

THE MUSTANG

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# Darkest Dungeon



***THE FINAL ISSUE  
EVER??!!??***

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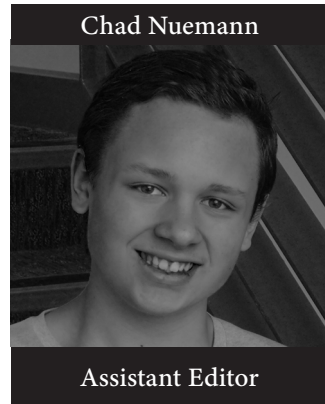
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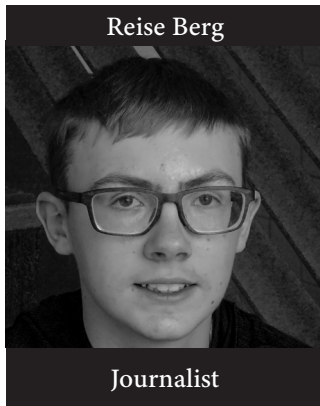
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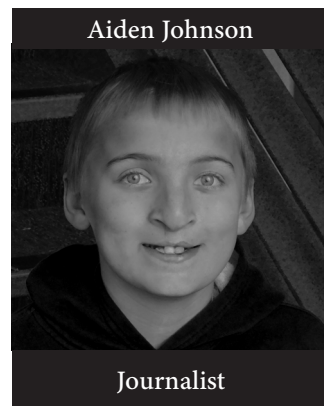
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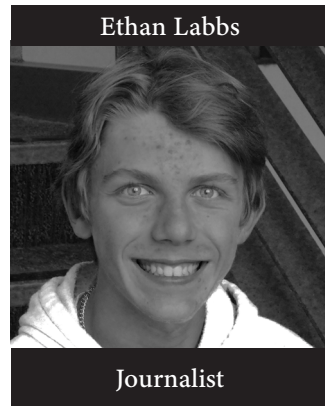
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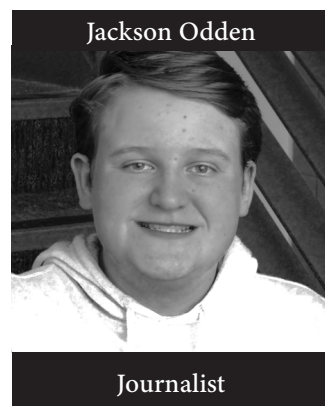
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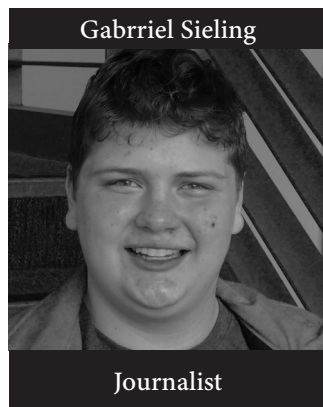
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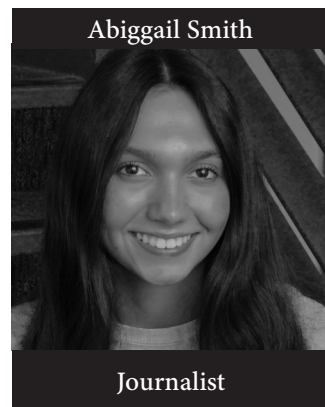
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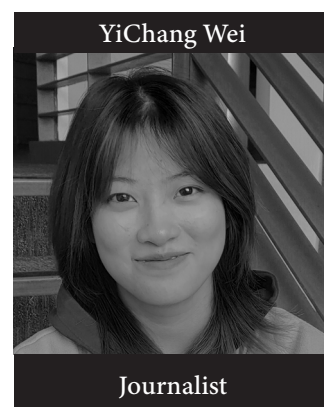
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# letter from the editor

It's finally the last month for the 2023-2024 school year! It's been a fun journey, pumping as many articles and podcasts as we can, with its unique topics and personal touches. Our team has been working hard these past few weeks, creating content that will make a lasting impression before summer vacation starts.

Sharing what we love and adore through The Mustang Post is exhilarating, knowing that there are people out there who would be interested in reading or listening to our works.

Additionally, I am sad to announce that this is also the last year Roland, and I will be in The Mustang Post. Senioritis may be right behind us, but we are definitely not leaving the team without going all out!

Personally, I can't stress enough how much this experience means to me; from the bottom of my heart, thank you. And enjoy your summer to the fullest!

-Dairell



Goodye (for the summer) and thank you,  
From the entire Editor Team



# Steam Deck OLED vs Nintendo Switch OLED

By Chad Neumann

Steam Deck OLED VS Nintendo Switch OLED: The battle of the handhelds.

The Steam Deck and the Nintendo Switch are two of the most popular handhelds on the market.

Ever since they were made people have wondered if their creators would make an OLED version of these handhelds.

Nintendo was first to the party when they released the Switch OLED on October 8th, 2021, which was a few months

before the Steam Deck came out (February 25, 2022). Then, Valve, who created the Steam Deck, made the Steam Deck OLED (SD OLED) on November 16th, 2023.

Now, even though these systems may have different performance target goals from each other and have their differences in terms of specs, they have more in common than you may think.

First and foremost, they are both handhelds. The Switches OLED screen, though being a good-looking screen with vibrant colors and a

bigger screen compared to the original Switch, is simply not as good as the SD OLED screen especially since it has HDR which means “High Dynamic Range”. Essentially, that means that the colors are boosted, and the overall image quality is improved.

The resolution on the SD OLED is also slightly higher. The Switch OLED is 720P while the SD OLED is 800p. It’s only slightly higher but nonetheless, it’s an upgrade that will make your games look slightly sharper. The

refresh rate is also better on the SD OLED.

The refresh rate on the SD OLED is now 90HZ while the Switch OLED’s refresh rate is only 60HZ. That’s also only a small bump but it is noticeable and if you do reach 90 FPS in a game then the game will look a little bit smoother.

The battery life on the SD OLED is a little bit better as well with a rated battery life of 3-12 hours. The Switch OLED on the other hand has a rated battery life of 4.5 to 9 hours. So, the SD OLED does have the up-

Nintendo Switch OLED



per hand in that aspect.

The screen on the SD OLED is also slightly bigger. It’s 7.4 inches while the Switch OLED’s screen is 7 inches. It’s a small bump but it’s always nice to have a little bit more screen space.

Now let’s get into more of the specs of these devices. The SD OLED has a better processor which makes it more powerful than the Switch OLED.

It has much more storage with the 512GB model and the 1TB model while the Switch OLED has a mere 64GB of storage. The SD

OLED has 16GB of ram which is a lot more than the Switch OLED’s 4GB of ram.

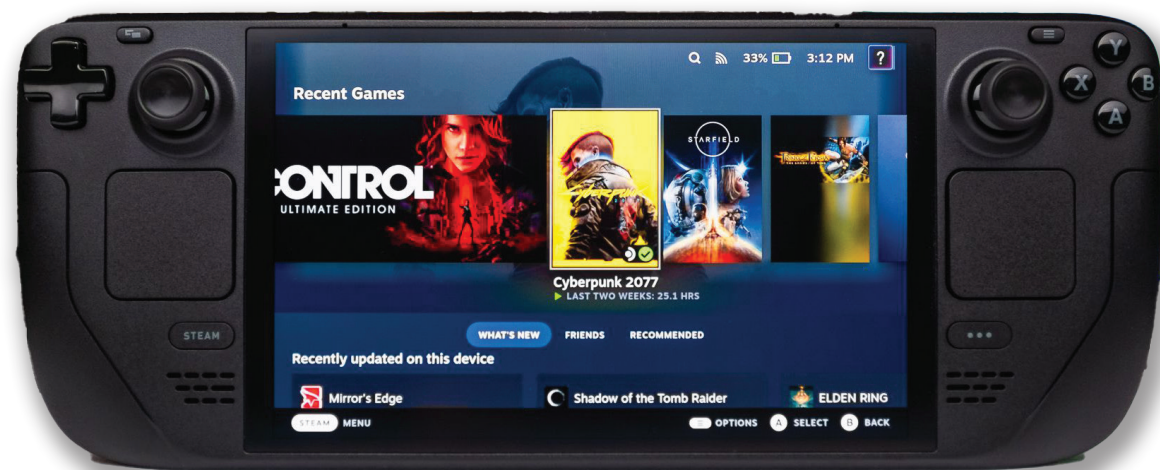
Now, the SD OLED is made to play PC games while the Switch OLED is made to play Nintendo games which have much lower graphics which means that the Switch doesn’t need to be that powerful.

On top of that, the Switch OLED is cheaper than the SD OLED. The Switch OLED is \$349.99 while the SD OLED starts at \$549 for the 512GB model and \$649 for the 1TB model.

So, which one is better? Well for people who want to play Nintendo games and don’t really care about the HDR and PC gaming side of things, then the Switch OLED or regular Switch is a good option, especially if your on a

budget. But if you want to play PC games with decent graphics, good battery life, and a beautiful HDR display, then you might want to buy an SD OLED.

Steam Deck OLED





# A Retrospective on my Time at the Mustang Post

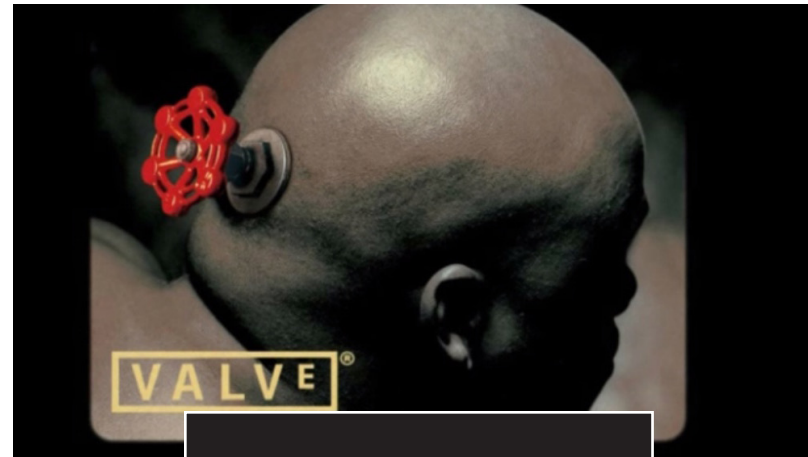
By Logan Jacobs

By the end of this school year, I will have been a journalist with the Mustang Post for three years. Over these years, I've written nearly 15 articles, each taking about a month to finish. That month includes the entire process, writing, editing, and page layout for the magazine but one major part of that process that isn't commonly talked or thought about is the production of ideas.

It's always been something that I struggle with—being creative makes me scared—the thought of being judged by others about my passions causes me to be very selective with what I write about.

This past year I've had more trouble than ever producing ideas, most likely resulting from a lack of time due to school. However, I don't think a lack of ideas is what is impeding my productivity considering I have become more skilled at article production.

This does, however, create a lot of articles that end up being scrapped, and I don't want those articles to go to waste. So, this article will go over every major article that's been scrapped, why they were scrapped, and the rough contents of the article.



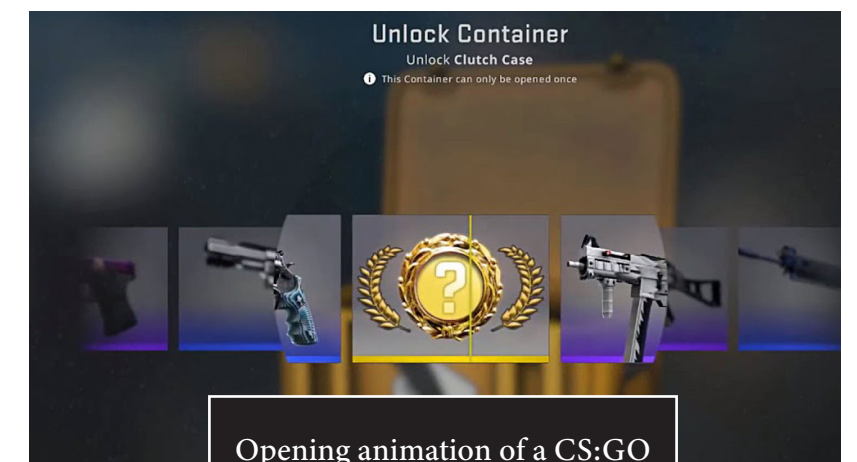
Valve's old logo



The Blair Witch Project's marketing



Petscop Logo



Opening animation of a CS:GO case



Promotional material for the Game Awards



# Why Valve is so good at making multiplayer games:

First, Valve is the biggest PC gaming company. They arguably have a monopoly on PC gaming. Second, Valve produces games, the most iconic of these games having some element of multiplayer. Lastly, almost every Valve game is extremely popular, and they aren't just popular because Valve owns and runs steam but because they're good. With all of that information in mind, let's look at why this article was scrapped.

There were two major factors that led to me scrapping this idea, the biggest one being that Valve doesn't actually make most of their iconic games. CS:GO, Left 4 Dead, and Garry's Mod, are the best examples, three iconic Valve games made by outside studios. That's the main reason Valve isn't that good at making multiplayer games, they're good at finding amazing multiplayer games and giving the studios behind them lots of money.

The second reason for why this idea was scrapped is much simpler, the idea seemed boring, even if Valve did make these games, I don't think I could offer enough insight on to why they are good. Instead, making surface level analysis that anyone could. This fact is, the most common killer of my articles is a lack of knowledge that can't be overcome without intense research. Though, I will do the research if I find the idea promising or interesting enough. Even then, however, sometimes those articles get scrapped too.

The latest iteration of the valve logo



Loading screen of GMOD





# A DIVE INTO INTERNET HORROR AND ITS BEGINNINGS



Scene from No Through Road



Scene from Don't Hug Me I'm Scared

This scrapped article would have detailed the transition of early or pre internet horror to where it is today. This description is meant to be vague because I didn't end up settling on where to start with this article.

The original thought was to start with the Blair Witch Project then transitioning into online horror because of how revolutionary that movie was for internet horror, but a problem arose in the fact that it can't be considered internet horror, because it only used the internet for its marketing purposes not the actual film.

That led me to discovering where the best place to start would have been, No Through Road. It's an old YouTube horror series that really serves as the building blocks for modern internet horror. I believed it to be a great starting point for the article because it wasn't very well known but had so many common tropes now found in internet horror. Even then, I was still unsure if it was the right place to start.

This brings me to why I ended up scrapping the article, I just didn't have much to write about. It was really cut and dry with no substance beyond me praising the horror series I was going to talk about. Internet horror has an evolution that is easy to follow with a few major innovations here and there.

I still would like to praise the other two series that would've been in the article besides No Through Road but for now I will only praise one, Don't Hug Me I'm Scared or DHMIS for short. DHMIS is by far the most visually stunning pieces of art spurring from the internet, the horror is great, but the effort put into the set design, puppets, and production is truly what makes DHMIS a marvel. A horrific masterpiece that rightfully got an actual tv show, on the British Channel 4.



# PETSCOP AND FAKE VIDEO GAMES

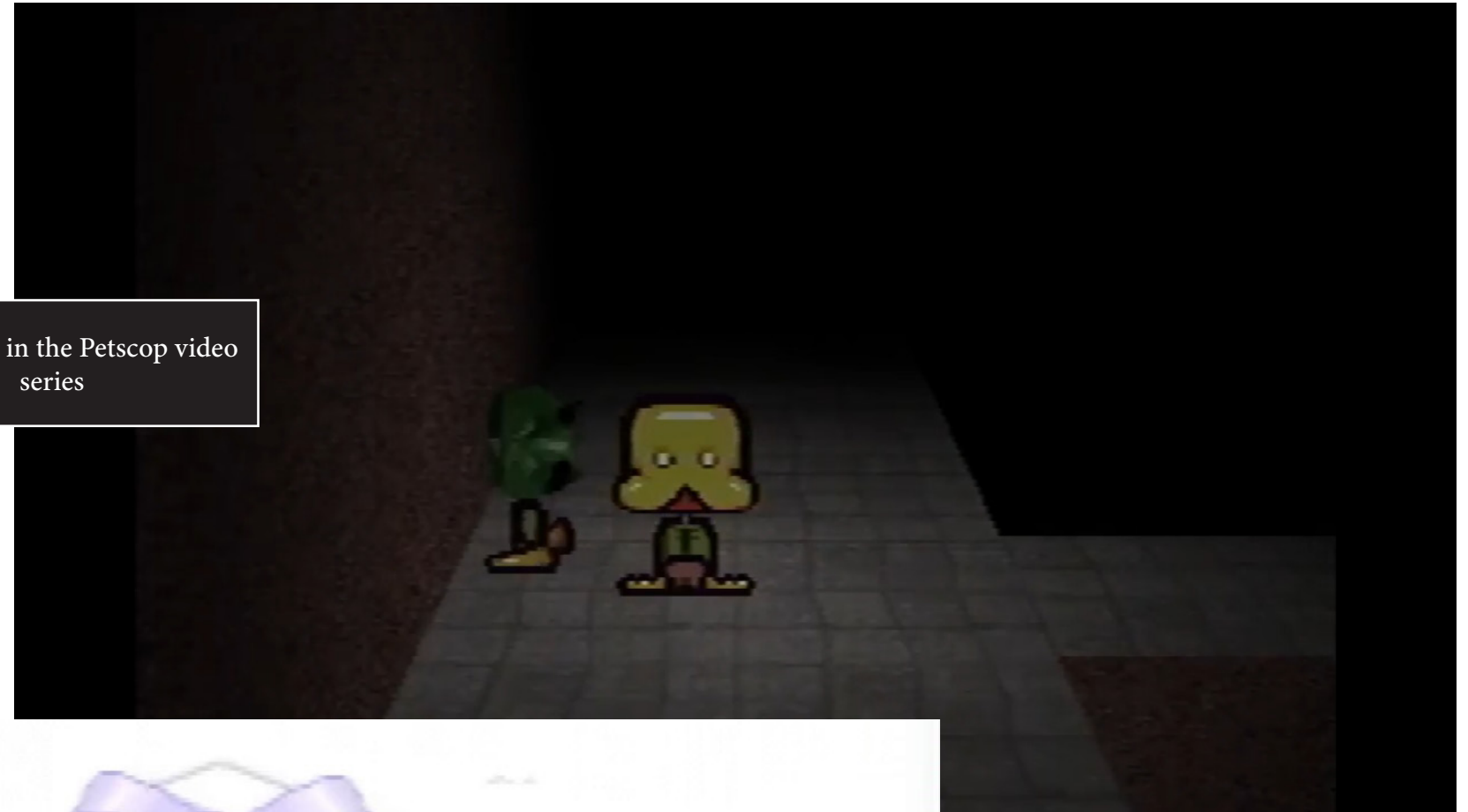
This article would've dived into Petscop, an internet horror series and would have talked about other pieces of horror that have used the idea of a fake game before, mainly Polybius an early internet creepypasta. After that, the vast majority of this article consisted of me just kind of describing the plot of Petscop and Polybius. However, eventually it shifted into an article about how Petscop uses unique horror while also telling a story.

That was the last iteration of the article before it was scrapped, at the end the article was barebones and convoluted if you hadn't watched the series before reading it. That was the core reason why I scrapped it, asking the reader to watch this 24-episode series that's hard to make sense of just to read my article, was tough. Not to mention my exhaustion about writing for over a month about the same thing and so, the decision to shelve the article, when it came, was easy.

## Intermission

Right now should be the halfway point of this article and I want to make note of a few things for the rest of the article, mainly that the other three articles that will be discussed will not have names. This isn't because I didn't have names for them when they were conceptualized, it's purely because I don't remember them anymore. For some of these articles it has been over a year since I had the idea for them and that's a long time to remember some stupid name so instead, they will be descriptions of the article in a very basic form, like placeholders. Alright, intermission over, back to talking about scrapped articles.

A scene late in the Petscop video series



Petscop title screen





# Gambling in video games



This article was very simple in concept, I would discuss the overabundance of gambling in video games. It would describe all types of gambling, from Counter-Strike cases to Pokémon casinos. Painting the entire picture was important for this article, of course gambling is predatory anyone can figure that out. The problem came when I needed to draw a line in the sand on issues. For example, what is gambling? Is it always predatory? What if it's not real money? Is any instance of luck-based events gambling? Pokémon is a great example of this having everything from actual slots machines in some games to moves that have static chances of missing.



By reading the paragraph above, you can probably figure out why this article was scrapped. It would need so many caveats and asterisks that it would hardly be readable. There is so much nuance on this topic that I couldn't cover it all. Looking back, I probably should have just made a podcast and invited many different perspectives on to talk about the many sides that gambling has. This article is most likely the only one that has any chance of being finished, almost entirely because I am still conflicted about where I stand on it.



# Game of the Year Nominees

Game of the Year (GOTY) is—as the name implies—an annual award handed out to the best or most successful game. A lot of award shows hand out said honor but only one, The Game Awards, is respected enough for it to matter in public opinion. This article would go over the many nominees for GOTY; the catch was that this would've been a collaborative effort where me, and my other two editors would each take our GOTY, a nominated game and then review it. The one I had chosen was Tears of the Kingdom (TOTK), a game that I absolutely loved. It was full of breathtaking environments, a beautiful story, held together by an amazing combat and traversal system.

As time went on, the article plans fell apart. I wish there was a reason that I can point to as to why this article was cancelled but to be honest, there really isn't one besides that it just didn't get done. I like the idea of having multiple people all make an article about their game of the year but because of the time restraints relating to GOTY I don't think it's very realistic. Two or more journalists must line up their schedules to be able to release a time sensitive article.

With this article coming to an end, I would like to extend my thanks to someone who makes this whole thing possible. Mr. Lang, our teacher, the person who keeps this whole thing running without any thanks or applause. He's someone who is always there to give me and anyone else advice, never asking for appreciation. So, I wanted to finish this introspective article off with my thanks for him. Thank you Mr. Lang.



The Game Awards orchestra



Gonzo discussing with Geoff Keighly



# CITIES: SKYLINEs I: AN OVERVIEW

By Chad Neumann

Cities: Skylines 1 (CS1) is one of the most popular and successful city builder games. Released on March 10th, 2015, it got good reviews at launch and was a commercial success because of how detailed the game was and it ran better than its competitor SimCity (2013) at the time.

For the people who don't know what CS1 is, it's a city builder made by Colossal Order and Paradox Interactive where you make, grow, and maintain a city.

In CS1, you have a lot of creativity when it comes to making cities. Even though there is a lot to do in it, it's manageable because the game is slow paced, and the progression system is also slow paced.

At least at the start. Once your city settles and your population starts to increase at a steady rate and you gain more money, then the game will get easier as long as you know what your doing anyways.

Although once you get a lot of money and your population is big, there isn't much to do after that. At least in the vanilla game (no DLC's). CS1 has many DLC's to fix that problem. They add a lot more things to do in the game like more buildings, different seasons, more zoning, etc.

The economy in the game is affected by your commercial and industrial areas. How much you tax

your citizens also affects your economy. If you tax your citizens less, you get less money. If you tax more, you get more money.

But if you tax your citizens more, less people are going to want to move in and your population stagnates. Your citizen's happiness will also go down. The opposite will happen if you tax less.

The population in the game can vary depending on how healthy your city is, how safe your city is, how good the land value is, and how happy your city is.

For example, if your city is unhappy, your population will decrease but if you give your citizens what they want, then your population will increase and thus, your cities happiness will go up.

The graphics in the game are decent but since it was made in 2015, they don't look nearly as good as Cities: Skylines 2's graphics. But you can change how good the graphics look with mods.

The game mechanics is why its praised for its realism.

Overall, CS1 is still thought of as one of the best modern city builders made because of the endless creativity and the good game mechanics, and just being better than its competitors overall.





# The Evolution of NFL Helmets

By Ethan Laabs

The NFL has had a big problem with extreme hits to the head. With that the NFL has made many changes to the helmets that they use.

According to NFL.com there are a total of 12 different versions of helmets available for use in the 2024 NFL season.

This year there will also be more position specific helmets, meaning positions where there is a lot more contact will have reinforced helmets.

These helmets have been available to offensive lineman since 2022 and Quarterbacks since 2023. 2024 will be the 3rd season that position-specific helmets will be available to players.

The NFL, in collaboration with the NFL-PA, annually conducts laboratory testing performed by jointly appointed biomechanical

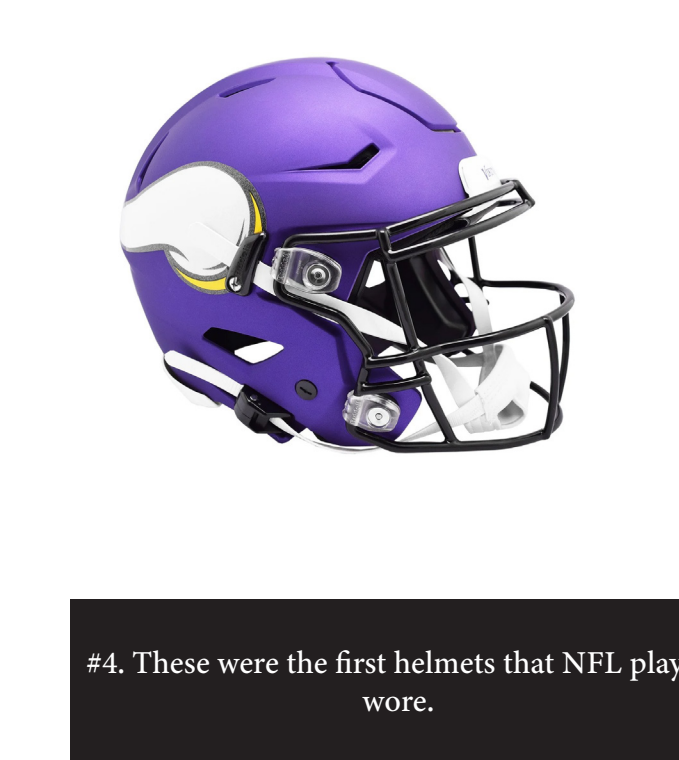
experts to evaluate which helmets best reduce head impact severity.

Top-performing helmets are also evaluated using position-specific test methodologies for quarterbacks, offensive linemen, and defensive linemen. These tests recreate the unique impacts players at each position tend to experience on the field.

In the 2023 pre-season and regular seasons, the NFL saw 219 concussions, a slight increase from 2022.

According to Fast Company, The NFL has looked over 2,000 concussion-causing impacts and are researching how to lower the risks of concussions to players.

The NFL has made many great progressions to getting rid of concussions by the evolution of helmets.





# NFL Draft Process Defined

By Jonah Peterson

The NFL Draft is a complex process when the best players at the collegiate or international level prepare by showcasing their skills to skyrocket their draft projection.

However, in most cases players do not know where they will eventually end up starting their professional careers. During the process teams can trade picks to one another for positional needs that can also affect their draft position.

There can be “smoke screens” where a team says they want a certain player but can be doing that to throw another team off to get their actual preferred player.

The players go through a plethora of meetings with different teams. If it is either breaking down film to getting to know the coaches and staff. Teams put these in place to see if the player would be a good fit for what they are ultimately trying to build. If they're a good fit the team might consider targeting the player in the draft, but some teams might want to trade up to get the player who they think will fit their team's mold.

Also, there are games between the prospects that are played in front of scouts. Such as the Shrine Bowl and the Senior Bowl.



This is USC Quarterback Caleb Williams the number 1 overall prospect. He was selected 1st overall by the Chicago Bears as expected. He only partook in USC's pro day.



This is Ohio St. Wide Receiver Marvin Harrison Jr. he was selected 4th overall by the Arizona Cardinals. He did not partake in the combine nor the Ohio St. pro day.

The players take part in these games to boost their draft stock if they perform well. However, if they don't perform well the draft stock of those players could tank their stock as well. They go through a multitude of drills in preparation for the games.

Another way they prepare is by participating in tests in front of scouts such as the 40-yard dash, 3 cone drill, 20 yard shuttle, broad jump, vertical jump, bench press of 225 lbs, Wonderlic test, 15 min interviews with teams, drug screenings, Cybex test, RAS test, a physical, and position specific drills.

Some participate in their colleges pro days which hold the same drills as the combine. But there are the highly touted prospects who don't participate in the combine or their pro day at all to not risk a decrease in their draft position. Many though partake in both the combine and pro day.



# Athletes Compete with the Mind

By Abby Smith

Many student athletes need to find a way to balance their schoolwork and their sports at the same time, some find this difficult and frustrating which affects their mental health.

Students planning for the future, financial worries, playing time and family worries are factors impacting their mental health. Coaches and teams are trying to come up with a way to help their students overcome their stress during their season.

Under the NCAA constitution adopted in January 2022, each member school must facilitate an environment that reinforces physical and mental health within athletics by ensuring access to appropriate resources and open engagement with respect to physical and mental health. Athletes should look to this program for guidance and advice to navigate their anxieties.

Mental health can cause many complications during

the season. Injuries, concussions, overtraining, sleep disorders, and anxiety also impact athletes engaged in high school sports causing mental health issues.

Students can also do many things themselves to help with their mental health: creating a support group, setting realistic goals, and researching mental health resources.

There are many ways that can help athletes to make sure you can complete all your work without stress.

Even though players like Harper Murray, J.J. McCarthy, and Paul Skenes come out every game with energy and liveliness, they could be dealing with stress outside of the court and outside the field.

When students play sports and go to school coaches tell them, Whatever is going on outside of the court none of it matters when you step on the court. This is one of the big rea-

sons athletes are able to take those mental health issues and put aside all their stress and just play the game you love.

Conversely, whatever happens on court, none of that should matter when an athlete steps off it and focuses on their academic, social, and emotional world.



Harper Murray

Her mental health has made her make bad decisions while the season is going on, ending up in suspension.



Paul Skenes

Openly talks about his mental health with fans. Talking with other people about his mental health benefits his mental health.



J.J. McCarthy

Says that his schoolwork comes first and surrounding himself with people that also prioritize their schoolwork helps him.



# Nostalgia & Precious Moments endure

By Addison McCroskey

Burnt buttery popcorn and a tattered sofa. The warmth of knitted blankets. The CRT TV crackles. The DVD player whines as the disk slides in then spins. The basement reeked of wood and cinder. My mom is on my left and my dad on my right clutches a bowl of popcorn. I feel. We feel together. They try to recall if there is anything unsuitable for me in the movie. They care. I sit between my parents. Life is built around them. The people who taught me to love, play and learn.

The floor is cold. Concrete and unfinished. I was warm within the embrace of my parents. As the CD began to play, I watched. I watched the action-packed trailers awestruck. Mom feverishly covered my eyes. I struggled to gain sight. My dad was exhausted, mom sleepless from work. But I was happy. And so were they. When the movie began, my

eyes lit up. My parents held me close. It was a sacred memory...alone with my parents. Watching a movie they loved when they were my age. When I looked at them, I felt overcome with joy, knowing they were happy.

Goonies. The movie itself is out-of-this-world. However, it's the people. They make memories vivid. The TV screeched. The static rang crisp. Somehow, we understood every word. We could count pixels on the screen. The movie's banter. The constant switch from seriousness to comedy baffled me. There were some points I didn't understand. I laughed anyway. I found comfort in my parents' laughter. I joined in. The ability to see their stress melt away. Just by watching a silly movie. I nuzzled into my mom. She chuckled at the young characters running wildly. With simple intentions. Never evil or bitter.





“Remember when we were that young?” she asked my dad. Silence. “Nope.” he answered playfully. I felt uneasy. The TV buzzed. shock tightened my throat. The smell of popcorn. It was suffocating. Through the laughter and commentary, I asked myself.. “why?” They’d sacrificed a life of joy and simpleness... for me.

For a moment, I watched a movie full of joy: solemnly. As the Goonies ran onto Goat Rock Beach, I saw the mixed emotions of the parents. They sprinted into the arms of their children. Overcome with relief. Reunited. I looked to my left. A tear on my mom's cheek. Two tears on my dad's. I didn't understand. My parents sniffled and smiled through soft tears.

Smiled. Scooped up in their arms, they held me tightly. As if to never let go. I didn't know what to do. The credits rolled as this movie allowed my parents to feel

more than they had for weeks. I didn't understand everything. But I knew one thing. They loved me. They missed being young. Seeing me live and grow, having fun and being young made them feel young. A tear... my cheek. I imagined my parents running around and being free. Young. And with their aging, they sacrifice their freedom for me.

Simple, comedic, and heartfelt. This movie harnesses deep emotion. It was over. The credits slid out of the DVD slot. The air was calm and tranquil. My parents were still melancholic. We tidied up the blankets. Swept the popcorn we spilled. Mom smiled. “You know I would do anything for you right?” “Really?” I asked. Time froze.

“Yes. You know, my mom told me the same thing as a child. I never believed her. Now I know she meant it.” She whispered wholeheartedly.

There wasn't a doubt in my mind that she was telling the truth. With an embrace, my palms in hers. The smell of her fragrant perfume. I'm safe. Safe under the wings of my mom. As I yawned on my way upstairs, I replayed the sequence of the movie, and smiled.

To this day, my first-time watching Goonies, is one of my fondest memories with my parents. Isn't that crazy? It wasn't the movie alone, but the memories. The sentiment. The emotions harnessed. The film.

I strongly believe watching movies with powerful morals undoubtedly impacted my emotional intelligence from an early age. As well as creative imagination and easy friendships. Goonies, and movies alike are emotionally binding. Masterpieces that should be watched for generations.





# AN INTRODUCTION TO Darkest Dungeon



"There is a place beneath those ancient ruins that calls out to the boldest among them.

'We are the flame!' they cry, 'And darkness fears us!'

They descend, spurred on by fantasies of riches and redemption...

But darkness is insidious. Terror and madness can find cracks in the sturdiest of armors, and the most resolute of minds..."

By Roland Regner

Darkest Dungeon is a gothic style, turn based RPG developed by Red Hook Studios which revolves around the mental strain that coincides with combating unholy abominations driven by murderous intent. Teams of four heroes delve into the depths to eradicate fiends and scrounge up resources for the decrepit Hamlet where they reside.

Failure is inevitable. Actions in-game are permanent and cannot be undone. Mistakes and rash decisions will be made, heroes will perish, and regret will follow shortly thereafter.

**"Remind yourself that overconfidence is a slow and insidious killer."**

Despite this, Darkest Dungeon is all about overcoming failure. Rising from the ashes of defeat is hard but rewarding, and the key to this redemption lies in knowledge and understanding. There is much to learn about the game's wide variety of mechanics; consequently this article will only cover the more prevalent mechanics. Now, let's begin this expedition where every mission begins and ends: the Hamlet.

# The Hamlet

"This squalid hamlet, these corrupted lands; they are yours now, and you are bound to them."

The Hamlet is the player's hub area where they recover from their previous expeditions and prepare for the next. It houses many different facilities that serve to improve heroes' combat abilities; many of which can be permanently upgraded to offer cheaper prices, improved effects, and more upgrades for purchase. The main facilities offered are the following:

- The Tavern and Abbey: Reduces a hero's stress levels and removes afflictions.
- The Blacksmith and Guild: Upgrades a hero's equipment and skills.
- The Nomad Wagon: Shop that sells trinkets: equipable items that change a heroes' stats.
- The Sanitarium: Cures diseases and adjusts heroes' quirks.
- The Stage Coach: Recruit new heroes to the battlefield.

Taking advantage of and upgrading these buildings is vital to the long-term survival of a playthrough thanks to the powerful enhancements and restoring abilities they provide.

Failing missions and losing heroes doesn't affect the Hamlet. All upgrades there are nearly permanent; because of this the Hamlet is a way to progress that can't be setback easily unlike the game's heroes.



# The Heroes

"Women and men; soldiers and outlaws;  
fools and corpses."

Eighteen unique heroes are available for use in combat, each with a wide variety of skills and uses. The heroes are the following: the Crusader, Highwayman, Vestal, Plague Doctor, Leper, Jester, Abomination, Man-at-Arms, Bounty Hunter, Arbalest, Hellion, Antiquarian, Houndmaster, Occultist, Grave Robber, Musketeer, Shieldbreaker, and Flagellant.

Every hero has seven different skills, but only four can be selected at time for use in combat encounters; the decision of which skills should be taken or left behind should be based on team composition and placement in the party. The player's party as well as the enemies' are placed in four positions and certain attacks can only be used from select positions. For example, a Crusader cannot attack an enemy in the backline with their sword nor can they swing their sword if they are in their own backline.

Each of the heroes serve vastly different yet vital purposes in combat. Some heroes tank damage with their strong armor while others dodge enemies with their agility. Some heroes deal high burst damage to single targets while others chip away at many enemies with damage over time. Some heroes heal their allies' wounds and minds while others defend them and improve their abilities.

During expeditions, heroes can obtain up to five positive and negative quirks. Quirks can be very beneficial or incredibly detrimental to heroes; their effects can be anything from forcing heroes to skip their turns to reducing all stress received.

Expeditions can be sent out into seven distinct locations; each location has unique enemies and obstacles to overcome. Based on their and their enemy's skills heroes can excel or suffer in certain locations. For example, the Flagellant who inflicts large damage over time bleeds is impaired when fighting reanimated skeletons who cannot bleed.

When creating a team, heroes that complement one another's abilities should be paired together in environments where they thrive to create effective parties. Using heroes' skills in tandem with each other improves their survivability during expeditions, but before they can begin provisions must be procured.



# Provisions

"The cost of preparedness – measured now in gold, later in blood."

When embarking on missions the player is given the opportunity to purchase many consumable items for use in the upcoming mission. Most provisions are situational and have varying usefulness based on the location being ventured to. The main provisions offered are the following:

**Food:** Used to avoid damage and stress during hunger checks, each hero needs one food per check. It is also used outside of combat to heal heroes and during camping events.

**Torches:** Maintains the light level. Radiant light makes combat

safer overall while dim light and darkness increases danger, but loot found as well.

**Shovels:** Removes obstacles from pathways. Without shovels, obstacles deal damage and stress to heroes.

Other provisions have their uses, but these three are needed in all locations. Every provision also has unique interactions with curios found during missions. Using the appropriate provision on a curio can increase loot found or bestow buffs onto heroes. After purchasing provisions, it's time to descend into the darkness and engage in combat.



# Health & Stress

"Injury and despondence set the stage for heroism... or cowardice."



Every Hero has two vital status bars, their health points and stress levels; despite being very different both must be maintained inside and outside of combat. If ignored or not sustained many negative effects and death will occur.

Heroes' health points are constantly depleted by the onslaught of enemies. Using healing skills to restore allies' health is a necessity for preventing heroes from finding themselves on death's door.

# Death's Door

"Perched at the very precipice of oblivion..."



When a hero falls to zero health they enter death's door; while in this state any instance of damage received can be a deathblow, permanently killing the target. Heroes have a decent chance to resist deathblows and they can be saved by any instance of healing that brings them above zero health. While on death's door, heroes receive a substantial debuff to many stats that persists for an entire expedition even if they are healed off death's door. Long story short, death's door is an omen for failure; avoid it at all costs if possible.

In the same way that health is under constant pressure, stress is as well. Enemy attacks, traps, and darkness all inflict stress on party members; upon reaching 100 stress, the hero will have their resolve tested.



# Afflictions

**"Reeling, gasping, – taken over the edge into madness!"**

There are nine unique afflictions, all of which vastly weaken the affected hero in many ways. All afflictions lower heroes' max health and make them more susceptible to status effects like stuns and bleeds. Each different affliction drastically changes stat values such as damage, accuracy, and dodge chance; afflictions generally lower these stats substantially, but they also grant minor buffs to other stats. Finally, afflictions also force heroes to perform certain undesirable actions; they can make heroes pass their turn, attack

allies or themselves, deny healing and buffs given to them, and stress out their party members. If stress continues to accumulate the hero will suffer a heart attack, instantly placing them on death's door and applying an additional debuff.

Upon receiving an affliction, a snowball effect occurs causing the other heroes to reach 100 stress and have their resolve tested. Rarely, however, one can avoid succumbing to adversity and instead be emboldened by it, becoming virtuous.



# Virtues

**"Many fall in the face of chaos, but not this one. Not today."**

There are five unique virtues, all of which greatly strengthen the virtuous hero in many ways. All virtues increase heroes' resistance to status effects like debuffs and blights. Different virtues grant their corresponding buffs, such as increased damage and speed, as well as additional helpful actions; virtuous heroes can reduce their own and allies stress, heal themselves, and buff their allies.

If stress continues to build the hero will lose their virtue and return to zero stress.

Virtues can turn the tide of battle into the player's favor when things look grim, but they are unreliable due to the high chance of an affliction; however, when they occur the surge of confidence granted is incredibly invigorating.





# Conclusion

Darkest Dungeon is not only an incredible turn based rpg, but an excellent experience. The hero and enemy models, visual style, music, and chilling narrator voice lines greatly enhance the experience; the immersion, however, is it's most compelling aspect.

The intense emotion this game evokes in the player is unreal. The crushing weight of failure and mistakes are real while playing Darkest Dungeon; as is the soaring triumph of success. The game can make players feel this way because of how engaging it is. Darkest Dungeon immerses the player into it's twisted yet rewarding world of darkness and courage so much so that it becomes a real and strenuous journey that must be seen through to the end.

I consider Darkest Dungeon to be a phenomenal experience that needs to be played to be fully understood. If you find this game or it's style interesting, I highly recommend playing it as long as you are ready to endure the ravenous clutching shadows... of the Darkest Dungeon.

"Steel your self and remember:  
There can be no bravery without madness.  
The old road will take you to hell, but in  
that gaping abyss...  
We will find our redemption."



# MUSTANG BASEBALL DOMINATES

By Aiden Johnson

The Mustangs look to continue their success from the last few seasons into this season. The Mustangs look to win back-to-back state titles as they defeated Fargo North 3-2 in last season's state title.

The Mustangs roster has almost half the roster containing juniors. Mustangs were coming in as the second ranked team in the EDC preseason poll.

The Mustangs started 3-0 on the season and were looking unbeatable so far. Things started to get a little sluggish for the Mustangs as they went 1-3 after their 3-0 start.

The Mustangs are looking to step it up and are looking to continue their domination. After the 1-3 span the Mustangs won two straight games and they sit at 6-3 overall and 2-0 in EDC.

Mustangs are on a roll as they have won 2 more games and sit at a 4 game win streak. Mustangs sit at 8-3 overall and still sit at a 2-0 record in EDC.

The Mustangs look to continue their winning streak. A rough stretch came for the Mustangs as they went 2-4 in their next 6 games after their 4 game win streak.

Mustangs are now 10-7 overall and 4-2 in EDC.



Mustangs celebrate by scoring a run





# The Legend of Zelda Spans Generations

By Reise Berg

The Legend of Zelda is one of, if not the most successful game series that never fails to impress whether it's in 2D or 3D.

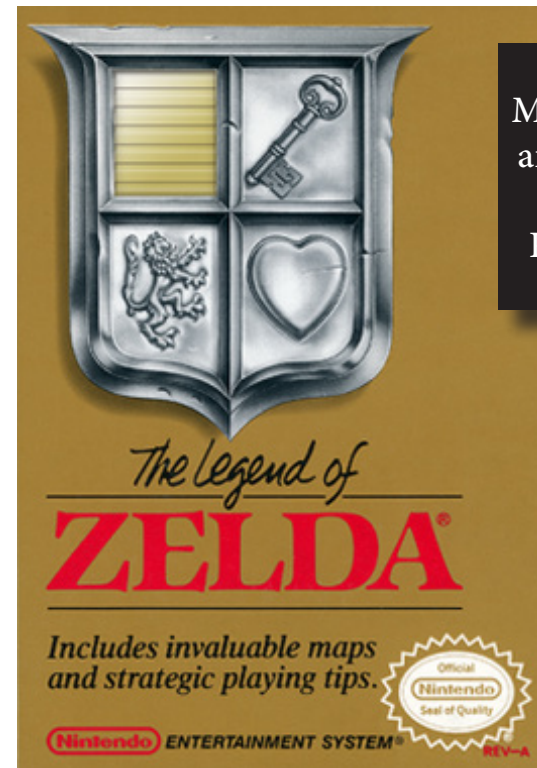
Multiple titles have been considered among some of the greatest video games of all time.

The Legend of Zelda series has had an influence on games like Grand Theft Auto (GTA), Assassin's Creed, and the Final Fantasy series.

Many games in the series have had crossovers with impacting games like Super Smash Bros series and just recently Mario Kart 8 and Mario Kart 8 deluxe.

There are 20 title games with the most recent game being Tears of the Kingdom in 2023.

Many gamers play video games not just for the game but for the music, and The Legend of Zelda series has great examples of that, Breath of The Wild and its soundtrack produces amazing music using an orchestra to create beautiful songs.



Made in 1987 for the NES, Link travel around Hyrule to collect the 8 shards of the Tri force of wisdom to save Princess Zelda, and defeat Gannon.



Made in 1988 for the NES. Link must travel across Hyrule to save Princess Zelda.

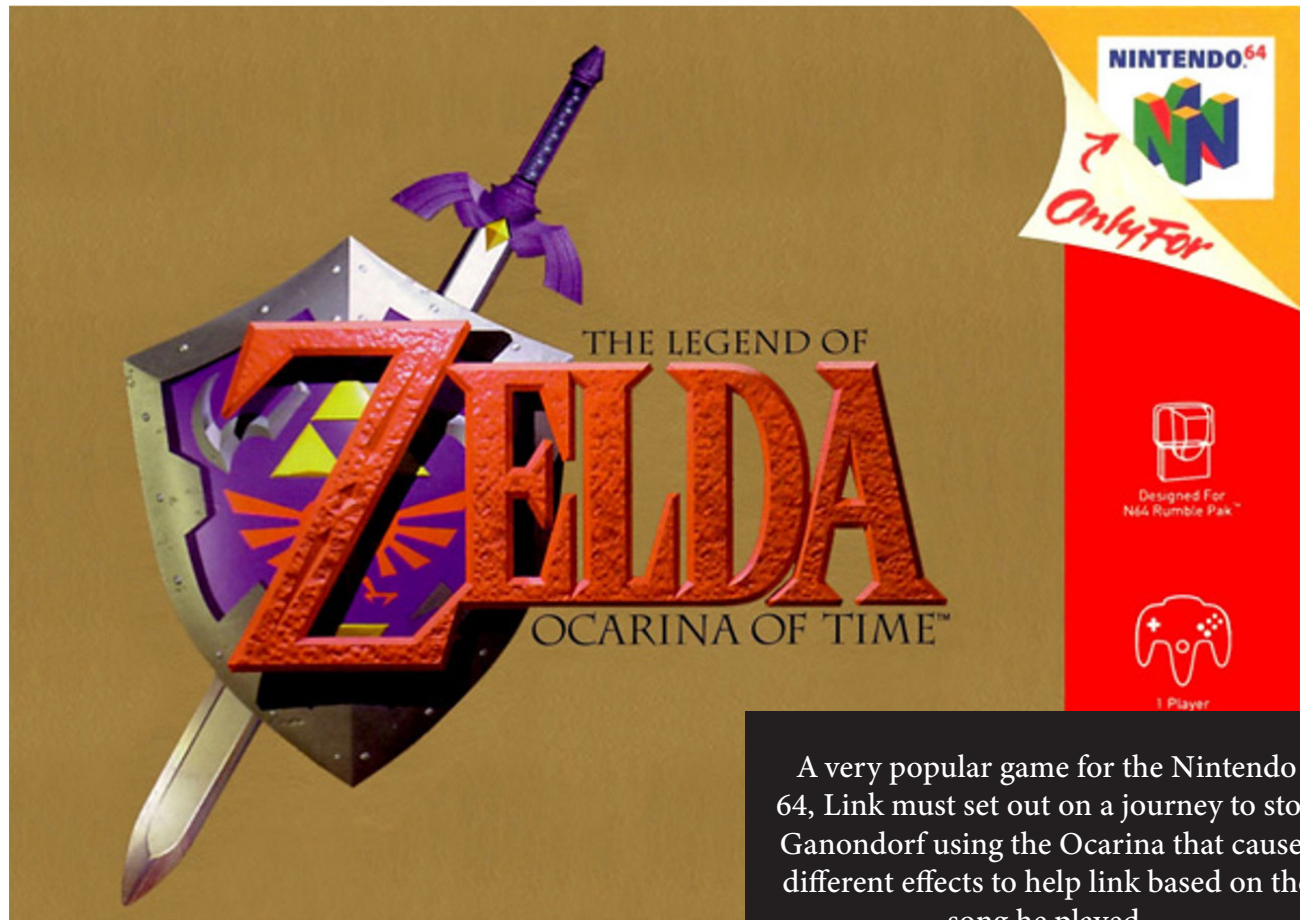


Made in 1991 for the SNES, Link must travel through Hyrule to save the seven sages, and defeat Gannon

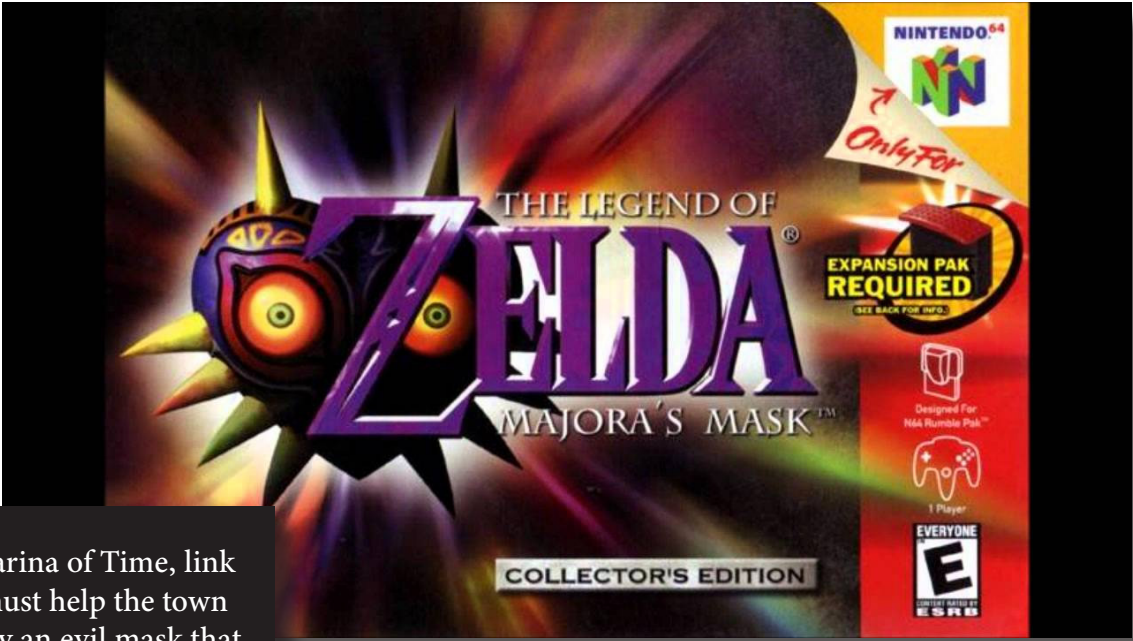


Made in 1993 for the Nintendo Gameboy, the game takes place on a island that is guarded by the Wind Fish, link has to travel across the island to collect all 8 musical instruments to wake the Wind Fish so Link can leave. There was a remake for the Nintendo Switch in 3D





A very popular game for the Nintendo 64, Link must set out on a journey to stop Ganondorf using the Ocarina that causes different effects to help link based on the song he played.



After the events of Ocarina of Time, link is led to a town and must help the town from a kid possessed by an evil mask that brings the moon down to destroy the town (Termina)



For the GameBoy Advance, in Four Swords Two to four players must work together through a series of dungeons to collect rupees.



In Oracle of Seasons, Link must defeat the General of Darkness Onox by collecting the eight essences of nature so he can enter Onox's castle.

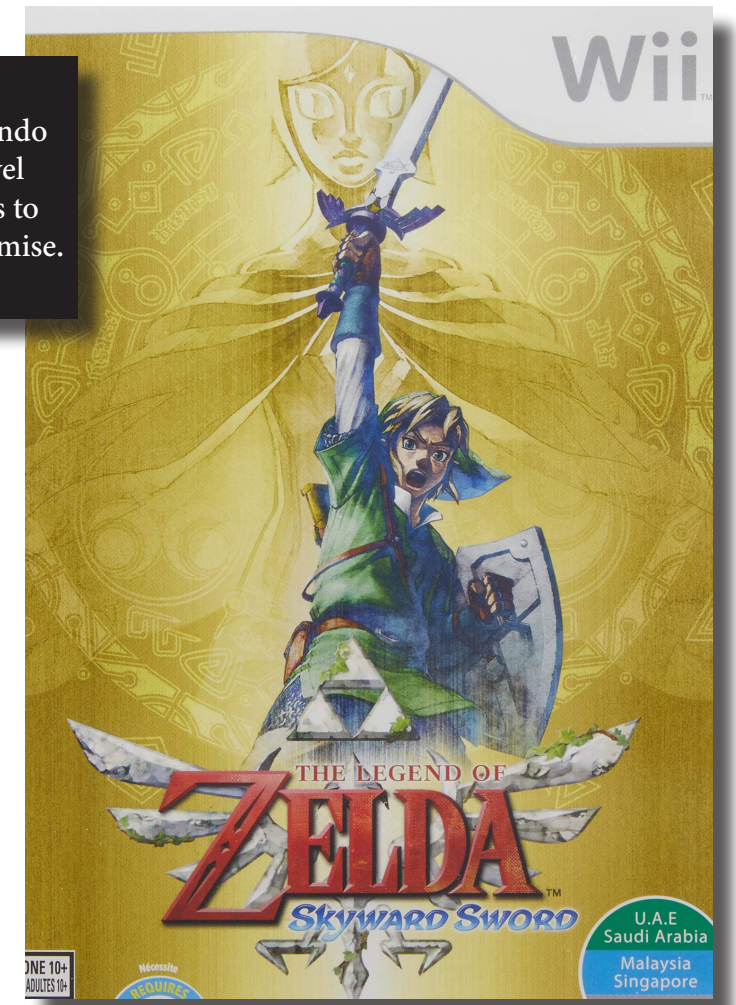
In Oracle of Ages, Link must defeat Veran who has captured many people, In which he is told to find the essences of time so he can enter Veran's Black tower.





A popular game on the Nintendo GameCube, a childish, cartoon version of link that is set on a journey across a flooded version of Hyrule where he must defeat a cartoon style Gannon.

A popular game released on the Nintendo Wii that sends link on a quest to travel through the skies to the different gods to create the Master Sword and Defeat Demise.

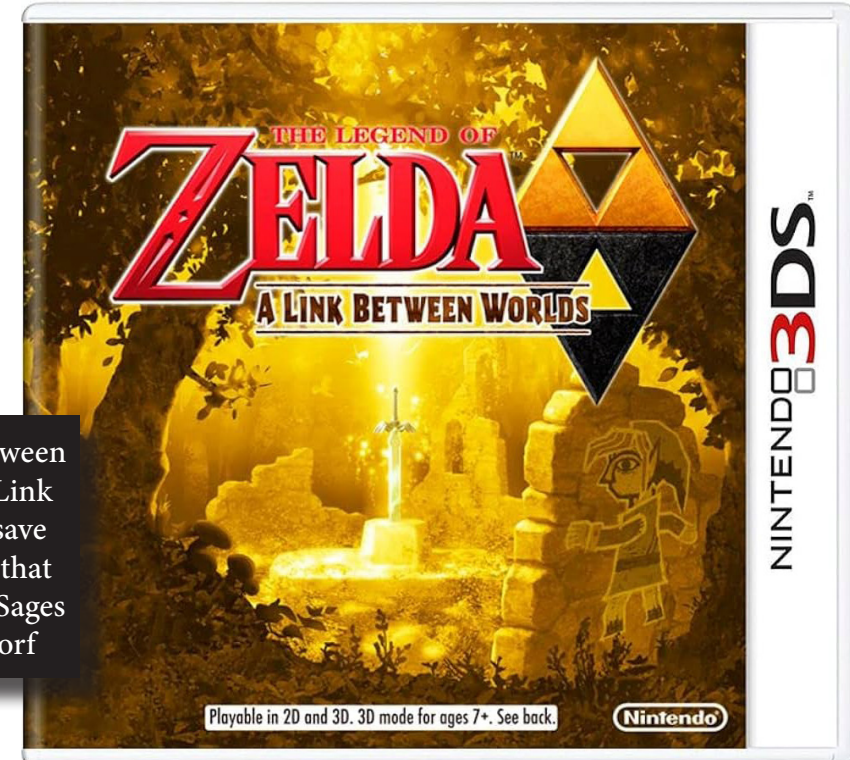


Made for the GameCube, Four Swords Adventure is a sequel to Four Swords, it features the same 4 Links now on a quest to save Hyrule from evil, and link's clone shadow link.

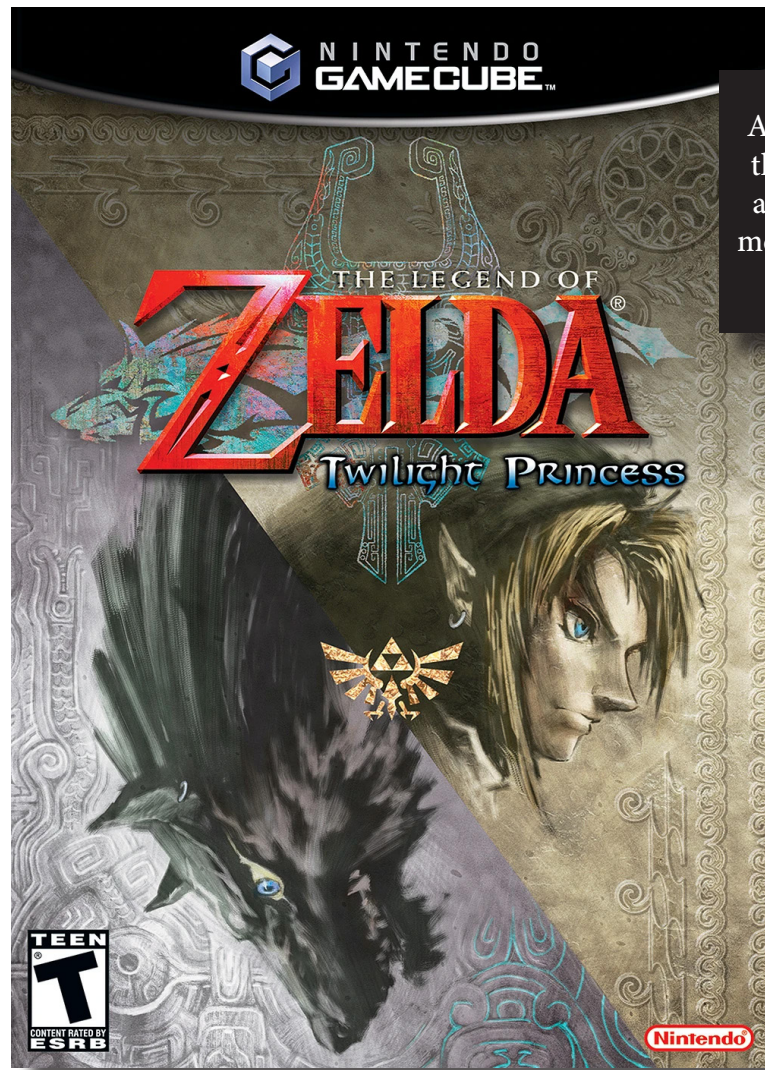
For the Nintendo DS, Spirit Tracks is a sequel set a century after the events of Wind Waker and Phantom Hourglass. A new Link now must navigate the new world of Hyrule using a train to get around to different dungeons to prevent awakening the Demon King Malladus.



Made for the Nintendo 3DS A Link Between Worlds is sequel to A link to the past, Link must travel from Hyrule to Lorule to save princess Zelda from the grasp of Yuga that uses the power of Zelda and the Seven Sages to resurrect the demon king Ganondorf

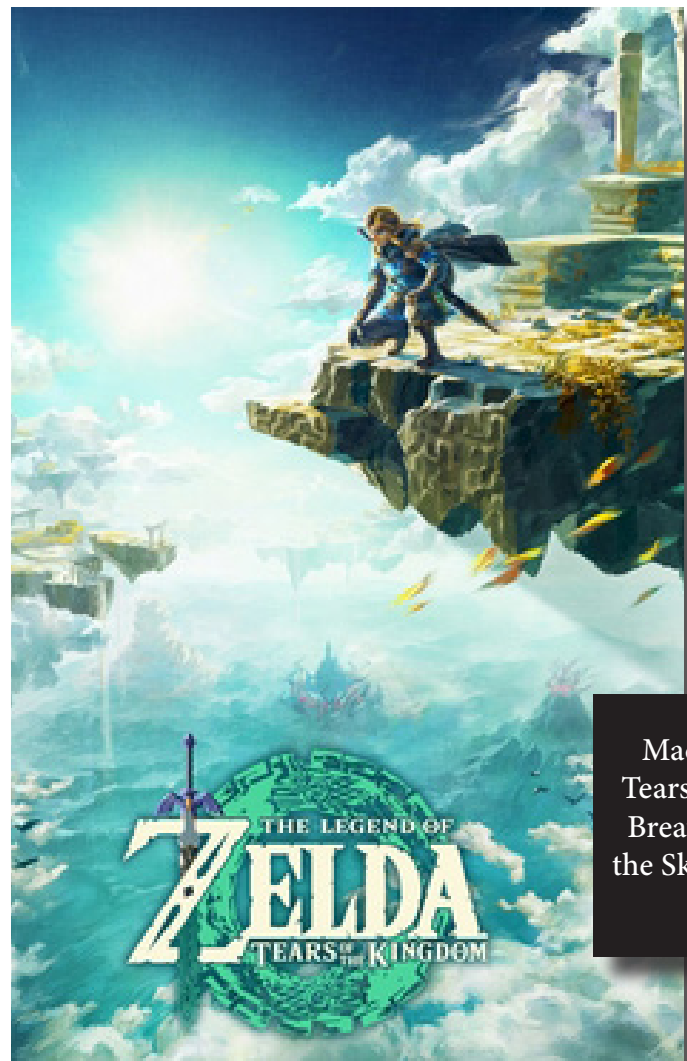
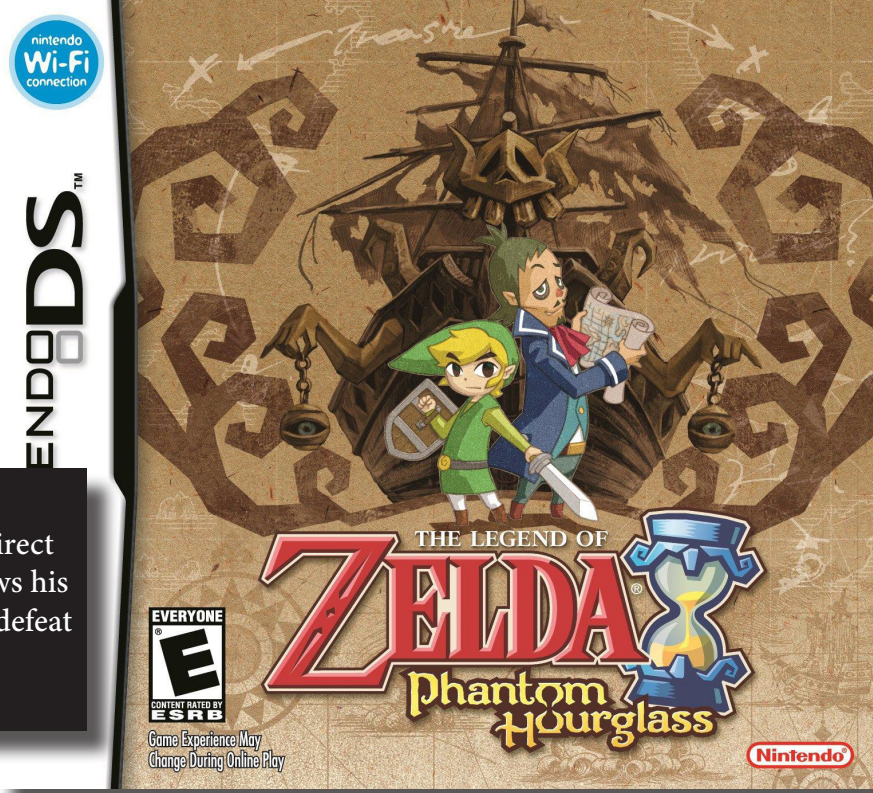






A popular game for the Nintendo Wii and the GameCube, that sets Link is set on an adventure to the Twilight realm where he meets a magical companion to help defeat a king under the influence of evil.

Made for the Nintendo DS and is a direct sequel to The Wind Waker, Link follows his adventure to save his friend Tetra and defeat Bellum an evil kidnapper.

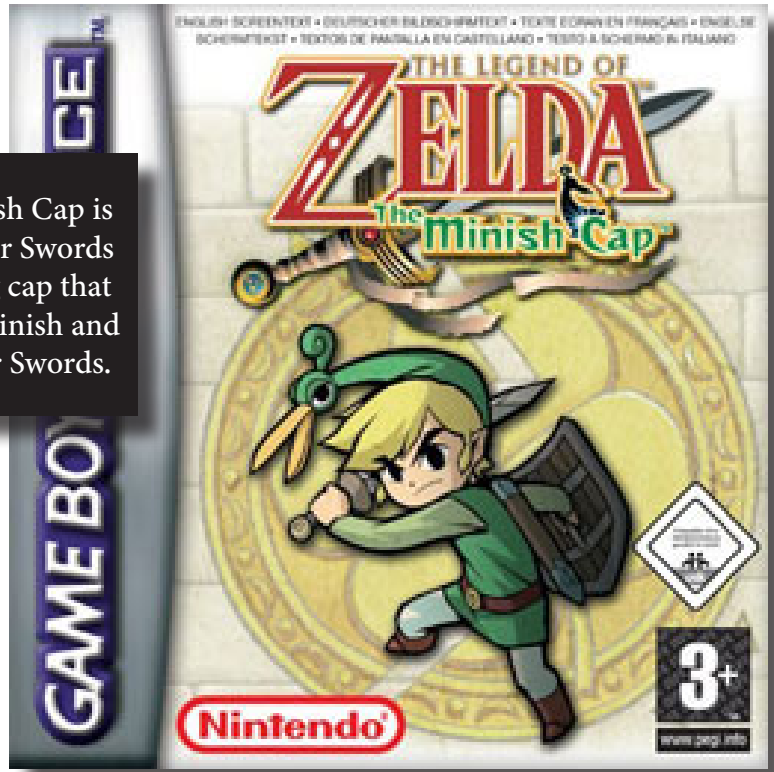


Made in 2023 for the Nintendo Switch, Tears of The Kingdom is a direct sequel to Breath of The Wild that has Link Explore the Sky above and the Depths below to save the kingdom of Hyrule



Made in 2017 for the Wii-U and the Nintendo Switch, Link must explore and save the vast land of The Kingdom of Hyrule that got ruined by the evil of Calamity Gannon.

For the Game Boy Advance, Minish Cap is a Prequel to Four Swords and Four Swords adventure. Link acquires a talking cap that can shrink link to the size of the minish and explains the backstory of the Four Swords.





# THE MUSTANG

# P O S T

