

THE MUSTANG


P O S T



***THE FIRST ISSUE
OF THE NEW YEAR!***

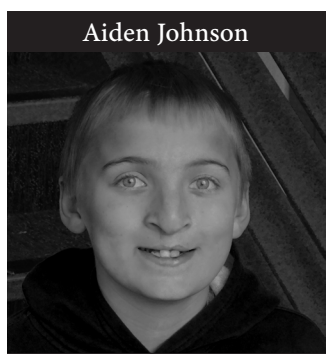
SHEYENNE HIGH SCHOOL'S OFFICIAL NEWSPAPER - NOVEMBER 2023

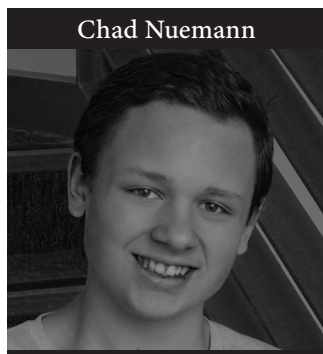
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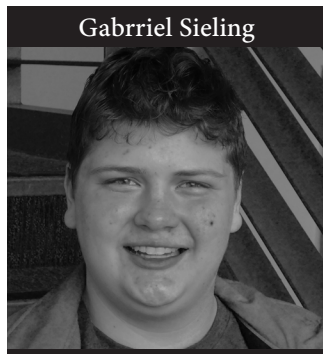
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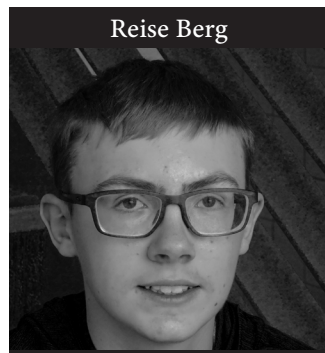
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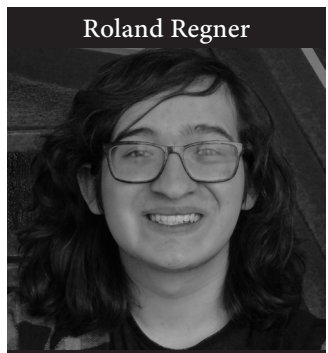
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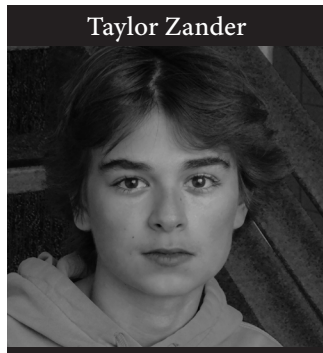
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NOVEMBER 2023

Sports

Pages 4-5

Sports Transform Culture

Pages 32-33

Pro Hockey's Pay Inequity

Pages 34-35

2023 Sheyenne Volleyball



Shrouded Figure Opens an Ornate Chest in Space

Feature

Pages 16-21

All Gungeoners Ranked

Editor, Roland Regner intros his new article based around hit game Enter the Gungeon.

Pages 22-31

Swinging Through History

Gabriel Sieling takes a tour through Spider-Man's past suits

Letter from the Editor

Page 2-3

Introducing our Future

Editors Logan Jacobs, Dairell Alvarico, and Roland Regner introduce themselves and what they plan to do in the future.

Arts & Entertainment

Pages 6-9

PlayStation VS. XBOX

Pages 10-11

Meta Horror's Deep History

Pages 12-15

Celine Dion Mourns and Thrives

letter from the editor

Dear Readers,

After a long wait the Mustang Post has published articles again. Slowly but surely our new journalists have learned and refined their writing and been working diligently toward publication.

With these new students comes a few new editors, previously Hailey Boehme had been the sole editor, but now with her recent departure from the Post and an influx of new students, three of us have stepped up to editor position.

You may recognize two of us who have taken on the role of editor from the past years: Dairell Alvarico and me, Logan Jacobs. In addition, Roland Regner will be taking on editor responsibilities. He may not have written for the Post in the past, but his expertise in Adobe and writing will be a welcome addition to the editorial team.

While most letters from the editor will be written by me, there may be a few interjections from the other editors to bring them into the mix. But for this first letter, I would like to have the other two editors introduce themselves. With preamble out of the way, I will let them take it away.

Greetings from the Mustang Post and cheers to a new school year! I just want to say it is an honor to be one of the editors. As Logan mentioned, nearly all of the letters from the editor will come from him, mostly because I will be hosting on our recently added format: PODCASTS. It is now our second year with this feature in tow, with the last theme being Sheyenne Perspectives. Now that we have multiple new additions to the team, more episodes tackling different themes will be published throughout the year, and I can't wait for you to give them a listen, so be on alert for new content!

Best Wishes,

Dairell Alvarico

Hey! It's me, that new guy helping with editing for the Mustang Post! First of all, I'd like to thank you for taking some of your time to not only check out this magazine, but also for reading the entirety of this letter; if you made it this far and are still reading, then you are officially cool. Anyhow, it's a pleasure to be a part of the editing team! This year I'll be attempting to focus my efforts on helping others (as well teaching myself) to work with Adobe Premiere and Adobe Audition for the purpose of Video Production, as well as helping with some of the Podcasts. If things go according to plan, hopefully we will have another form of media to add to the Mustang Post, so stay tuned if you are interested!

Yours Truly,

Roland Regner

The end of this letter is fast approaching but before it's done, I would like to extend one more thanks to the readers that make running this website possible.

Thank you,

Logan Jacobs



SPORTS TRANSFORM CULTURE

By Jackson Odden

The Helmets crunch. The quarterback drops back. The crowd chants. The ball soars, and the receiver clutches the ball as his helmet digs into the end-zone turf. Screams of defeat. Roars of victory. Fists raised in celebration. This moment. This victory.

This excitement is a childhood dream for many and for every fan who gets up ten hours before the game to put on face paint and has dedicated their life to the sport. The troubles of life are erased from their mind and body as they witness the pinnacle of the sport. When the celebration has concluded

you hear the words World Champions.

Just one day, just one throw and catch makes all the time spent feel so rewarding. This is a feeling that most Americans hope they feel. It's a dream that fans spend years hoping for: that one day the words *world champion* would be associated with their team.

Sports are an escape from reality for many people. They seem to bring them a sense of comfort when their team wins or the sky falling when they lose. Any player can turn from a nobody to a celebrity overnight and change the life of their family.

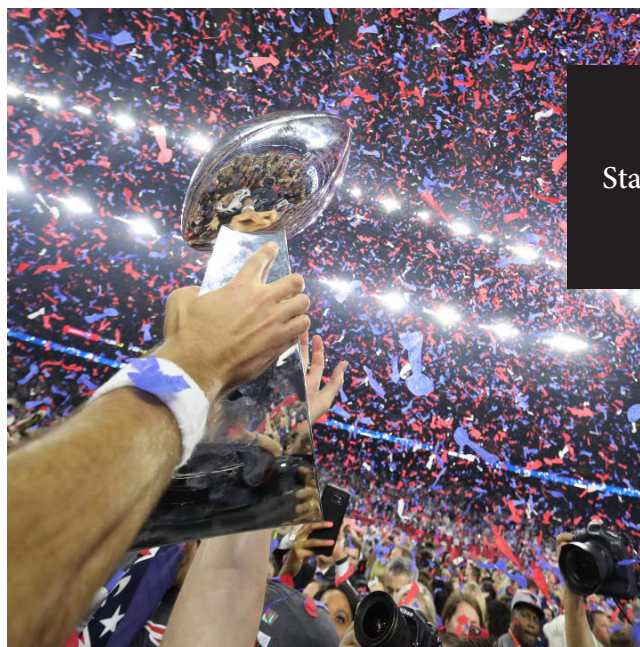
Sports started as a way for Americans to find ways of entertainment during the first world war but have evolved so much.

Every sport has its own player safety regulations and player associations. Overall, sports started off as a distraction from a war and has changed into a way to inspire change in the American society.

Sports have played a significant role in shaping American culture thereby promoting a sense of national identity. Iconic events like the Super Bowl and the Olympics have become part of

American culture, bringing people together across the country.

Sports figures like Michael Jordan, Babe Ruth, and Tom Brady have achieved legendary status, serving as role models and sources of inspiration for generations.



The Super Bowl LI trophy awarded at the NRG Stadium in Houston, Texas, on February 5, 2017 to the New England Patriots

The Green Bay Packers were given the first trophy, which read "World Professional Football Championship" on January 15, 1967 following their victory over the Kansas City Chiefs in Super Bowl I under Coach Vince Lombardi who passed away in September of 1970, and the trophy was formally renamed in his honor. It was first given to the Baltimore Colts as the Vince Lombardi Trophy following their Super Bowl V victory over the Dallas Cowboys on January 17, 1971.



PlayStation 5 VS Xbox Series X

By Chad Neumann

It's the old struggle. PlayStation vs. Xbox. There are those diehards that never change. They never back down and never give up on their consoles. Their chosen system is always the best. But is that really the case?

PlayStation?

Xbox?

PlayStation fans say that they have better games because they have more exclusives. Xbox fans say that their consoles are better because they provide a better value.

Both fans bicker, but who's right?

Many customers are dedicated to their console for reasons they think is better than the other one. So, is there any reason to get one console over the other?

Both the PlayStation 5 (PS5) and the Xbox Series X (XSX) are good consoles with their ups and downs respectively. So, it's best to start off this comparison with what they have in common first.

They are both next generation consoles made

in 2020 by Sony and Microsoft with the ability to play games up to 4K 60 FPS or games at 120 FPS at 1080P. Some games can play 4K 120 FPS, but you will more likely see 4K 60 or 30 FPS. They can both play games at higher graphics settings only if the game developer optimized the game for that console. Although you should not worry about that anymore because these consoles have been out for a while now.

They also have both disk and diskless versions of their systems with Xbox having the Series S which is a weaker version of the Series X and PlayStation having their Digital Edition which is the base PS5 but without a disk drive. So, you can only download games online on that PlayStation.

Finally, the internals are mostly the same as the CPU's and the GPUs are made by the same company: AMD. The PS5 is slightly weaker than the XSX because the PS5 has 10 TFLOPS while the XSX has 12 TFLOPS. That doesn't make a recognizable difference in the graphics or frame rate but it's something

to keep in mind if you particularly care about that for any reason at all.

But, what about the differences? The most obvious one between these two consoles is their overall design. The XSX is a plain, large, all-black, rectangular case with the main large fan at the top of the case.

The PS5 on the other hand has a more modern, sleek, gamer look to it compared to the blander and simpler look of the Xbox, and it's supposed to stand out, and it can be put on its side or can be vertical. The middle-front part is glossy black while the side panels are white. However, XSX can also be placed on its side.

The PS5 is bigger than the XSX because the PS5 has a bigger heatsink than the XSX. Although they both run at around the same temperature so there are no worries there.

Then there's the price. They are both the same price at \$499, the digital edition of the PS5 is \$399.

PlayStation 5 And Xbox Series X



UI Versus UI

Now let's get into the UI of both consoles. While the Xbox series X uses the same UI that's been the same since the Xbox one

S days (although it has gotten updates and it looks slightly different now), the PS5 uses a completely new UI that feels

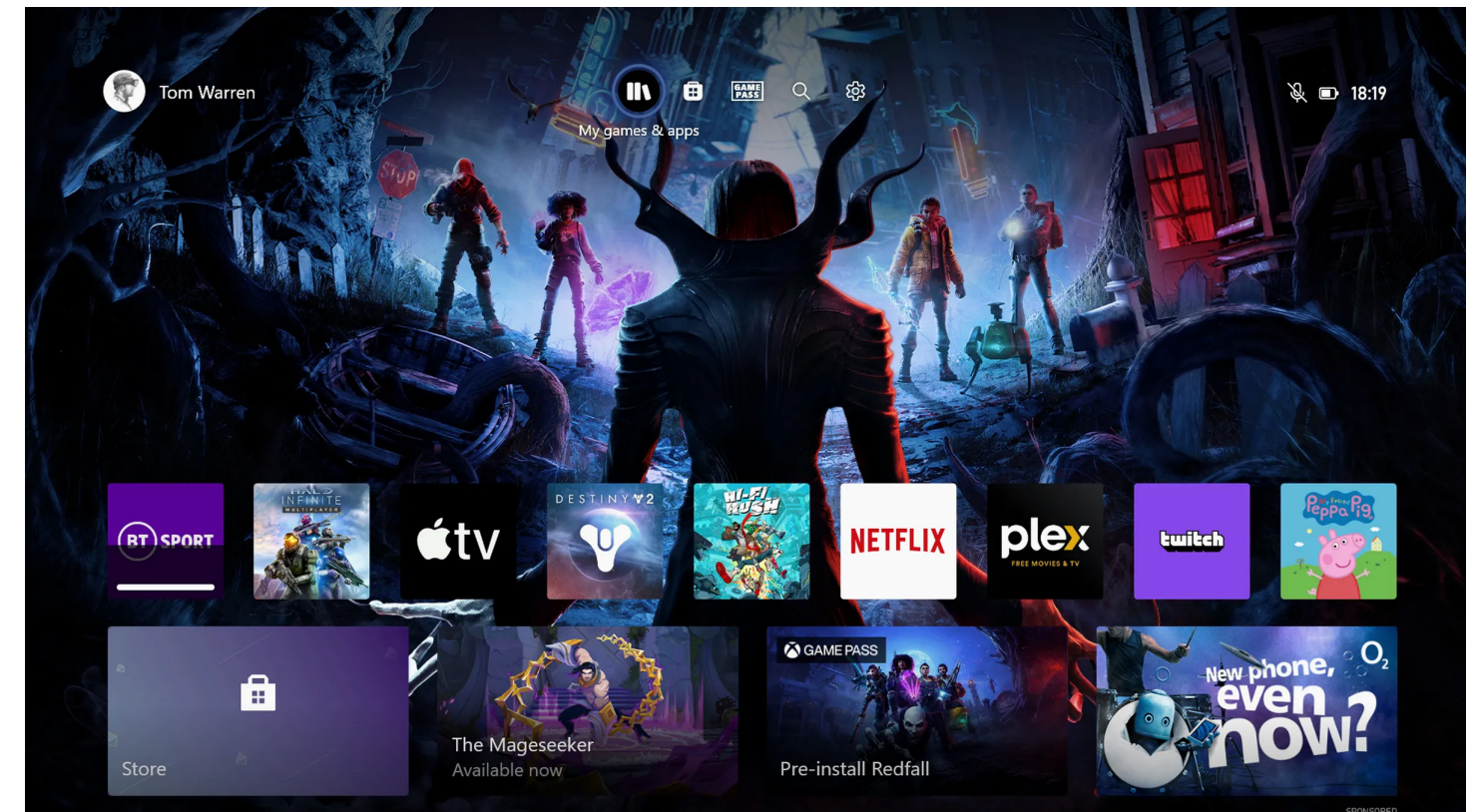
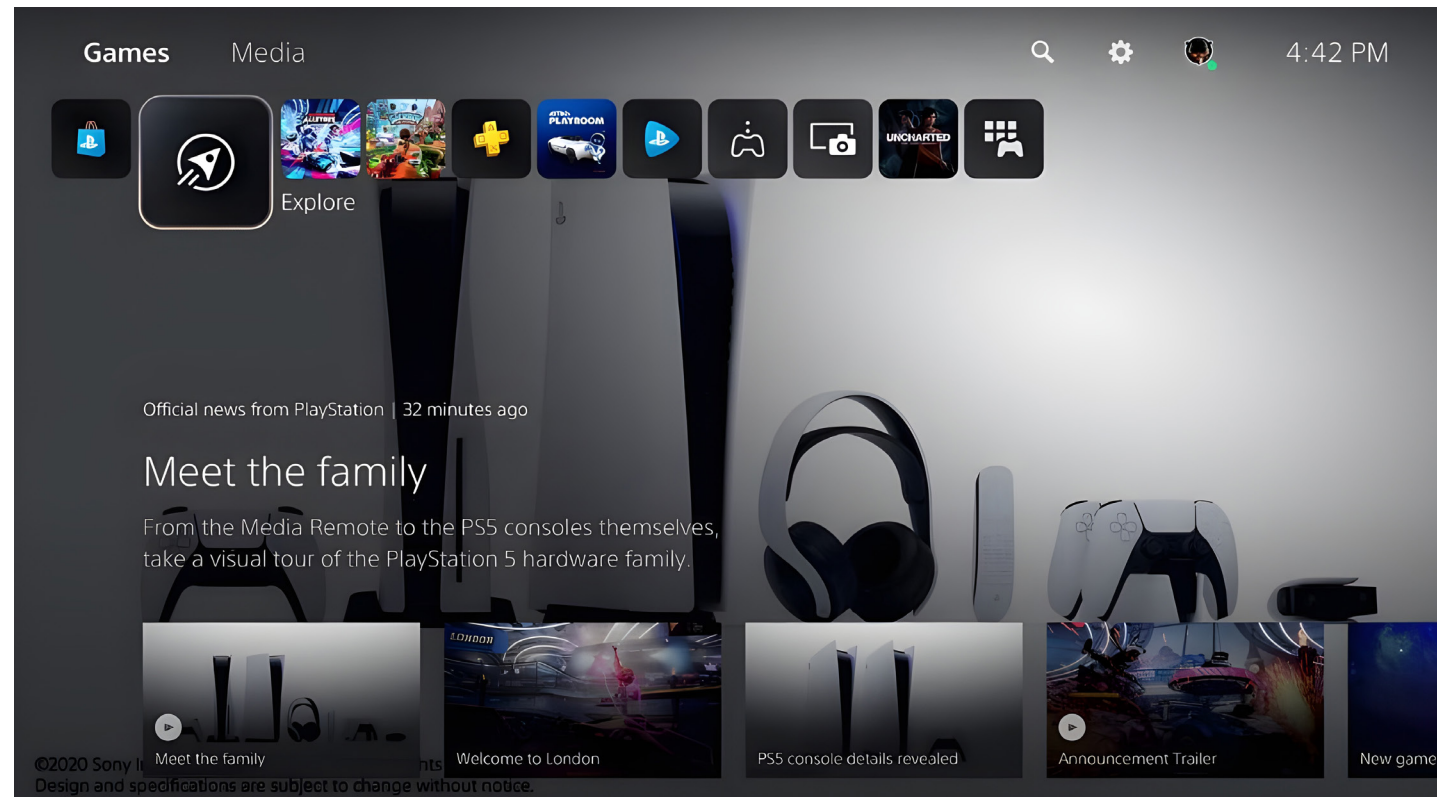
more modern, simpler and much sleeker to use than the Xbox Series X UI.

The XSX UI feels similar to

the PS5's UI. the games are at the bottom compared to the PS5's UI where they are at the top.

The settings are at the top

which is also where the PS5's settings are. The Xbox UI has a slightly more flat look to it.



Both controller designs reflect their console designs with the Xbox controller being slightly redesigned and all black and the PlayStation controller being also redesigned, but it's white and black.

The PlayStation controller has adaptive triggers that create tension on the trigger buttons. So, for example, if you're pulling on a bow using an arrow in a game, you will feel tension on the trigger buttons and will feel the tension of the bow.

The Xbox controller has been slightly redesigned and looks mostly similar to the old controller except for a new button called a share button that captures your moment in a game quickly instead of going into the menu to make a clip.

The Xbox Series X controller also has textured grips on the trigger buttons and on the back while the Xbox one controller was mostly glossy and was easy for your hand or fingers to slip off the trigger buttons or the controller.



Meta Horror's History in Video Games

By Logan Jacobs

Many distinct types of horror exist. Most hinge on the idea of not knowing what is going on around you: the absence of knowledge. Or they hinge on not being able to do anything about the things around you: the absence of action.

This creates a duality where one coexists with yet is in an imbalance with the other. There is either an absence of knowledge or absence of action: when one is present, the other is lacking. This duality drives conflict.

The problem with this style of horror is the fourth wall, the knowledge that everything is fiction and cannot cause any harm. Because of this fourth wall between the player and the game the absence of knowledge and action's effects are lessened.

This is where the idea of "meta horror" strives. Meta horror's goal is to break down the fourth wall and any other boundaries between the player and the horror. Meta horror doesn't outright abandon the formerly established ideas on how to scare but instead expands on it by breaking down the fourth wall.

Eternal Darkness: Sanity's Requiem was the first horror game of its kind breaking the fourth wall in avenues not previously thought of. Eternal Darkness was released in 2002 exclusively for the GameCube, both the time and the consoles limitations led to a less refined version of meta horror but one that still scared just as well.

In Eternal Darkness a sanity system can affect how the game scares, the bar starts full and slowly empties as time goes on. Starting with minor changes such as noises with no source or skewing the camera a tiny amount. As the player's sanity bar gets lower more extreme effects happen such as faking deleting the player's save file, abruptly ending the game claiming a sequel is in the works, or even having the player character die spontaneously.

While Eternal Darkness got many things right, the game was limited by its hardware and develop-

A screenshot from Imscared's third act



ment time. It created a great base for many other games to work off in the future.

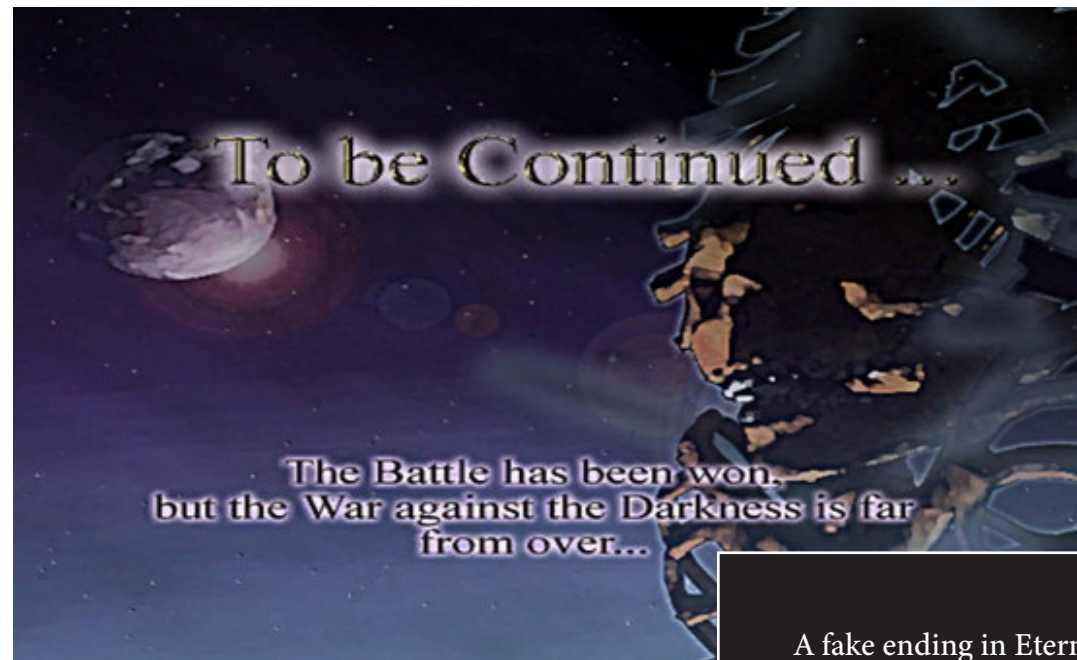
Imscared: a Pixelated Nightmare picked up where Eternal Darkness left off and is considered by most to be the most influential and notable meta horror game. Imscared was one of the first meta horror games to be released on pc and it makes use of that fact. Imscared holds no punches when trying to scare the player, using more traditional methods like jump scares to going as far as to opening a YouTube video in the background without players knowledge.

The horror of Imscared does not just leave the player frightened but leaves them questioning whether they are safe even after closing the game. Imscared achieves this effect by many means for example, faking that the game is closed only to jump scare the player, creating new files and images on the player's desktop, and even faking that the player's computer crashed.

DDLC is the last game mentioned here because it strays away from the two other games preestablished ideas of horror. DDLC breaks down that fourth wall by deceiving the player from before they even start the game. It masks itself as a cute visual novel, a genre of game that focuses on player choices and interactions with the story and less gameplay.

DDLC chooses not to scare the player with jumpscares but instead disturb the player. The first act of the game starts normal by all means but by the time of the second act the player starts to notice cracks in the game. Small instances of abnormalities not mentioned before. All of this culminates in the third act revealing all of horrific elements of the world that the player had come to love.

The three games mentioned above are not the only meta horror games but they were pioneers of the genre and are each in their own way still affecting the meta horror genre today.



A fake ending in Eternal Darkness

Celine Dion Mourns and Thrives

By Addison McCroskey

Every artist is influenced by their life experiences. Celine Dion is no different. But what were those major events, those pivotal points that led to Dion's style?

On August 13th, 2014, Dion postponed all performances indefinitely. Tours. Concerts. Social events. All gone, because of her husband's battle with cancer.

However, on March 20th, 2015, Celine Dion announced she would hereby be returning to the industry. "I want to devote every ounce of my strength to my husband's healing, and to do so, it's important for me to dedicate this time to him and our children." Dion's husband passed away January 4th, 2016. Even then, Dion vowed no matter how much she hurt within his absence; her career would get back on track... No less than 38 hours later, she lost her brother Daniel to cancer. "I faced the death of my husband, my manager, my best friend, and my partner. Even though you expect it, you're never truly ready for it." As promised, Celine's success skyrocketed thereafter.

Unfortunately, not soon after, Celine was diagnosed with stiff-person syndrome. A rare, progressive neurological disorder... Though she receives extensive treatment; the mental symptoms are troubling. This wasn't the first time she'd spoken out on her health. It was grim; having to rebuild her strength. Constant spasms... muscle pain... stiffening limbs... But even so; she was determined. Determined to return to the people she most adored. Celine's persistence prevailed once more.

Celine's delivery of sentiment through song can be directly linked to her somber life events, and how she copes with them. Dion's voice is brimming with individuality, years of seasoned performance, and a life story that fluctuates through contentment, and anguish. This is a prime example of how regardless of how life treats you, you can continue to thrive.



Childhood & Family

Celine was born the youngest of fourteen children.

She grew up in Repentigny, Quebec, a predominantly French speaking suburb of Montreal, where her parents owned a restaurant. It was in this restaurant that she knew what she wanted to spend her life doing.

Some could say her rise to fame was the stuff of fairy tales... She gave her first performance at five years old. When Dion was 16 years old; she performed her song, *Une Columbe* from her album *Mélanie* for a crowd of 60,000 people; In honor of Pope John Paul II's visit to Canada on September 11th, 1981.

In 1988, Dion won the Eurovision song contest, setting her up for international fame. She won on behalf of Switzerland, rather than Canada.

In 1986, Celine (18) disappeared for an 18-month interval. This would mark her transformation from a teen star to adult contemporary artist. After she returned, her hair was short and permed, she wore more extravagant pieces of clothing, and was fully bilingual. On top of that, she received professional voice lessons.



By 22, Dion had already released an astonishing number of studio albums, but all were in French.

Everything turned when she released her eighth album, fully in English titled *Unison* which thrived. In total selling three million copies globally.

In addition, Dion has been featured on *The Tonight Show* and *Good Morning America* along with many other high-profile televised broadcasting programs.

Her international career legitimately took off after her song *My Heart Will Go On* was featured on 1997 James Cameron blockbuster movie, *Titanic*. This truly kickstarted her career leading to her ascension as the queen of pop.

Ascension to Fame



ENTER THE GUNGEON

ALL GUNGEONEERS RANKED

By Roland Regner

An air tank that fires live sharks. An electric guitar that shoots music notes. A skateboard-riding, sick-hat-wearing gun. A gun made entirely of cheese. A bullet that fires guns that fire bullets. Magic wands taped together that transform people into chickens. Literally just the lower-case letter r. A gun that shoots elephants. A horn from a unicorn that fires killer rainbows. A laser pointer. A machine gun that fires heat seeking missiles. A water gun. A sword that shoots more swords. A cannon that fires black holes. A banana.

All these items have one thing in common: they're all in the indie video game *Enter the Gungeon*.

Enter The Gungeon is a roguelike, dungeon-crawling video game developed by Dodge Roll and published by Devolver Digital where a band of misfits

take on an endless gauntlet of bullet-like enemies in a massive dungeon filled to the brim with firearms for the taking.

Each character, or **Gungeoneer**, have a singular purpose: to kill their past by preventing themselves from making a life changing mistake.

Although each Gungeoneer shares a similar goal, they are vastly different not only in appearance but also in their loadout and signature abilities; in this way not all Gungeoneers are made equal, some are much more capable than others.

As this is the case, I, an *Enter The Gungeon expert* (self-proclaimed), am going to rank each of the playable characters in order of worst to best in terms of their starting abilities and how useful they are in the both the short run and the long run, their difficulty to play, how effective they are in the hands of

both inexperienced and experienced players, even going into how interesting and fun their cosmetics are.

There are nine playable Gungeoneers, four characters available from the beginning, four unlockable characters, and one character available only in cooperative play; these characters are **the Pilot, the Convict, the Marine, the Hunter, the Robot, the Bullet, the Paradox, the Gunslinger, and the Cultist**.

Each character has a starting weapon with infinite ammo and a few items that either function passively or need to be activated for use.

Now that you know the basic information for each character, let's begin this list with the Paradox and Gunslinger with the rest to follow in future issues.

UNRANKED THE PARADOX & THE GUNSLINGER

Both the Paradox and Gunslinger are playable Gungeoneers, but they are considered to be game modifiers since they cost **Hegemony Credits**.

This currency is only usable* in the games' hub area, **the Breach**, and it can be used to purchase new items to spawn in the Gungeon or for turning on special modifiers that aren't considered normal play.

For example, you can rescue an NPC during gameplay and then meet with them in the Breach; after talking to them you can spend Hegemony Credits to activate a *Blessed Run* which constantly changes the player's held weapon to any other unlocked weapon in the game.

These two characters cost Hegemony Credits because they can drastically change the way the game is played, similar to the Blessed Run, and cause the game to become much easier than if played by a standard character.

As well as Hegemony Credits, one of the following Gungeoneers has an ability associated with *Synergies*.

A synergy is an effect that occurs when having two weapons or items that correlate with one another. Synergies greatly vary in effects, some being increasing damage, changing the appearance of a weapon, changing the function of a weapon, increasing ammo capacity, improving an items

effect, granting followers that block bullets, etc.

They are very fun and add lots of re-playability to runs, but they are less frequently obtained and are not meant to be a part of a character's starting kit.

Every item that each Gungeoneer starts with has no available synergies (besides the Paradox's kit), thus adding to the character being more of a game modifier rather than a standard Gungeoneer.

*except for a very specific occasion that happens only 4 times ever while talking to an NPC during a run that applies an effect to the Breach that I didn't feel the need to specifically mention so deal with it.

The Paradox



The **Paradox** costs five Hegemony Credits to play and is an unlockable Gungeoneer that has an appearance that constantly morphs into different characters' outfits and has a space-like filter on them. They change appearance each time they interact with any objects in game and every time they dodge.

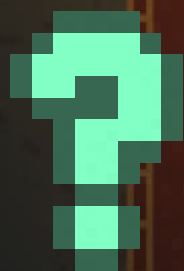
They have no alternate costume nor alternate starting weapon, and their starting loadout is incredibly random. They have one starting gun from any of the characters (besides the Gunslinger's weapon), one **random** gun, and one **random** passive item or active item. This is why the character costs Hegemony Credits and why they cannot be ranked properly on this list.

Their starting loadout could be anything between a bow and arrow to an energy cannon that disintegrates matter, a jar full of bees to a wheel of cheese that makes you completely invincible, or even a rotary phone that drops nuclear bombs to hand-held frog that shoots bubbles with the power of carbonated beverages.

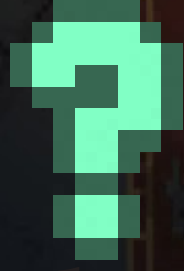
The Paradox can be incredible or terrible depending on your luck, but they are definitely not a standard Gungeoneer because of their strange starting equipment and Hegemony Credit cost and thus are unable to be ranked on this list. Even though they cannot be ranked, it is still entertaining to play as them and start a run with some powerful and overly random equipment instead of the classic and simple starting kits that other Gungeoneers have to offer.



The Paradox



Random Gun



Random Item



The Gunslinger

The **Gunslinger** costs seven Hegemony Credits to play and is an unlockable Gungeoneer that has the appearance of a bearded figure wearing a brown wide brim hat and a green poncho that has an animated face on it similar to the face of a standard bullet kin enemy.

They have no alternate costume nor alternate starting weapon. Their starting gun is the **Slinger**: a revolver that fires accurate and long-range shots and upon the emptying of a clip the weapon is thrown, dealing additional damage and potentially stunning the target. The Gunslinger then pulls out another identical pistol from his belt because he prefers just getting a new weapon over reloading.

His starting item is the **Lich's Eye Bullets**, which grants all weapons access to ALL of their Synergies. The effect can be incredibly varied but overall, it is typically quite the effective power boost, and so each gun the Gunslinger has is incredibly powerful compared to its normal counterpart.

Having all weapons be at their full strength instantly is very powerful because it not only turns bad weapons into great weapons, but it also turns great weapons into incredible weapons. As this is the case combined with the fact that the Gunslinger costs Hegemony Credits to play, he is unable to be ranked on this list alongside the basic Gungeoneers: he is simply in the game to offer a fun, destroy-everything-and-make-all-your-weapons-good mode in the game making the Gunslinger thoroughly enjoyable to play.



The Gunslinger



Slinger



Lich's Eye Bullets

A HERO'S JOURNEY THROUGH STYLE

By Gabriel Sieling

Spider-Man's Costume not only reflects that era's, comic book style but also characterizes Peter Parker himself.

But how was Peter Parker conceived? What led to

his creation? And, how has he changed since that first time pencil met paper, and he took shape.

In 1962, Stan Lee wanted to create a superhero that was a teenager and had the abilities of a spider.

Lee's boss told him that it was the dumbest idea he had ever heard.

Despite what his boss said, Lee created the hero anyway.

Without Stan Lee's defiance, Peter Parker

would have never lived the fictional life that has transformed American, global, pop, and cinema culture.

And, maybe, there's a message in each iteration of Spider-Man that defines not only himself, but the era in which he was published.



1

The first prototype design was drawn by Jack Kirby. Because he and Stan Lee has worked together on many projects such as The Fantastic Four and The Incredible Hulk. But Kirby's design for the wallcrawler was different from the Spider-Man we know today. Kirby's Spider-Man design wore a Captain America style

half mask, and he shot his webbing from a gun. And Stan admitted that Jack drew him way to bulky to be a teenager. So Stan Lee never went through with Jack Kirby's design for the web head, because Stan Lee thought that the suit did not represent the character that he was going for.

For the debut story of the wallcrawler, Stan Lee asked his friend Steve Ditko to redraw the design and overall look for Spider-Man. In this design, Ditko gave Spider-Man his iconic full iconic mask with large white eyes, as well as the intricate webbing pattern all over the costume. He also replaced the web gun with web shooters that were placed on the wrists, and

as well added wing-like webs under his arms, as well as a red and black color scheme with blue highlights. Ditko also made Spider-Man's bodytype to look more like a scrawny yet buff teenager, truly making him look like a heroic hero from the outside, but still the Teenager Peter Parker with real life issues on the inside.



2



3

Spideys look was consistint till Steve Ditko left marvel in 1966 and therefore had to have a new artist. Enter John Romita Sr, who gave a slight design change from Ditkos original. The black area of Spider-Mans costume was changed from black with blue highlights to completely blue. Romita also tweaked the eyes and web pattern, as

well as eventually removing the underarm webs completely. Giving Spider-man the look that people useally assosiate with the character today. This design also shows Peter Parkers maturity, and that he can know step out of the shadow of his past self and pass on his uncles words throughtout every heroic thing he does.

Since then, Spider-Mans look has stayed with this design for almost 20 years. Then in 1984, a fan named Randy Schueller wrote to marvel with an idea for a Black Spider-Man costume. And Suprisingly, editor Jim Shooter loved the idea and aggreard to make it happen. The design of this suit was fleshed out by the artists Mike Zeck and Rick Leonardi. The suits was all black with blue highlights, and had pure white eyes with white squares on the dorsal side of the hands. The

original design also consisted of a large red spider symbol that later in development was changed to white to match the rest of the costume. The costume made its first appearance in the massive marvel crossover event titled secret wars, and has remaned on of spideys most iconic looks since then. but this look also represent-ed Peter Parkers darker turn as a character, with him having sudden outbursts of rage and doing things that he would never useally do.

4





5

After the Secret Wars comic event, Marvel completely rebooted their universe, therefore needed a new look for all their characters, Spider-Man included. For Spideys new look, Marvel brought on a massive rising comic book artist at the time named Todd McFarlane. Todd took a lot of his own liberties to the original design of the wallcrawler. The first thing he did was revive Ditko's underarm webbing for the costume, as well as brought back the

black of Spideys costume with the blue highlights. Todd made the web pattern of the costume a lot more dense than Spideys looks before, and dramatically increased the size of Spider-Man's lenses giving him the big eyes we know him for. The stories that this version of Spider-Man were in took more of a darker approach to Peter Parker as a character, with more mature themes for a more adult Spider-Man.

The 90s were an interesting time for comic books, and that did not disclude Spider-Man. Marvel created a long extended Spider-Man story called "The Clone saga" that spanned from October 1994 to December 1996. Therefore with a name like "The Clone Saga" they had to design a costume for the clone of Peter Parker. They created Ben Reilly, a long thought dead clone of Spider-Man that took on the role of The Scarlet Spider. The artist behind Ben Reilly's costume was Tom Lyle, he gave him large angular eyes with

an all red suit. Ben was equipped with a utility belt, ankle straps, and silver webshooters on the outside of his costume instead of the inside. The final touch was giving a sleeveless blue sweatshirt over the costume that had a large sideways spider on the front, giving The Scarlet Spider an "off the rack non costume." Look that Tom was looking for. The character was not well received at first, but he soon became well beloved in the Spider-Man fandom.

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During the Early 2000s, Mark Millar and Bryan Hitch were creating an all new universe called the Ultimate universe and they wanted Spider-Man to be a big part of it. Although the series of comics were controversial and had weird themes, it gave one of the most iconic looks for Spider-Man. Designed by Mark Bagley, the size of the webs on this costume varied throughout each issue because Mark could not decide whether he wanted the simple web

design of John Ramita Sr, or the rough web design of Todd Mcfarlane. Besides that, this era of Spider-Man was the most famous for Marks Extremely large eyes and relatively open blue sections that helped bring Spider-Man to what he looks like today. This look also represented Peter Parkers turn back to being a teenager rather than being in his early twenties like he was in Mcfarlanes adaptation for the character.

The modern Spider-Man design is different throughout every comic he appears in today, mostly do to the fact that Spider-mans design is slightly different because of the many artists that worked on it. The look was mostly defigned by the work of Alex Ross, who has be drawing Spidey from 2002-Present. The

modern Spider-Man design is heavily influenced by both all the early Spider-Man designs in the past, and The Spider-Man motions pictures from 2002-2014. People nowadays consider this to be the definitive Spider-Man costume and it has stayed the same ever since.

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In 2013, Dan Slott and Ryan Stegman wrote a series of comics where one of Spider-Man's arch-nemesis named Doctor Otto Octavius (or Doctor Octopus) switched bodies with Peter Parker and allowed his body to die with Peter in it. Otto in his new found body, then became obsessed with proving that he could be The Superior Spider-Man. But Otto didn't realize that this life was much more difficult to live than he originally thought.

For the design of Octavius' Spider-Man suit, the artist Humberto Ramos first designed a suit with armored plating with the webs, and black instead of blue

with white glass textured eyes. He later remodeled the design to make it more unique. Ramos based the final Superior Spider-Man design off of the rejected Spider-Man movie costume concept art created by Alex Ross. Humberto added an erratic web pattern, silver gauntlets, more black on the suit, an elongated black front spider emblem on the back, a red back symbol that could generate extra spider arms, and a dark silver glass textured lenses instead of the white ones. This design made Otto Octavius' Spider-Man truly sinister apart from the many other Spider-Men.

In 2015, Marvel made the "All-New, All-Different" Promotion to all of their Characters. Peter Parker now owns a company called Parker Industries and has a new high tech suit.

Returning artist Alex Ross went back to the Romita look for this

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Even though Spider-Man's design constantly changed throughout the years, Peter Parker's costume shows not only him getting older and more mature as a character, but also reflects on all the artists that shaped what Spidey looks like today.

design, but tweaked the web pattern just a bit to make it still look like the modern Spider-Man. Ross also made the suit an armor-like material with glowing eyes, a glowing emblem, and glowing under-arm webs. The suit would glow either blue in some issues, and green in some other issues.



PRO HOCKEY'S PAY INEQUITY

By Taylor Zander

Joe Burrow, 55 million. Justin Herbert, 52.5 million. Lamar Jackson, 52 million.

These are the highest paid NFL players whereas Max Scherzer in the MLB makes 43.3 million per season and Steph Curry of the NBA makes 53.8 million per season.

Compared to the highest paid NHL player, Nathan MacKinnon's 12.6 million dollars per season seems like a drop in the bucket.

So, why is there such a disparity in pay when comparing professional, major-league sports?

Well, one of the main ways of generating money for a professional sports teams is Broadcasting rights and ticket sales. The NHL gets a much smaller amount of revenue from its TV deal than the NFL, MLB, NBA, and therefore less money to pay

its players.

The NHL annual revenue of TV deals is about \$700 million dollars while the NFL's is \$4.95 billion and MLB's \$3.6 billion. Furthermore, the NHL is paid way less when it comes to TV revenue in major sports.

Although the NHL average pay is more than the NFL, the NFL's highest-paid player earns almost triple the amount than the highest-paid NHL player.

On top of the ad revenue, there's the matter of the size of the teams. The NHL roster is larger than the NBA's roster; therefore, the NBA has less ways to split the profit.

The NHL is indeed near the top for the highest paid minimum wage and tied with the NFL at \$750,000 whereas the NBA's minimum wage is \$1.1 million, and

the MLB is at the bottom with \$720,000.

Finally, there's the size of the stadiums. This directly affects ticket sales due to the reduced number of fans able to attend. At 21,302 seats, the biggest NHL rink in Montreal ties with the NBA but pales compared to the 56,000 of an MLB and an NFL stadium at 82,000.


Should NHL players be paid more? Given the sport and the skill involved, the answer is probably yes. However, is there a solution? Will there be a means where the NHL will be able to pay their athletes more? Given the limitation of revenue, there probably will never be a solution unless the popularity of the sport drastically increases triggering a response from businesses, governments, and communities.

Auston Matthews



\$11.6 Million per season

Nathan MacKinnon




\$12.6 Million per season

Connor McDavid



\$12.6 Million per season

Bradley Beal



\$50 Million per season

Joel Embiid



\$53.3 Million per season

Steph Curry



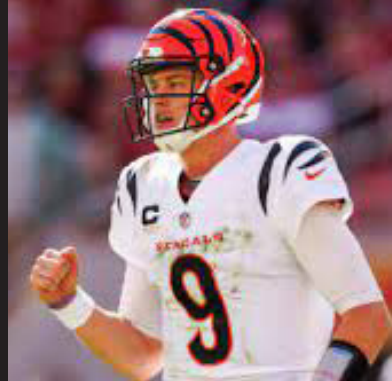
\$53.8 Million per season

Lamar Jackson



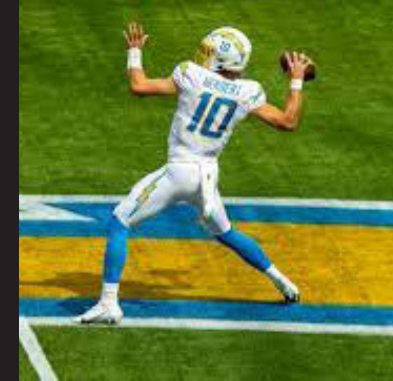
\$52 Million per season

Joe Burrow



\$55 Million per season

Justin Herbert



\$52.5 Million per season

Mike Trout




\$37 million per season

Aaron Judge



\$40 million per season

Maz scherzer



\$43.3 million per season

MUSTANG VOLLEYBALL STRIVES FOR EXCELLENCE

By Abby Smith

Last year's Sheyenne volleyball team ended their season big: state champions. However, where does this leave the 2023 team and its attempt to uphold that legacy? Being known as the "state champs" has its positives but comes with negatives also. It

comes with the stress of building a new team to keep that title. This year is a completely different team with inexperienced players not familiar with the varsity court.

Being on the varsity team has a whole new atmosphere than the C or JV team would have. A bigger and louder audience and a lot more riding on their wins or loses.

When you are new to the team and not used to the loud crowd it can make you nervous or scared, which can affect your playing. This is what you saw at the beginning of the Mustang season. Coach Newton has been putting those new players on the court, building that new team, seeing what works, and changing what doesn't. Nothing is final.

The team at the beginning of the season will be nothing like the team at the end of the season.

Volleyball not only comes with skill, but it also comes with teamwork. Building relationships with your teammates builds trust, a key element when playing volleyball. As the season goes on, you can really see the

Mustang volleyball players start to connect and build that state champion team they strive to be.

Getting to that finish line will be a struggle but if the Mustangs can continue on the path they are headed, it is going to be exciting to see how they end the 2023 volleyball season.



Izzy and Jaida going up for the block



Mustangs get the point

THE MUSTANG

P O S T



**MUSTANG
VOLLEYBALL STRIVES
FOR EXCELLENCE**

SHEYENNE HIGH SCHOOL'S OFFICIAL NEWSPAPER - NOVEMBER 2023