016, on October 10, Wings was released, debuting at number 26 on the Billboard 200 chart, becoming the highest charting K-pop album at the time. The album is about temptation, and as Namjoon explains it, “The harder a temptation is to resist, the more you think about it and vacillate. That uncertainty is part of the process of growing. ‘Blood Sweat & Tears’ is a song that shows how one thinks, chooses, and grows.” The music video for the title track, “Blood Sweat & Tears,” has allusions to the novel Demian, a book about self-discovery inspired by Jungian psychology.

**YOU  
NEVER  
WALK  
ALONE**



“Wait a little bit, just a few more nights. I’ll be there to see you.” (Spring Day)

You Never Walk Alone was released on February 13, 2017, and was a repackaged version of Wings, with four new songs added. The lead single, “Spring Day,” is the longest charting song in Melon history, having spent over 300 consecutive weeks (five and a half years) on the Top 100 Melon Weekly Chart. The song is about longing and was revealed to be inspired by Namjoon and Yoongi losing their friends. In an interview from November of 2020, Namjoon said, “...I had friendships that meant a lot to me back in the day. But once I moved to Seoul and started my traineeship, I kind of drifted apart and eventually lost them.”

“Don’t worry, love; none of this is a coincidence. We’re totally different, baby, because we’re the two who found our destiny.” (DNA)

承

Love Yourself: Her was released on September 18, 2017, as the first album in the Love Yourself trilogy. The album expresses the anxieties and joys of falling in love, this idea further highlighted by the title track, “DNA.” Namjoon claims the song depicts a young, passionate love, and that it’s vastly different from their earlier releases. The album ranked number 1 in 73 countries, debuting at number 85 on the Billboard Hot 100. It was the highest selling album of September that year, with 1,203,533 copies sold.

LY 轉

"I'm not a superhero, don't expect a lot. I can be your hero. I'm really not sure whether that even makes sense." (Anpanman)

The group's third full-length album, Love Yourself: Tear, was released on May 18, 2018. This album has a much more somber tone in comparison to the earlier album in the trilogy, particularly within the title track "Fake Love," which is about the loss of identity that follows holding onto a toxic relationship. This album sold 1.44 million copies in the first six days of its pre-order period, and it earned them the top spot on the Billboard Top 200 and the first Official Million Certification from Gaon.

*“The me of yesterday, the me of today, the me of tomorrow... With no exceptions, it's all me.” (Answer: Love Myself)*

LY 結

On August 24, 2018, the final album in the Love Yourself series, Love Yourself: Answer, was released as a compilation album, which included seven new tracks. The album focuses on themes of reflection, empowerment, and most importantly, self-love. Love Yourself: Answer sold more than 1.51 million copies, surpassing Love Yourself: Tear as the most pre-ordered album in South Korea. On November 7, 2019, it became the first Korean album to spend an entire year on the Billboard 200, this record only being surpassed by themselves with Map of the Soul: 7.

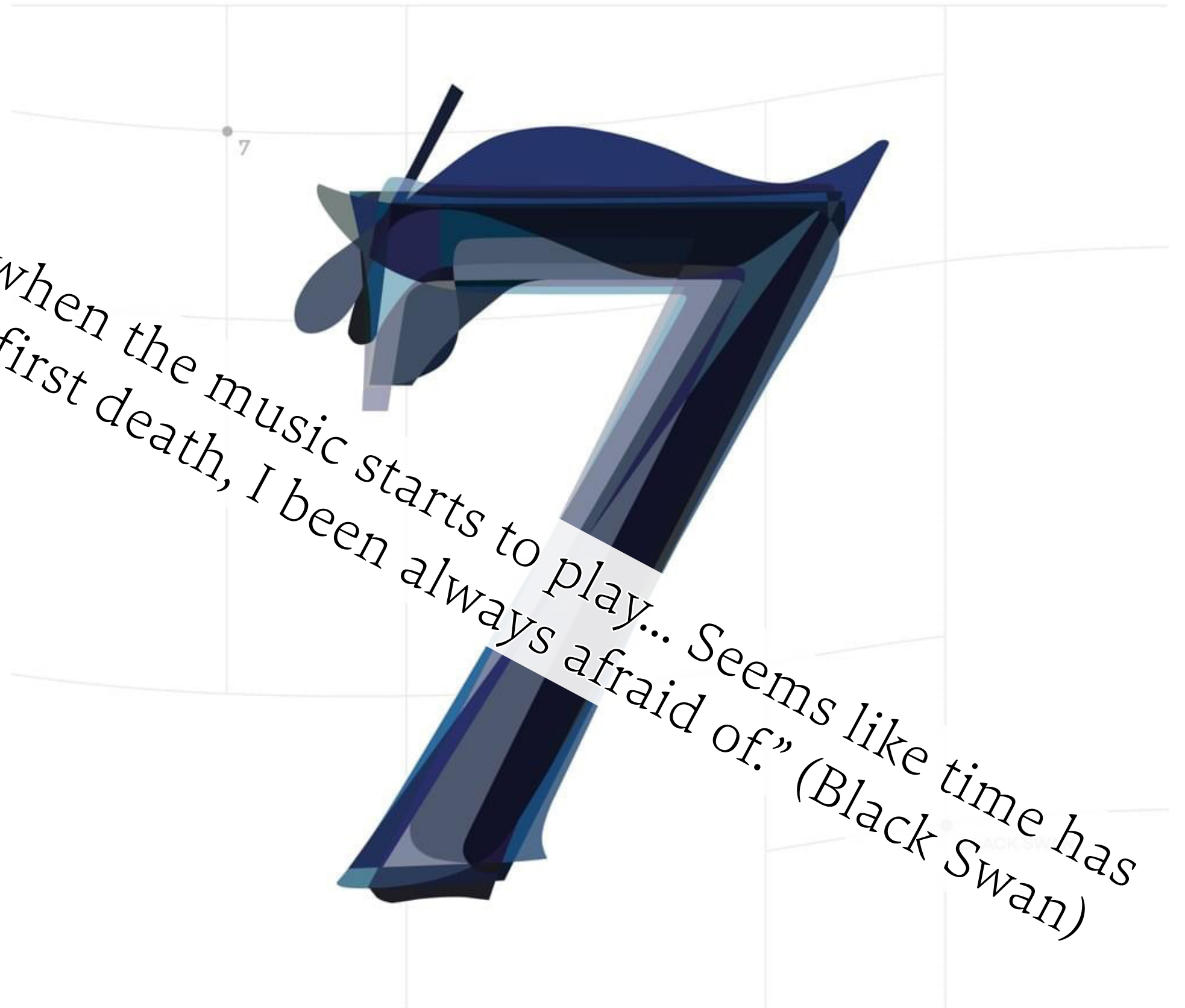
# MAP OF THE SOUL PERSONA



“People’s lights are all precious. Like stars, we shine. Don’t disappear, ‘cause you’re a big existence.” (Mikrokosmos)

On April 12, 2019, Map of the Soul: Persona was released, with various influences from philosophy (microcosms), Greek mythology (Dionysus), and psychology (the book Jung’s Map of the Soul, as shown by the title of the album). The day prior to the album’s release, 3.07 million copies of it had been preordered, and upon debut, it made BTS the first band since the Beatles to have three number-one albums in under a year.

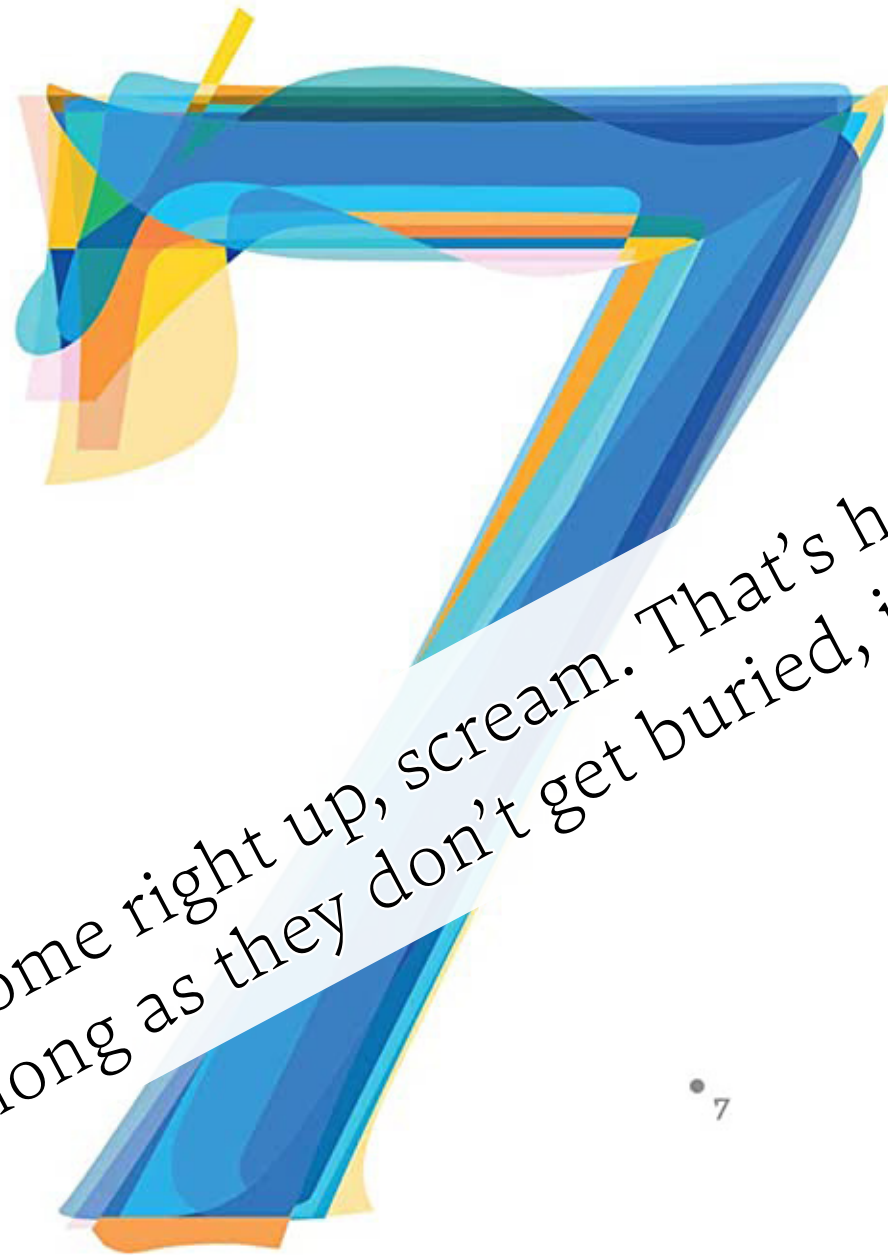
# MAP OF THE SOUL 7



“The heart no longer races when the music starts to play... Seems like time has stopped. That would be my first death, I been always afraid of.” (Black Swan)

Their first pre-release single, “Black Swan,” was made available for download and streaming on January 17, 2020. The song discusses the band’s fear of losing their passion for music, with lyrics such as “the heart no longer races when the music starts to play” and “if this can no longer resonate, no longer make my heart flutter, then perhaps this is how I die my first death.” The latter is a reference to a quote by Martha Graham: “A dancer dies twice — once when they stop dancing, and this first death is the more painful.”

MAP OF THE SOUL



VERSION 04

7

“Even if I fall, I come right up, scream. That’s how we’ve always been. Even if my knees drop to the ground, as long as they don’t get buried, it’s going to be just an ordinary happening.” (ON)

Their fourth full-length album, titled Map of the Soul: 7 (in honor of the seven members of the group and their seventh anniversary together), was released on February 21, 2020. The album was meant as a final sendoff before Seokjin’s enlistment into the military, which was later postponed due to the pandemic. It topped IFPI’s Global Album Sales Chart and Oricon’s mid-year Album Chart ranking, making them the first foreign artists since Michael Jackson to do so. It also became the first album to be certified as Quadruple Million by Gaon.



“Shoes on, get up in the morn’. Cup of milk, let’s rock and roll.” (Dynamite)

BTS’ first English single, “Dynamite,” was released on August 21, 2020, and is likely the song you’re most familiar with. The song was intended to uplift the public during the rough pandemic, and it quickly blew up. “Dynamite” got them their first Grammy nomination, helped them achieve a Daesang sweep (all Daesangs are won by the same artist), spent 32 consecutive weeks on the Hot 100 chart, collected 7.78 million streams on the first day, and at one point was the most viewed YouTube video in 24 hours (though this record was later surpassed by their own song, “Butter”).

# BE

*Life goes on  
Like an echo in  
Like an arrow  
On my pillow  
Life goes on  
this again*

“The frustration drives me crazy. Feel like it’s still day one. Somebody rewind that clock, this year was taken away.” (Fly To My Room)

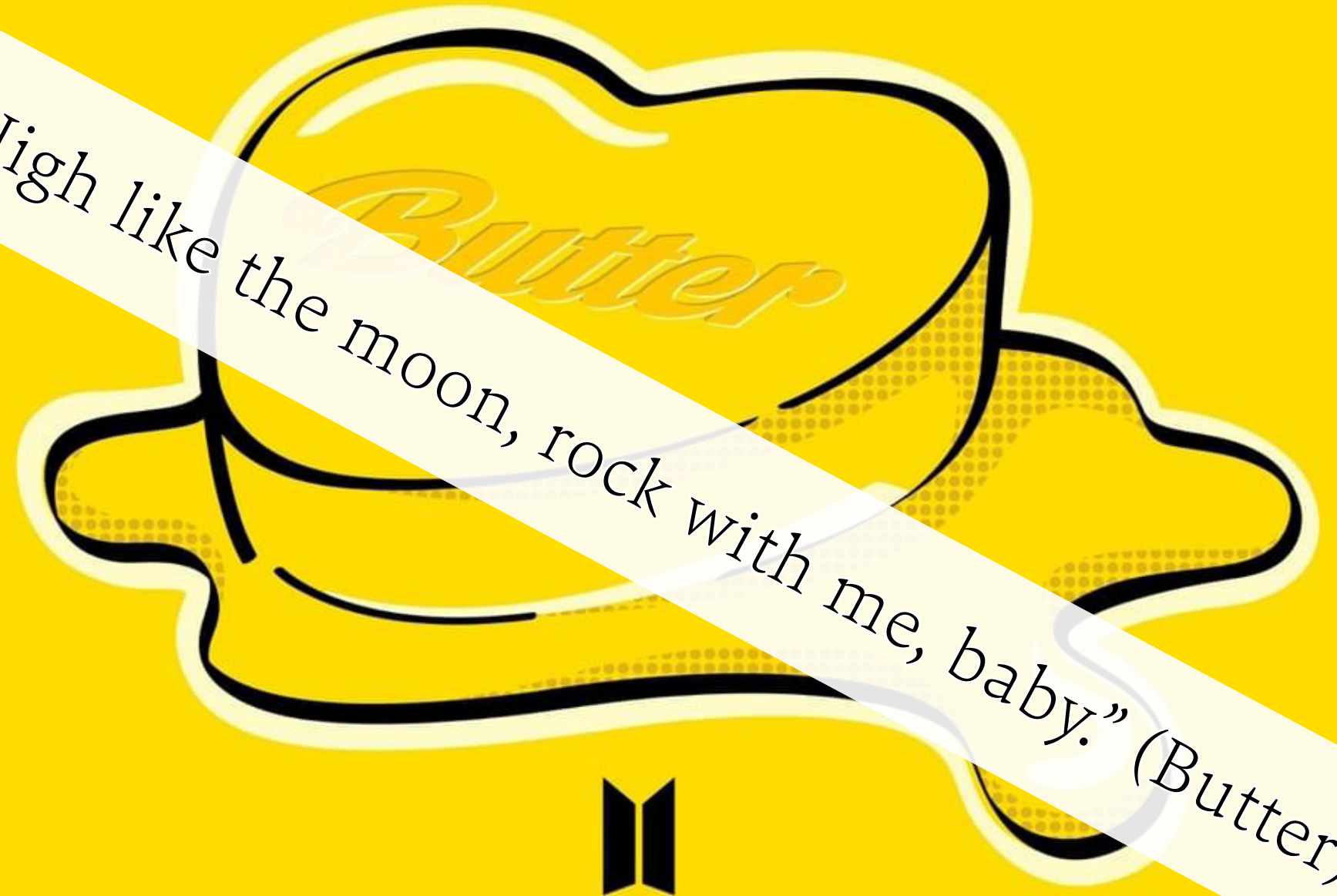


BE, released November 20, 2020, was an album released to help those struggling with the sudden pandemic. “Dynamite,” initially an independent single, was included as the eighth track on the album. With this album, they became the only artists apart from Taylor Swift to debut at number one on the Hot 100 and Billboard 200 simultaneously. It also made them the fastest group to have five number-one albums since the Beatles. “Life Goes On,” the album’s title track, became the first non-English song to debut at the top spot on the chart. The album also claimed the second spot on IFPI’s Global Album Sales Chart for 2020, making them the only artist to have multiple albums listed.

“Side step, right, left to my beat. High like the moon, rock with me, baby.” (Butter)

“Butter,” the group’s second English single, was released on May 20, 2021. A fun summer song aiming to be easy to listen to, it quickly became a hit, with over 108 million views in its first 24 hours and ten consecutive weeks on the Billboard Hot 100. Not to mention it still holds the record for the most-viewed music video in the first 24 hours.

# Butter





“Permission to Dance,” released on July 9 (a.k.a. ‘ARMY Day’), celebrates diversity as well as uplifts spirits. The song features an optimistic message of hope and encourages listeners to let go of their worries and dance. Like “Butter,” “Permission to Dance” was also released in English, signaling the group’s continued efforts to connect with their global fanbase. While its performance on the charts was not as impressive as “Dynamite” or “Butter,” it still managed to debut atop the Hot 100 chart.

*“The reason behind Bangtan’s success? I don’t know if there’s something like that. All of us just run hard. No matter what, we just run. That’s the answer.” (Run BTS)*

Their most recent whole-group album, *Proof*, was released three days prior to their 9th anniversary as a group on June 10, 2022. The album includes a re-recorded version of their unofficial 2013 song “Born Singer” (based on “Born Sinner” by J. Cole, which was included with his permission), five new tracks (two of which are only available on a physical copy of the album), the solo and sub-unit songs the members picked themselves, all their title tracks, and eleven demos (also exclusive to the physical album). The album sold two million copies on its release day alone and peaked at number 1 in eighteen countries.



BTS' discography is a testament to their artistic vision, creativity, and dedication. Over the years, they've continued to push boundaries and break records, setting new standards for what a K-pop group can achieve. And although the rest of them will be entering the military shortly, they are not done for good. There's a high chance of a comeback in 2025, and there will be updates posted throughout the next few years.

# The Prevailing Mindset of Consumerism

By Benjamin Lopez

We all have some desire in ourselves. Desire for love, and a desire for a good life. Most of us have a desire to own things. Why do people have such a desire? Is this by nature? To own and to collect? Or is it some form of conditioning we absorb?

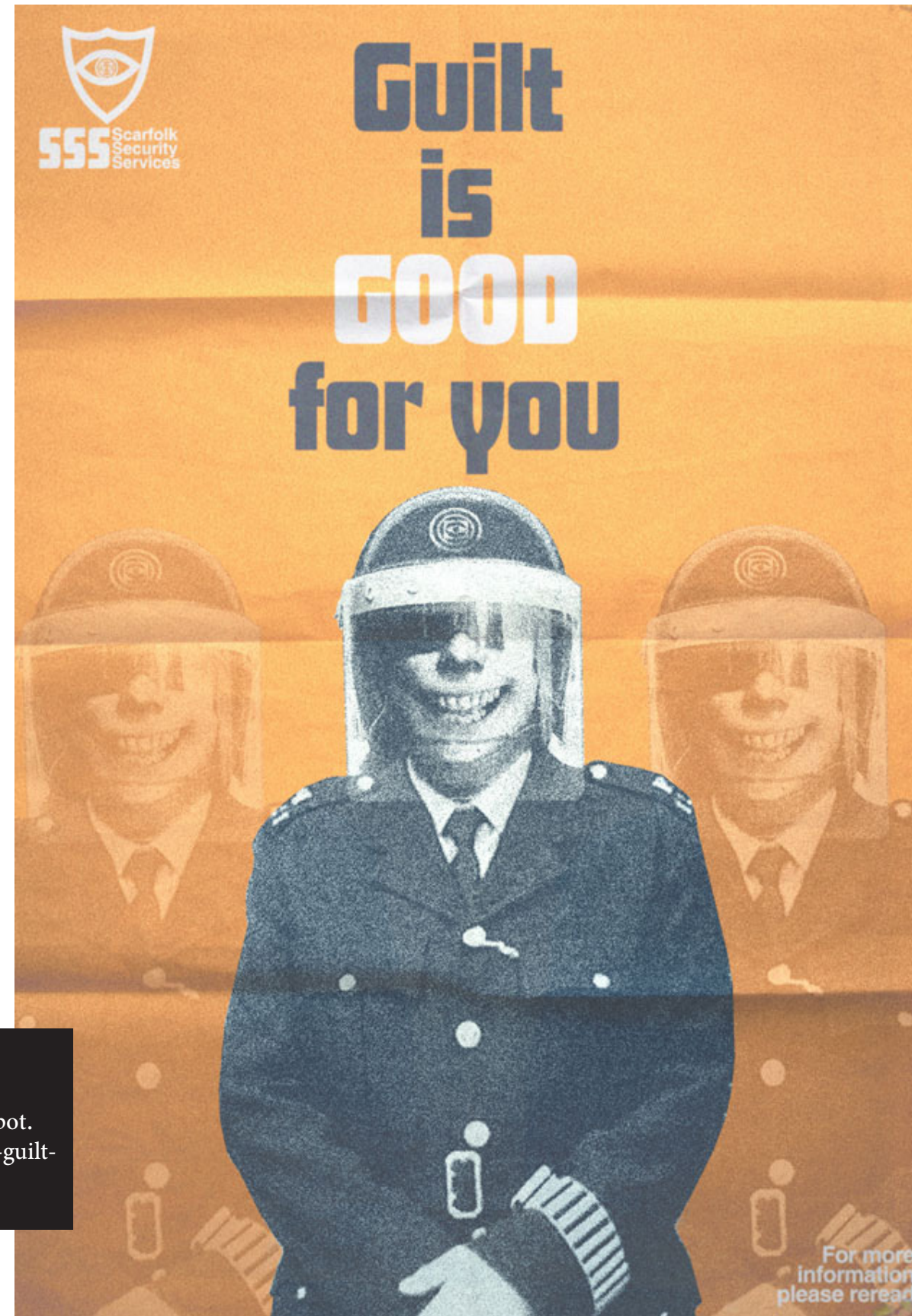
We see this in our daily lives. Everyone wants to collect their paycheck. Everyone wants to collect. To decorate their house, or to satisfy themselves.

What drives us to do this? What is the force in our brain that gives us this desire to collect, and why are so many people focused on this as an ideological point?

It is encouraged to own as much as possible. Our consumer market gives advertisements the opportune chance to tell us to buy their products, keep them, and tell us to come back for more.

But products such as tech appear to be more disposable now than they were just even twenty years ago. A new phone will set you back \$425-\$1,149 and is seemingly built to break after five years or is made fully redundant by then.

Consumerism isn't entirely defined by buying what someone needs. It can be defined by excess purchasing, beyond the bare minimum of these needs.



Spoof Poster About Guilt

source: <https://scarfolk.blogspot.com/2017/03/life-is-easier-with-guilt-public.html>

What people think the bare minimum is varies upon cultures and class groups. A rich child in Los Angeles may think a Ferrari is absolutely essential to their living. Someone less fortunate may be excited to find a used shirt that fits them within two sizes.

Collecting and materialism is part of our culture. For many, it's part of their personality. There are a lot of studies that have used this as their focus, in that the innate desire to own as many things as they can will somehow give them happiness.

An Investopedia article by Adam Hayes describes many of the downsides of consumerist culture, such as "Status Anxiety", of which people report poorer moods in trying to keep up with a higher class.

Many people try to find some meaning in consumerism. For a few it gives them happiness. Their newest addition to their collection is their shiniest and best. But it wears off, and when it does, the search for a new item continues. This constant flow of happiness, to the desire to search for more loops endlessly.

Most people have some form of brand loyalty. Someone may choose Adidas for their lower cost and high quality. Someone else may choose Nike for their sports appeal with consumers. Most of this happens without even thinking about it.

Some will almost never be satisfied with what they own, so they want to own more. With the internet advertising everything we like based off our own inputs, we'll be advertised all and anything we talk about.

If someone who enjoys buying hats, they will be advertised more hats. We are given incentive to buy more. We are conditioned in many ways to wish to own more. If you share your collection with other hobbyists, you will have that extra encouragement from them. This desire to on par with or to be better than your peers can fuel this obsessive impulse.

With America, brand and consumer culture is part of our living and identity. We have no heroes or gods. We only have companies and sponsors. Other countries have saints, deities, martyrs, and kings. In America, our only king is cash. We spend our lives collecting money that can be printed at will, spending on it on goods that can be reproduced with relative ease.

People collect luxury brands in the attempt to get more respect and notoriety. It is human nature to wish to be seen as better than your peers. This Victorian-like desire to dress with expensive and desirable clothes for a higher perceived status is what drives these companies in sales.

In the United Kingdom, an early culture that developed in the 2000s was that of "Chav" culture. Teens would dress with the cheapest sportswear and knockoff luxury clothing, especially Burberry. Nowadays, the dominant teen culture across the pond is that of "Roadmen".



Some may see this as animal nature, however. Many intelligent animals such as the bowerbird show collecting and hoarding habits. Some for the same reason we do. They hoard as much as they can as a status symbol.

What then drives some to collect and hoard? Some may say we've been conditioned in this behavior. Others will say it's a matter of personality. Many people can go their whole lives not owning much, scoffing at how ridiculous advertisements have gotten these days.

At the end of the day, we all have needs to be satisfied. Someone out there has a product to sell and wants as many people to buy it as possible. It's up to the consumer to know when and how they're being influenced. Once you get the idea that you may need what is being advertised, you may as well be hooked.

Even collectors will fall into this hole. They will buy the latest and most expensive "Collector's Edition" of a game, movie set, coin set, anything with a considerable market. Most of these end up having no value beyond the declared price, because unlike real collector's items, these rarely trade hands.

Therefore, one must see how one is susceptible to marketing and those strategies employed by companies. The luxury and common goods are made in the same Cambodian factory these days, and the only thing separating the price tag is the logo and history behind it.

Bundle of a \$5 Bill



# Prom Prep

By Hailey Boehme

Coming from a current junior in high school, prom approaching has never been a topic of concern for me previously. Usually I watch from the sidelines as the grades above me scramble to find the perfect dress or suit, an available hairstylist, a high-end dinner reservation, and a breathtaking photo shoot spot. Yet everything has changed this year, and I have now become the one left with all the big decisions. So what's the big deal?

I don't even know where to start.

The hardest part for many, finding someone to go with, has already been resolved for me. The part I never saw myself having such an issue with was the dress aspect. Though I love to express myself and enjoy being creative with clothing, prom dresses were a whole new concept to understand.

Upon researching various shops to try on some options, I was asked a number of questions I was not prepared to answer. For example, did I want a leg slit? How about some pockets? Fitted or flowy? Corset top, halter top, one strap, multiple straps, classic v-cut and two straps? Sequins or smooth? Which color? Pastel, vibrant, neutral? Being that I didn't even know which size I was looking for, these moments made me feel like I needed to have it all figured out – but I didn't.

I think some of the workers sensed my overwhelming desire to act on my fight or flight urges and run out of the building. In order to avoid that chaos, they directed me to the long rows of dresses already being scanned by at least three other girls. At this point, I was happy I had recruited my best friend, Carly, to come with me.



Students enter the building and take a selfie before the dance.

Photo courtesy of Mustang Media 2022.

If there is one thing I learned from my dress search, it is that the nice people working are truly just there to help, and don't worry, they've already seen it all. Their expertise in finding that perfect mixture of all the factors you're interested in AND in a color that compliments anyone's skin, eyes, or hair certainly blew me away.

After I selected my dress, I was told to keep an eye out for some heels to match. In response to that comment, I had a good laugh to myself. Being above average in height since my 5th grade year, I have never had good coordination. Though it is years and years later, I know that my attempt to go anywhere in heels would be comical.

Despite previously feeling shame for my height, now that others have caught up to me I have learned to love myself. In honor of my clumsiness, I chose to wear sneakers with my dress. My grandma and my mother may never understand, telling me that it looks silly, but it is how I would feel most comfortable (which is what truly matters).



Photo from Grand March 2022.

Courtesy Mustang Media.

In addition to my unconventional prom decisions, I knew I did not want to get a spray tan or an touch-ups to my hair. Though I marvel at the look of these choices on others, I felt my inexperience might lead to the outcome being much worse than my original state. At the end of the day, I knew that either route would result in beautiful prom looks and an amazing “night under the stars”.

Next up on the agenda, do I want makeup? How much? Who should do it?

Although my other comments may have indicated I would be anti-makeup, I do enjoy using makeup every once and awhile, however, I am still an amateur. I do not trust myself to apply anything beyond mascara, concealer, or blush, so I recruited my older sister, Kaitlin.

My recruiting was successful, but Kaitlin called for backup. Neither my sister or I had ever truly learned how to use makeup. That’s where Sarah comes in, a friend of my sister that just so happens to be more skilled than both of us combined (Thank you, Sarah).



Prom is the perfect time to show off your style and express yourself. Most prom dress shops will not sell a duplicate dress to someone going to the same prom for this reason!

Photo courtesy Mustang Media.

Now, I knew I was nearing the end. Dress? Check. Shoes? Check. Makeup? Check. Hair...? Restaurant...? Pictures...?

Wow, how could I forget about hair? Though I was avoiding any dye or a professional hairstylist, I was blessed with a mother that is willing to attempt to recreate any hairdo I ask of her. Another blessing was in the form of our shared love for pictures.

Since capturing moments is so important to me, my mom also has taken up some photography. Along with my mom’s knowledge of poses, picture locations, and possession of a nice camera, my sister also brings something to the table: brutal honesty.

In conclusion of my messy planning, I proved to myself that I could go to prom within my comfort zone and have a special night with my friends and my family. At the end of the day, it doesn’t have to be anything fancy or expensive to be a night worth remembering - or it can be, if that’s what you like! It’s your special high school experience.



Example of a professional waterfall braid hairstyle.

Photo courtesy Rene Asmussen.

# Half-Life: Full Life Consequences

By Benjamin Lopez

The progress of technology in video games is always prevalent. Looking at games from 2012, the progress is undeniable. Cutting-edge technology now will be average by five years and antiquated by ten.

Understanding the quality of video games is to understand the technical limitations of hardware during the time. Games evolve with their technology, and sometimes they evolve side-by-side.

So why discuss Half-Life, a vintage game from 1998 with the absolute bare minimum for a shooter? It has a three-dimensional engine, artificial intelligence, and a basic story. This is where perspective plays a large role. Our modern perspective gives us the ability to overlook the improvements that this game brought.

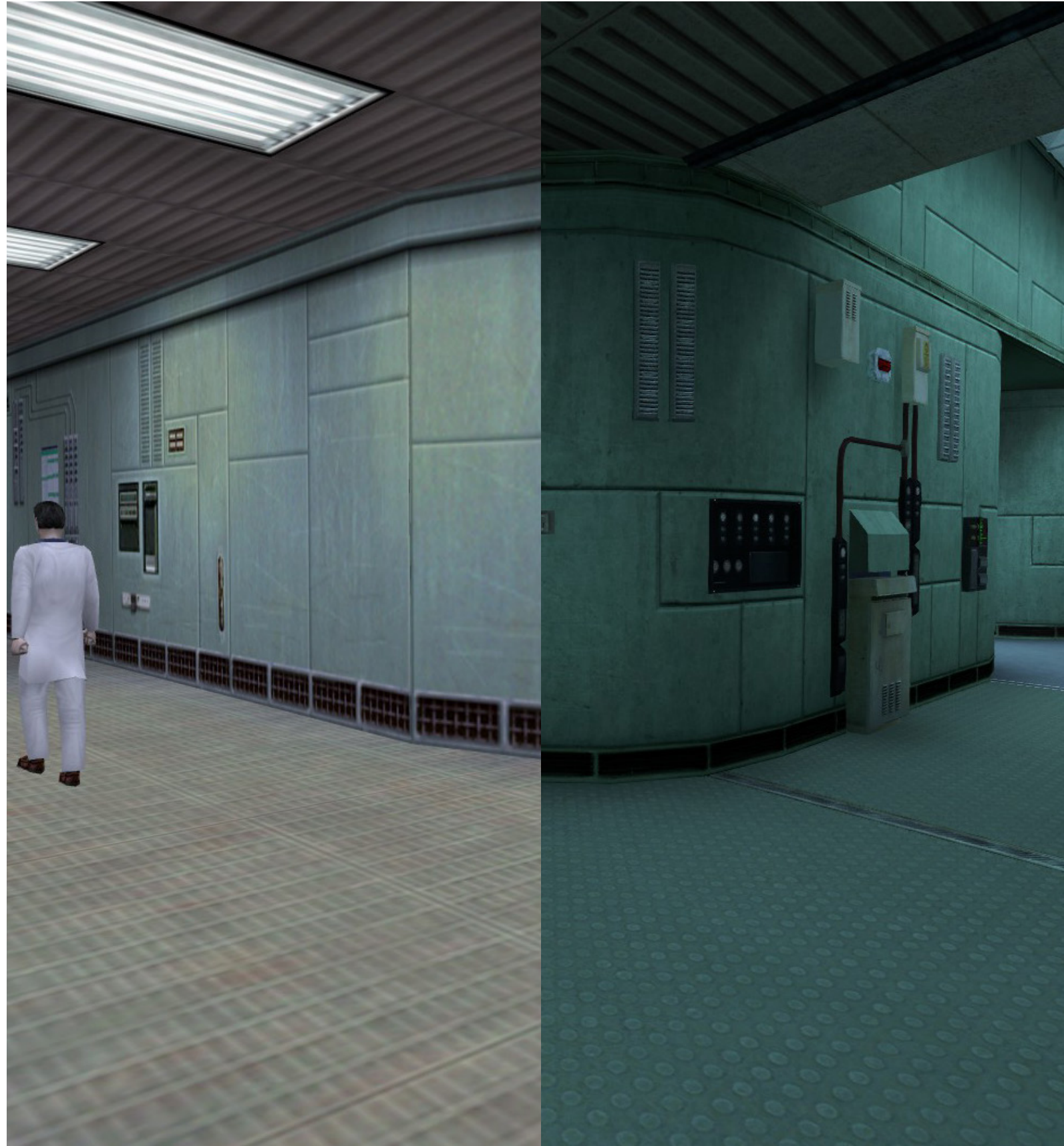
From looking on 1998 backwards, the biggest games in the shooter genre were that of Doom II and Quake II. Arcade shooters where you circle strafe around hordes of enemies equipped with an arsenal of God. Not many of which have a big semblance of a story, because back then, it wasn't seen as important. When Half-Life was released, it was bigger step in the direction of storytelling, physics, and world-building.

As soon as you start up Doom, you begin with a pistol and zombie soldier to start shooting at. In Doom II, you start with a pistol and a chainsaw to take out two of them. Starting up Half-Life, you start on a tram ride that lasts for five minutes. For most people playing this game for the first time, it's as boring as actually going to work.

Yet these graphics quickly grew outdated. The sequel, Half-Life 2, released 6 years later and completely overhauled the look of Half-life. Someone nowadays may not be able to get past them at points with blocky geometry and compressed audio. Some people even may even have motion sickness when playing the original game.

If someone wants to play a modern version of Half-Life, or maybe wants to have a more friendly experience to the player, there is a remake under the title "Black Mesa" which in essence is the same exact game, but with extended gameplay, improved environmental storytelling, and a far more updated experience in terms of graphics and gameplay.

This game pushes the limits of what the old engine it uses can handle in terms of graphics and lighting. The Source engine, the game engine Half-Life 2



and Black Mesa run on, is roughly 20 years old, yet creates environments and atmospheres still impressive to this day.

When playing Half-Life, it's easy to look past the disaster and find the sound effects and voice acting comical or even slapstick. The animations look ridiculous and almost silly and tend to break when it comes to the scientists.

While these two are the same exact game, there remain differences in pacing and tone. In the office section, more is done to expand the whole part to remove the sterile empty hallways and make these hallways look like believable office spaces.

For example, in the original game, the office lobby is one boxed room with a wooden door, Black Mesa adds details such as a large desk, a corridor with a radio and vending machines, as well as more rooms and spaces to explore.

Focusing on the environment and story is not forced upon the player. Someone could go an entire playthrough without paying any attention to the military cleanup, overarching story, and themes of the game. They may just be focusing on more important issues such as getting out alive, or how to solve a frustrating puzzle.

The game will never take away from the player's focus, you never leave the character for an important piece of story for a cutscene. Important set pieces can be avoided or missed entirely if the player isn't exploring their environments. Things such as scientists being pulled into vents, or a hidden shotgun inside a sentry turret room, most of these rely on the player to explore and find them.

When it comes to improving on the story, Black Mesa wishes to enhance the existing one without huge changes. Those that exist are confined within one chapters of the original game, "On a Rail". This is the most tedious chapter of the game, yet it is also the most open. It encourages exploration of your environment, but only in theory. It's a looping claustrophobic maze of concrete tunnels filled with soldiers and aliens, both fighting each other.

In context of the story, it shows how the "human faction" is beginning to fight against the "alien faction", as well as this satellite that is mentioned in the end of the previous chapter. When it comes to these older games however, you quickly forget what the story is if you cannot progress beyond an unclear puzzle or a looping shooting gallery.



Black Mesa makes the change by cutting out a lot of this chapter. This plus the alien world, “Xen”, at the end of the game, are the only parts of the game that are drastically different from the 1998 original.

Many sections considered tedious have been completely removed, and the chapter is heavily modified to continue a familiar feel for original players, but also simplified for newer ones.

Important events in the game are amplified technologically and graphically. The rocket launch at the end of the chapter goes from a slow tube visible through a tiny slit to a huge room with a large glass window to view the huge rocket until it disappears into the sky.

Beyond this chapter, the remake is relatively faithful, with additions for gameplay, or for graphics and worldbuilding. Playing through the original first is recommended far more than this first. It will make you appreciate the advances in technology, but also in gameplay and storytelling.

One thing to note is the game’s soundtrack is drastically different in tone and mood from the original. After starting the disaster, the background music goes from ambient sounds to a slightly more impacting synthesized track.

Most of this game’s soundtrack can consist of a heavy guitar for combat, and a slow piano for the quieter/moodier segments. In the original, there’s more of a variety in instrument and style. They set the tone for certain segments, and have a cheesy 90s theme to them.

Although both the music and the theme of these two differ completely, they still end up being as good as they both can be in their own way at setting the mood and tone for the player and their environment.

The issue that comes with a modern remake is that of how powerful it becomes, and how limited the player may be with a lower-to-average machine. A typical Hewlett Packard laptop will not be able to run this game. An older desktop computer will have an issue running this game with the highest settings.

Most modern games have a cinematic graphics setup, and a typical gaming graphics setup. Because the base of the engine is roughly 20 years old, these issues with graphics come into play, even in an updated build.

The source engine by nature is CPU intensive, meaning that is where the most strain will be placed on the computer. In the Earth segments of Black Mesa, the strain is negligible besides the topside chapters. In the Xen chapters however, this is where the graphics and technology of the aging engine get pushed to its limits.

Often will you be in a massive open island surrounded by a large skybox filled with dynamic lights and fully modeled environments, or in giant caverns with bumpy and rocky terrain.

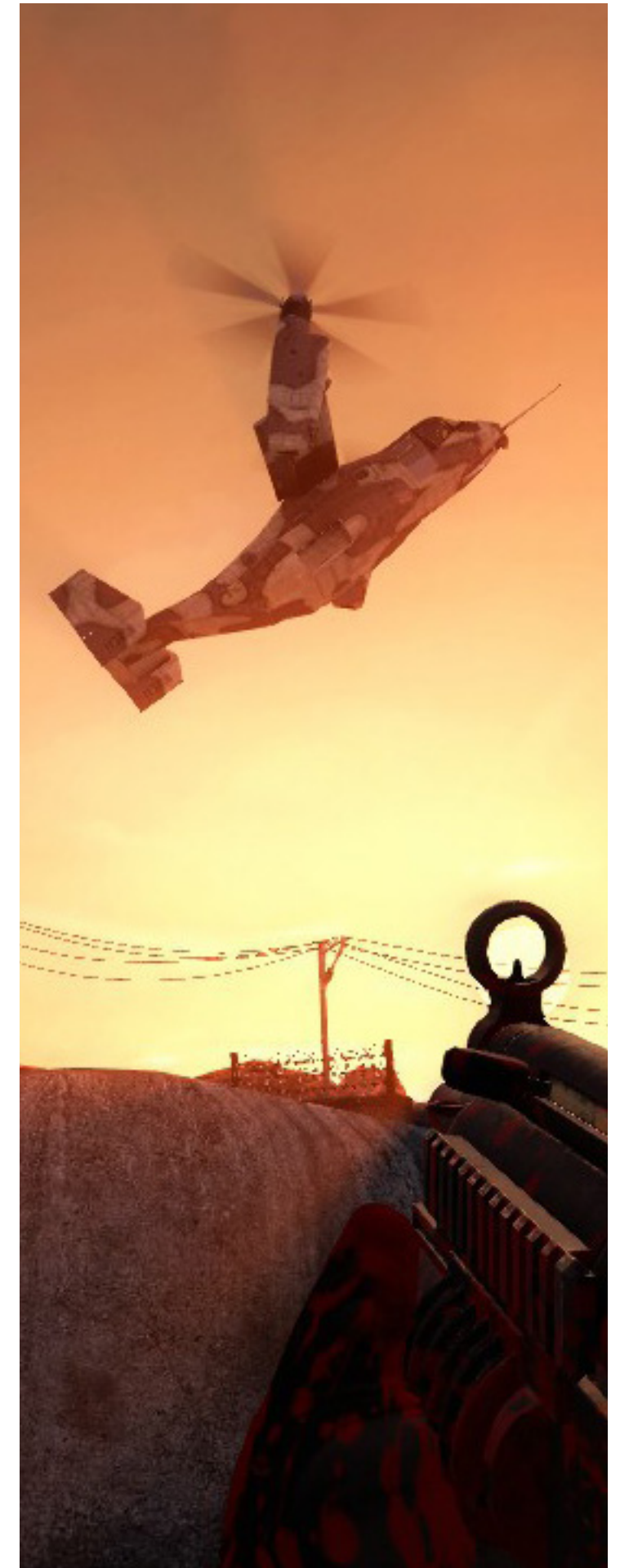
When Half-Life 2 was released in 2004, the engine was built with boxy and square arenas in mind. Even in Episode 2, released in 2007, the partial sequel to the game, the cave areas are relatively flat and square compared to the alien world of Xen.

What are the advantages of playing Black Mesa? When playing the original, it’s apparent where the Quake 2 influences reside. Enemies have death animations rather than ragdolls, physics is incredibly limited and questionable, and the stability of the old engine is something to put into question.

Black Mesa has all the benefits and downgrades of the source engine. NPCs can sometimes die by tripping over a soda can, or panic over an enemy that is in another room blocked by a locked door. The game tries to solve this by making events heavily scripted, meaning some characters cannot go with the player unless intended to.

Yet unlike Half-Life, the limitations of the engine won’t typically impact the gameplay. It is kept up-to-date with engine and performance patches, and the developer team is still active, meaning remaining issues, if any, will be fixed in a quicker time than for the original game.

Although Black Mesa is a modification of a 2004 game from 2012, its full release in early 2020 ensured that the engine is updated far more regularly for player and gameplay convenience. Older games should not be discounted as relics of the past. Black Mesa shows that a dedicated group of programmers and developers can remake an old classic to show the true vision of the original developers with their own ideas for how the game should be like.



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