

THE MUSTANG

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CATCH ME AT COACHELLA

THE MUSTANG POST

MAY 2026

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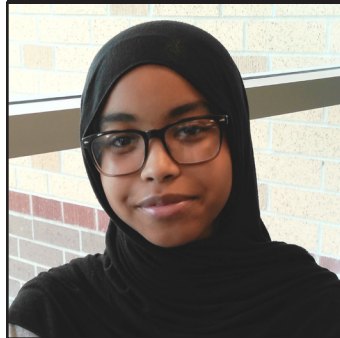
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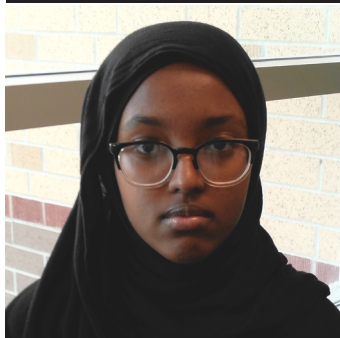
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letter from the editor

Happy May, as this is our last issue for the 2025-2026 school year I have learned many things as first year editor and finally feel confident with editing. My favorite article I did this year would have to be the one in this magazine about The Last Of Us show and game contrast.

I hope everyone has a good, warm summer!

Sincerely,

Savannah Swanson



THE LAST OF US GAME AND SHOW CONTRAST

By Savannah Swanson

There are a lot of negative opinions on The Last of Us show vs The Last of Us gameplay and I'm here to tell you about the differences on the show that was important for the gameplay.

To start off The Last of Us is a game based off a outbreak of Zombies that started because of a fungus attacking the human brain, practically making them animal like and unhuman. The main characters in the beginning Joel Miller a gruff, strong-willed man who has survived the outbreak for 20 years. Ellie Williams the "immune" girl that Joel has to bring to the military group called the "fireflies."

In the gameplay Ellie is more a tomboy, but in the show they don't portray that, they show the more feminine sides like the way she dresses and how she acts. In the game Ellie is a brunette with green eyes and has a low ponytail. In the show she is still a brunette but with brown eyes and a high ponytail. The actress who plays Ellie is a great actor but very upset with her appearance, the actor who plays her Bella Ramsey looks nothing like the real Ellie.

In the second game it gives us a 4-year jump with Ellie almost being 20, the game shows the difference in her appearance but with the show she looks the exact same but with a different hairstyle.

A very important part of the second gameplay, Ellie is on a hunt for the girl (Abby) who killed Joel, she travels across the country with her girlfriend Dina. In the gameplay it shows the resentment and survivors guilt the Ellie holds as surviving and not being killed by Abby's crew. But in the show in barely shows the amount of guilt and anger she holds, she almost looks happy and fakes her angry. This part of the game is very important to show in the series, but they unfortunately do not show that.

Abby Anderson who as killed Joel in the second game and is shown in the show, is a tall and very muscular girl who has train for 5 years to kill Joel as he was the one who killed Abby's father. In the show, she is a short and non-buff girl, she also calls Joel handsome which makes no sense as he was the one who killed her father.

In the show they portray Abby as the ultimate villain after killing one of the main characters, but in the game they show the grief and the horrors Abby went through. They show her side of the story which you play and which you begin to understand how Ellie and Abby both lost their father figures in there life.

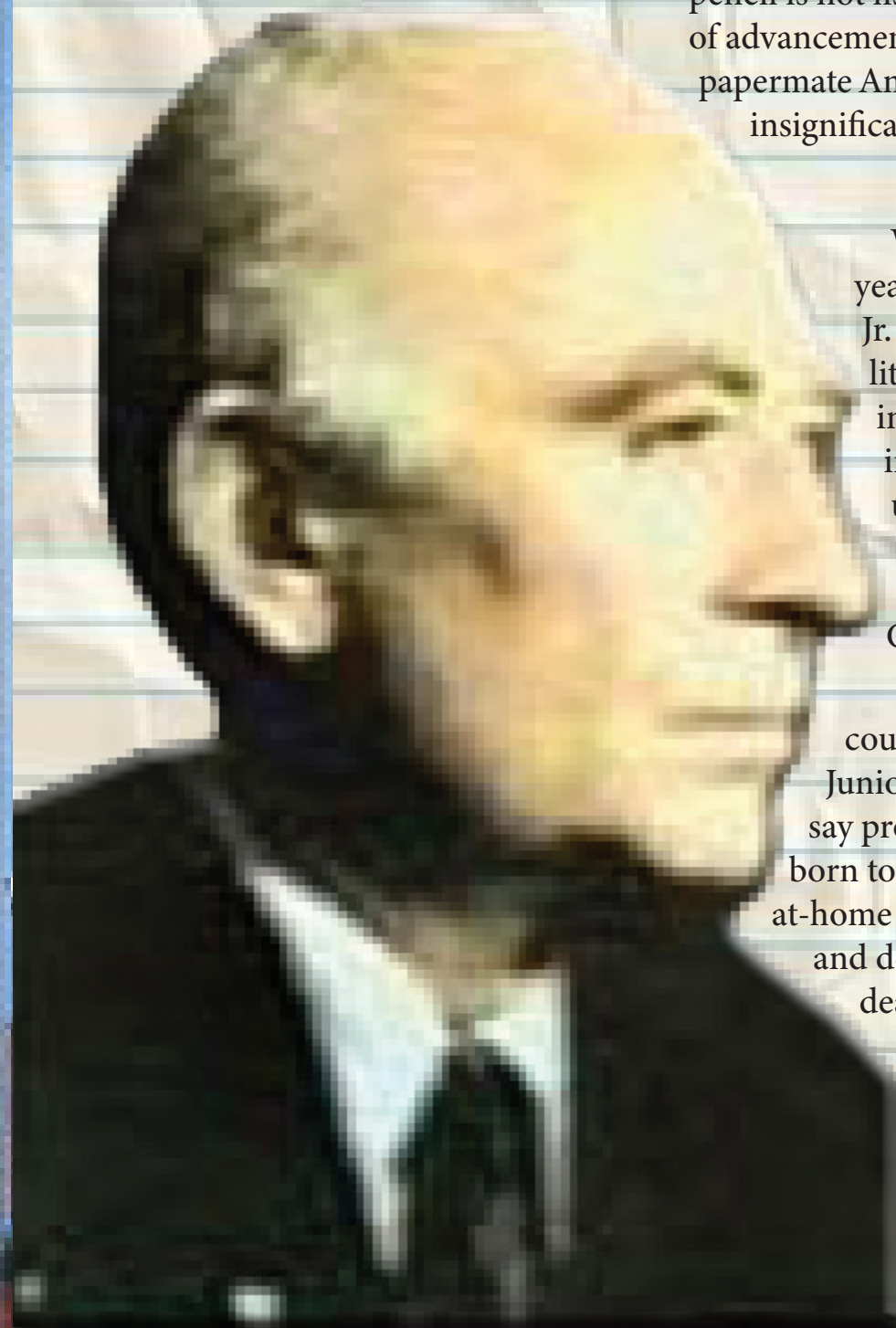
The HBO show has yet to release Abby's side of the which would be a season 3 to the show.

PaperMate American Blue Woodcase Checking Pencil A Short Biography of the Man Behind the Mate

By Jeremy Monette

Patrick Joseph Frawley Jr.

The only image I could find, courtesy of Britannica



The Paper Mate American Blue wood case checking pencil is not listed on the official paperMate 'about us' list of advancements they've made to mankind. But was the papermate American blue wood case checking pencil that insignificant or just unlucky? Lets see.

While WW II was simmering under a couple years of European warfare, Patrick J. Frawley Jr. was leading the charge on underperforming literary utensils. Creating a better quick drying ballpoint pen, he "revitalized" the inking industry, according to the Paper mate About us section. He had previously acquired a ballpoint pen parts maker that defaulted on its loan, and rebranded as the Frawley Pen Company.

Hailing from Nicaragua, one of the poorest countries in the world, Patrick Joseph Frawley Junior is seemingly one of the lucky few to, I'd say properly achieve the American Dream. He was born to a banker, import-export Father and a stay-at-home mother in 1923. He learned how to wheel and deal from his father and negotiated a \$300,000 deal between the Panamanian government and U.S. Rubber for tires at 18. He enlisted in the Royal Canadian Air Force and fought in WW II. He eventually went to and dropped out of college to keep working with his father.



Royal Canadian Air Force propoganda circa WWII
Image courtesy of b R.C.A.F.

“Patrick J. Frawley is believed to have been the most generous individual donors.”

Sparticus Educational



At 23 he bought the downtrodden manufacturer for \$18,000 and went on to sell over 51 million pens to what had previously been a market so disliked that you couldn't give away prior ball-point pens for free, said a 1955 Times newspaper. He sold the company to Gillette the same year for \$11.4 million, equivalent to over \$139,000,000 today after 1955 taxes.

He went on to buy shares in the Schick razor company and Technicolor Inc., became an outspoken anticommunist after Fidel Castro took over his factory in Cuba, and presented his opinion in a Catholic newspaper he founded.

Frawley also found himself as one of the first members in the American Security Council. Seemingly a pile of people that were born into money and politics that wanted better communist protection after the failure of the Korean war; feeling as though it were lost due to commie infiltrators.

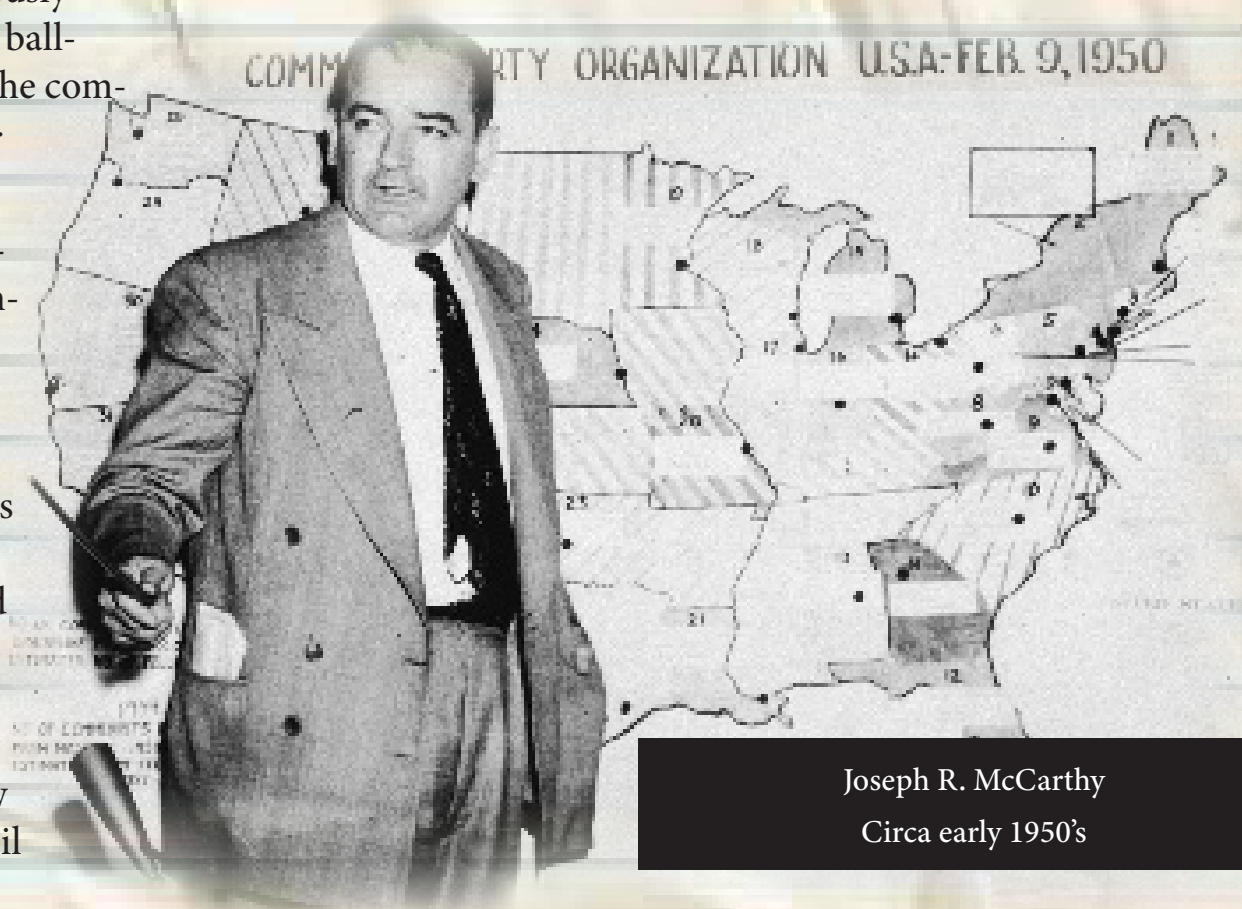
Though he is just one of the many people that started mass surveillance on the American public back in the day. He heavily funded a few conservative political campaigns, as well as INCA, the Information Council of America. They had a blacklist of over 6 million names that they gave to companies in hopes of *weeding out commies* trying to work in the private sector. You'd both be baffled and completely unsurprised at how any semi to official government funded mass surveillance programs there were, and probably still are.

He goes on to find treatment for his alcoholism and buys the hospital because of how well he felt the negative reinforcement treatment worked. He starts selling off his shares or ownerships of a few assets around now. Tries to blame the assassination of JFK, MLK, and RFK on the commies in his

newspaper. Builds and buys and sells a mansion or two. And feared assassination due to reportedly being involved with “political espionage matters.”

Patrick Joseph Frawley Jr., living until the ripe age of 75 in 1998, having seen the most human advancement in the history of our species, becoming a millionaire and governmental something or other, dies after lung surgery.

This pencil sent me down the most random and interesting rabbit hole by complete accident, but I've used better.



Joseph R. McCarthy
Circa early 1950's

Technicolor Motion Picture Corporation Lab and Headquarters



FOR DEMOCRACY

Helldivers 2 The Introduction

By Emmitt Miller

Helldivers 2 is one of the most explosive and chaotic co-op shooters to emerge in recent years, blending fast-paced action with teamwork, strategy, and a surprisingly satirical tone. Developed by *Arrowhead Game Studios* and published by *Sony Interactive Entertainment*, the game was released in February 2024 for PlayStation 5 and PC, later expanding to additional platforms. It serves as the sequel to the original *Helldivers*, but instead of simply repeating the same formula, it reinvents the gameplay experience in bold and exciting ways.

At its core, *Helldivers 2* is a cooperative third-person shooter set in a futuristic universe where humanity is governed by a regime known as “Super Earth.” Players take on the role of elite soldiers called Helldivers, whose mission is to spread “managed democracy” across the galaxy. While this may sound heroic at first, the game cleverly uses exaggeration and humor to poke fun at propaganda and blind patriotism. The tone is intentionally over-the-top, creating a mix of serious combat and comedic storytelling that makes the experience feel unique compared to other shooters.

One of the most noticeable changes from the first game is the shift in perspective. The original *Helldivers* used a top down, twin stick shooter style, but *Helldivers 2* moves the camera behind the player in a third person view. This change brings players closer to the action, making battles feel more intense and immersive. Instead of controlling a small character on a distant battlefield, players now experience the chaos up close, with explosions, enemy attacks, and environmental hazards always surrounding them.

Gameplay in *Helldivers 2* revolves around teamwork. Players can form squads of up to four and drop into hostile planets to complete objectives such as destroying enemy nests, defending areas, or retrieving important resources. Each mission requires coordination, as enemies are numerous and often overwhelming. One of the game’s defining features is its use of “stratagems,” which are special abilities or tools that players can call in during combat. These can include airstrikes, supply drops, defensive turrets, and more.

However, using these abilities requires precise inputs, meaning players must stay calm under pressure to avoid making mistakes.

Another key element that sets *Helldivers 2* apart is its use of friendly fire. Unlike many other games where teammates are immune to damage, this game allows players to accidentally harm or even eliminate their allies. While this might sound frustrating, it adds a layer of realism and tension. Players must constantly be aware of their surroundings and communicate effectively to avoid costly errors. In many cases, the most dangerous threat is not the enemy, but your teammates randomly setting off a Hell Bomb.

The enemies in *Helldivers 2* are varied and dangerous, ranging from creatures like insects known as Terminids to advanced robotic armies called Automatons. Each faction requires different strategies to defeat, encouraging players to experiment with weapons and tactics. Some enemies are heavily armored and require explosive weaponry, while others overwhelm players with sheer numbers. This variety keeps the gameplay fresh and challenging, as no two missions feel the same.

Beyond individual missions, *Helldivers 2* features an ongoing galactic war influenced by the actions of players worldwide. This means that every mission contributes to a broader campaign where entire planets can be won or lost depending on the success of the community. This system creates a sense of shared purpose as players feel like they are part of something bigger and encourages replayability, as the state of the galaxy is constantly in flux.

The game’s story is not told through tradition-





al cutscenes or a linear campaign. Instead, it unfolds dynamically through gameplay, environmental details, and updates from the developers. Players might encounter logs, propaganda messages, or mission briefings that reveal more about the world and its conflicts. This approach allows each player to experience the story in their own way, making the narrative feel more personal and immersive.

Visually, *Helldivers 2* is striking, with detailed environments and explosive effects that bring its battles to life. Planets vary from barren deserts to lush alien worlds, each filled with hazards and obstacles. The sound design also plays a major role, with booming explosions, intense gunfire, and dramatic music enhancing the overall experience. Together, these elements create a game that feels both cinematic and chaotic.

The success of *Helldivers 2* has been significant, with millions of copies sold and widespread praise from critics and players alike. Many have highlighted its addictive gameplay loop, strong emphasis on cooperation, and unique tone as reasons for its popularity. However, like many online

games, it has also faced challenges, including technical issues and balancing concerns. Despite this, ongoing updates and support from the developers have helped keep the community engaged.

Ultimately, *Helldivers 2* stands out as a game that understands the value of teamwork and shared experiences. It is not just about shooting enemies or completing missions, but about working together, adapting to unpredictable situations, and sometimes laughing at the chaos that unfolds. Whether players are carefully planning their next move or accidentally calling in an airstrike on their own squad, every moment feels memorable.

In a gaming landscape filled with competitive titles and solo adventures, *Helldivers 2* offers something different: a cooperative experience where success depends on communication, coordination, and a willingness to embrace the unexpected. Its blend of action, humor, and strategy makes it a standout title and a perfect example of how games can bring people together even in the middle of an intergalactic war.

CATCH ME AT COACHELLA

By Mateo Landayan

If you opened social media at any point in April, you probably saw Coachella without even trying. Between headline performances, surprise appearances, and clips going viral, Coachella 2026 quickly became one of the most talked about events of the month. Across two weekends, the festival brought together major stars, global acts, and newer artists who used the stage to reach wider audiences.

Weekend 1 set the tone with a lineup that mixed mainstream names and rising artists. One of the most widely discussed performers was Sabrina Carpenter, whose set drew a large crowd and showed how much her audience has grown. Her performance was structured, choreographed, and clearly designed for a big stage. Laufey also performed during Weekend 1, offering a slower, “instrument-focused” set that stood out from other acts. Her presence showed the range of genres included in the lineup.

Young Thug performs Sunday night at
Coachella 2026

Image courtesy of lamag.com

Karol G at Coachella 2026

Image courtesy of billboard.com



Justin Bieber made a major appearance that quickly gained attention online. His performance included both minimal and full production moments, giving audiences a mix of styles. Latin music had a strong presence as well, with Karol G performing to one of the largest crowds of the weekend. Her set was widely discussed and highlighted her global popularity. According to coverage from Billboard and Rolling Stone, other notable Weekend 1 performers included Young Thug and Wet Leg, both contributing to the mix of hip-hop and indie rock at the festival.

Overall, Weekend 1 was defined by performances, large crowds, and moments that spread quickly online.

Weekend 2 kept the same scale but gave more attention to the depth of the lineup. While some major names returned, more artists across different genres stood out. Doja Cat and LISA drew attention with a set that focused on stage presence and crowd interaction. Tyler, the Creator also remained a major highlight, bringing a strong, visually coordinated performance that kept audiences engaged. Rock and alternative acts had a stronger presence as well. Bands like Deftones and Bleachers added variety to the lineup.

Electronic and dance music also played a large role in Weekend 2. Dom Dolla delivered a set focused on crowd energy and continuous mixes, while Peggy Gou brought an international electronic presence to the festival.

Anyma and LISA at Coachella 2026
Image courtesy of billboard.com

Some Weekend 1 artists still drew attention during their return. Sabrina Carpenter and Karol G maintained strong crowds, showing consistency across both weekends, even as the focus shifted to a wider range of performers. According to The Guardian, Weekend 2 also highlighted how Coachella balances major stars with a diverse lineup, giving space to different genres and performance styles. Weekend 2 didn't rely as much on viral moments. Instead,

it showed how many different artists could succeed on the same stage, from pop and rap to rock and electronic music.

Coachella 2026 brought together a wide range of artists and styles across both weekends. Weekend 1 focused on major names and viral attention, while Weekend 2 highlighted the depth of the lineup and the variety of performances. Together, they showed how large and diverse the festival has become.



(L-R) Daniela, Yoonchae, Lara Raj, Sophia and Megan of KATSEYE perform at Coachella on April 10, 2026.

Image courtesy of rollingstone.com



KATSEYE

Where's Manon?

By Quinn Nordick

Katseye is a global girl group formed in 2023 after a survival competition that aired on Netflix called *The Debut: Dream Academy*. The group works under the company *HYBE* and has become a global rising since their first appearance, but even with all their success there has been a lot of hate on the group lately and questions left unanswered.

The group consists of six members, Sophia La-orteza, Megan Skiendiel, Jeong Yoonchae, Manon Bannerman, Lara Raj, and Daniela Avanzini. Each member plays their own role in the group.

After their performance at Coachella, the group has sparked tension within their fandom. As one of their members, Manon has been on hiatus since February 20th, 2026, and has said nothing about returning anytime soon. She was also not spotted on the stage with her group during their performance.

Though she wasn't with her group, she was indeed seen at Coachella with British singer-producer PinkPantheress. Which made a lot of fans confused as her hiatus was meant to be mental health related, but she seemed to be living her best life.

Before this, one of their other members had also gone on hiatus, but her hiatus was completely different from Manon's. As the other member that was on hiatus, Megan, was still in their music video *My Way* when she was on hiatus. While Manon was completely excluded from their new song called *Pinky Up*.



Katseye
Image courtesy of hypebae.com

After Manon didn't show up in their PINKY UP music video, a lot of fans were worried that she wasn't coming back. Since she also started a live stream on her own a few weeks ago, which she wouldn't be able to do if she was still working under the company HYBE. Other fans point out in a recent live stream one of the Katseye members Lara mentions, "All six of us" in a sentence. Leading many fans to believe there is still hope for Manon's return to *Katseye*.

Even though a few weeks ago Katseyes, Megan and Lara, were speculated to have been talking behind Manon's back to one of their friends. Who then kind of outed them about that leading them to unfriend him. Creating a lot of controversy throughout their fans. Overall, there is a high chance Manon may not be returning to *Katseye*, even though many fans don't want to accept it.



Katseye
Image courtesy of hypebae.com

By Allison Ambuehl

The butterfly effect is an interesting concept that explains how tiny actions can lead to major consequences over time. The idea comes from chaos theory, a branch of science that studies complex systems and unpredictable events.

The term was popularized by meteorologist Edward Lorenz in the 1960s. He suggested that something as small as the flap of a butterfly's wings in one part of the world could eventually influence weather patterns somewhere else, possibly even causing a tornado weeks later.

At first, the butterfly effect may sound unrealistic, but it highlights an important truth about life and nature, insignificant changes can grow into much larger outcomes. In chaotic systems such as the weather, the stock market, or human behavior, tiny differences at the beginning can completely alter what happens later. Because of this, predicting the future with perfect accuracy becomes nearly impossible.

The butterfly effect can also be seen in everyday life. A simple conversation may inspire someone to pursue a new career. Missing a bus could lead to meeting a person who changes your future. Even small habits, such as reading for twenty minutes a day or exercising regularly, can create significant long-term results. These exam-

ples show how little actions can shape the direction of a person's life.

This idea has become popular in movies, literature, and psychology because it reflects how connected the world truly is. In many stories, one small decision changes an entire chain of events. The concept encourages people to think carefully about their choices and recognize that even seemingly unimportant actions may have lasting effects.

However, the butterfly effect is not only about dramatic consequences. It also reminds us that positive actions matter.

A kind gesture, a word of encouragement, or a small act of generosity can spread from one person to another and influence many lives. In this way, the butterfly effect can be both scientific and deeply human.

The butterfly effect teaches us that the world is interconnected and unpredictable. While we cannot control every outcome, we can understand that our actions, no matter how small, have the power to create change. This idea inspires curiosity, responsibility, and hope, showing that even the smallest movement can shape the future in powerful ways.

THE BUTTERFLY EFFECT



Image courtesy of Youtube

Tomodachi Life: Living the Dream

By: Christina Miller

I've been playing this game for almost a week now, and I seriously enjoy it. It first came out 10 years ago on the 3DS, but it recently came out for the Switch. The game has gone semi-viral on TikTok, with many people sharing their Miis and funny scenes.

The game is somewhat like The Sims, but more kid-friendly. You can add up to 70 Mii's (residents) on your island. You can name your island and customize your Miis. The goal is to make your Mii's happy, check in daily to see what relationships they formed with others, and to take care of your Mii's as well.

The reason why this game is blowing up is because of scenarios that are able to happen. Recently, what I have encountered in my game is a love triangle, which was funny. I honestly did not expect it at all. One of my Mii's was confessing to another one until this other guy came in and confessed to the girl. Genuinely, I was so thrown off.

The Mii's are very customizable. Many people use the facepaint feature to add features to their Mii or create something new.



Tomodachi Life: poking the Mii
Image courtesy of Nintendo



Tomodachi Life: Random Mii
Image courtesy of Nintendo

see many artists use this to make very detailed faces of their OCs, celebrities, or fictional characters. You can also change the position of the facial features, so you can also change things or use them for different purposes on your Mii's. I literally made Shrek by moving facial features.

"I think it's an amazing game! It's hilarious, I could watch Hatsune Miku get to first base with Peter Griffin," Mateo commented.

Every day, the options change for some of the shops. You can buy new foods, clothes, or go to the market. The market changes every morning, afternoon, and night. At the night market usually a mystery bag, which could get you new things for only \$50 (in-game money).

If you do buy your Mii's some new clothes, they can like it or not. When your character dislikes something, there would be a blue cloud, or they would do a sad motion. If the Mii likes what you give it, it would either smile at you or smile and jump in the air. When you're Mii smiles, it will give you points, which you can add to the fountain.

When your Mii's like something, you get these orbs, and once you collect enough, you can rank up your fountain. Once you rank up your fountain, you can also get more wishes, which grant you something for free. It lets you get free things and more things to do in the game. It's very useful if you don't wanna spend any money in the game since things can be expensive.

When you raise your character's happiness level, you can give it a new quirk, some goods, and more things you're able to give them. Quirks can determine how they greet somebody, walk, talk, and more! There

are plenty of other things you can do once your character's happiness level rises, but those are the main things.

The Mii's can have any one of the 16 personalities. There are plenty of guides on YouTube on how to get all 16. Each one determines how the Mii will interact with other Miis on your island. Personally, I think it's cool to have these because they can also determine what your Miis do on your island.

Your Mii's can become best friends and move in together. You can also get even more used to moving in by making more connections and getting them all to move in, which creates a giant apartment. In Tomodachi Life, I have five people living together. When these characters live together, they can have debates. One of the Mii's will ask you something like "we should see who is the most (blank) in this house?" I think it's very cool and funny to see these situations unfold.

The rooms are also customizable in the apartments and the houses. Your Mii can tell you if it likes it or not. The designs are very cool, and you can also make your own designs in the palette workshop. You can do interior and exterior designs.

Overall, I've been playing the game for a few weeks now, and I personally say I love this game because of the funny moments you can have with the characters, and also because the game's very customizable Miis. I think this is a really good game if you like Sims and the original game. If you're a cozy gamer, I recommend this for you since it's a sit-down game and is calming to play.



Intro to Supernatural

By Adrianna Raile

Supernatural is a 15-season long show, averaging about 21-22 episodes per season, totaling 327 in the whole series. The show first aired on CW in 2005 and ran until 2020, staying consistent with their releases and cast. Supernatural stars Jensen Ackles as the older brother Dean Winchester and Jared Padalecki as the younger brother Sam Winchester.

The show begins in 1983 when mysteriously the brothers' mother, Mary Winchester, died tragically in a house fire. However, it wasn't a normal house fire, because

she was pinned to the ceiling of Sam's nursery and the fire started around her with only baby Sam in sight. From then on, John Winchester became a hunter, searching for the supernatural species that killed his wife. As time went on and the brother grew older, they hunted by their dad's side as well.

22 years later, Sam is in college and away from the hunting business until his brother Dean breaks into his apartment, telling Sam, "Dad's on a hunting trip, and he hasn't been home in a few days." That quote was the entire base of the show, and is what brought Sam out of his "monster free life." Sam infact did not want to go hunting again, but his dad was in danger and he can't say no to his older brother Dean. They go on the hunt, with no luck in finding their dad.

When Sam gets back

to his apartment, he comes to find his girlfriend Jessica on the ceiling, burning just like his mother 22 years ago. From then on, the boys began hunting together again for the next 15 years, trying to avenge everyone they have lost because of the supernatural.

They endured many deaths, injuries, heartbreaks, and losses due to hunting monsters and demons. The biggest death due to a demon was John Winchester, who died from a deal with the same demon that killed his wife, Mary.

If this pilot rundown interests you, then head over to HBO Max and see for yourself why Supernatural is worth the watch.

Sam and Dean Winchester in the show's pilot

Image courtesy of CinemaBlend

By Adrianna Raile

After having gone through many renovations, Island Park holds a great story about the history of Fargo and the history of disputes between foreign countries. The most important story about Island Park is the story of Henrik Wergeland and the statues built for him.

Henrik Wergeland was born in 1808 in Kristiansand, Norway. He was a writer who was most celebrated for his poetry but also known as a prolific playwright, polemicist, historian, and linguist.

For almost his whole life, he was seen as a heroic pioneer. His words led Sweden to independence in 1905, and has a nickname being “the Abraham Lincoln of Norway.”

The sculpture of Wergeland’s stature was Gustav Vigeland, one of Europe’s most well-known sculptors. Evidence suggests that he was working on Wergeland’s statue dating back to 1897.

As this statue was unveiled in the summer of 1908, more than 3,500 people were there to experience it. Here now in 2026, the statue still stands. To honor Norway’s most beloved poet, an identical bronze statue was unveiled in Oslo, Norway the same day.

As true landmark for North Dakota’s culture, the park is still being renovated and improved and will continue to be for 20 years and beyond.

A close-up photograph of a bronze statue of Henrik Wergeland. The statue is a bust of a man with a beard and mustache, looking upwards and to the right. A white seagull is perched on top of the statue's head. The background is a clear blue sky with some light clouds. The statue has a greenish patina, likely from weathering.

Island Park's History: Henrik Wergeland

Henrik Wergeland's bronze statue in Oslo, Norway

Image courtesy of tripadvisor.com

By Allison Ambuehl

The Fourth Wing series by Rebecca Yarros has become one of the biggest sensations in modern fantasy literature. Known officially as the Emyrean series, the books combine fantasy, romance, action, and political intrigue in a world filled with dragons, war colleges, and dangerous secrets.

Since the release of the first novel in 2023, the series has gained enormous popularity through social media, attracting millions of readers around the world.

The story centers on Violet Sorrengail, a young woman who was expected to become a scholar but is suddenly forced into the brutal Riders Quadrant at Basgiath War College.

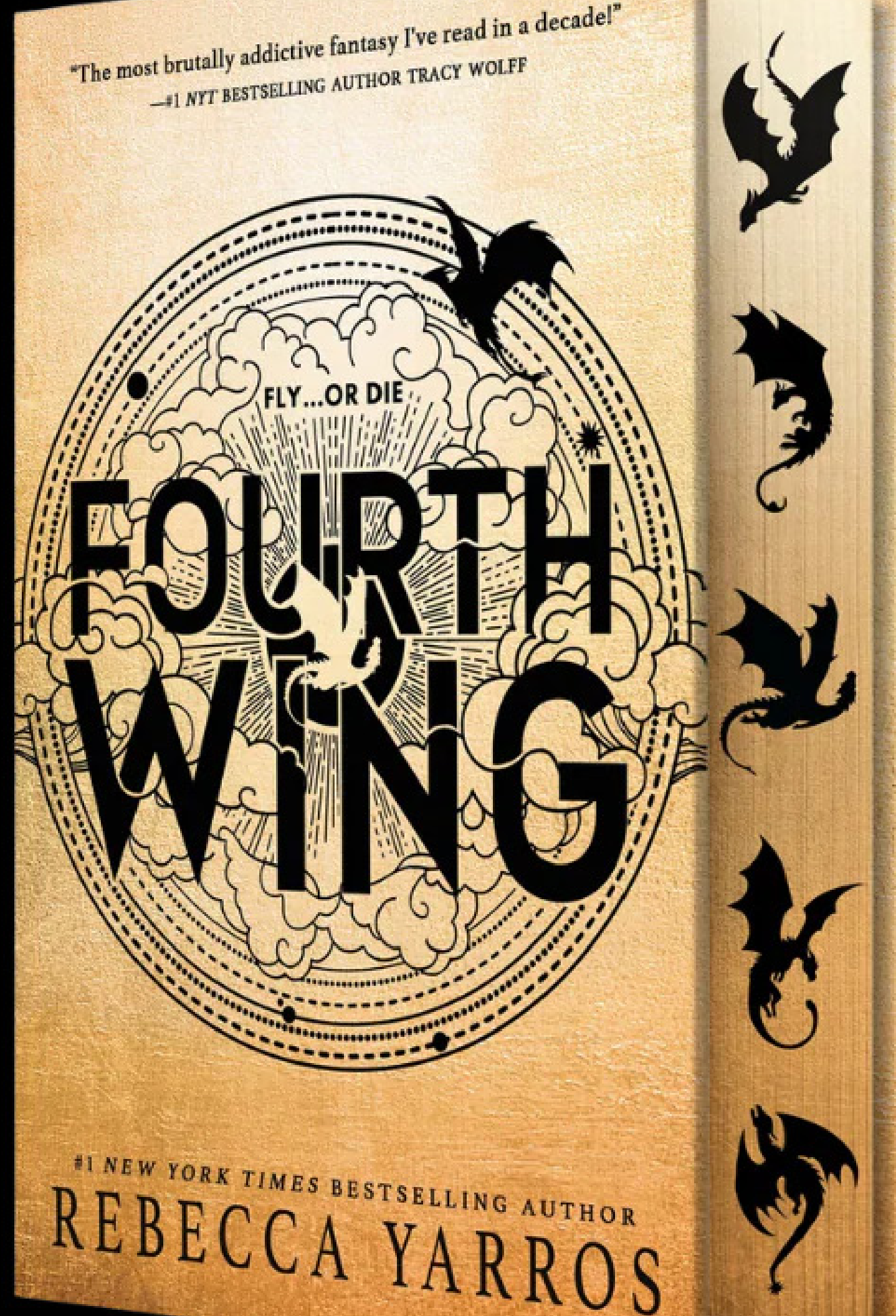
There, students compete to bond with dragons and survive deadly training exercises. Violet is physically fragile compared to the other cadets, making her an unlikely candidate for survival. However, her intelligence, determination, and courage quickly set her apart.

Along the way, she develops a complicated relationship with the powerful and mysterious Xaden Riorson, one of the series most beloved characters.

The first three books in the series are Fourth Wing, Iron Flame, and Onyx Storm. Rebecca Yarros has confirmed that the Emyrean series will contain five books in total. Each installment expands the world of Navarre, revealing hidden truths about magic, war, and leadership while deepening the emotional relationships between the characters.

One reason the series has become so popular is its combination of fast-paced storytelling and emotional depth.

Readers enjoy the thrilling dragon battles, intense romance, and unpredictable plot twists. The books also explore themes such as resilience, trust, sacrifice, and identity.



FOURTH WING SERIES

Yarros has explained that Violet's physical struggles were partly inspired by her own experience with Ehlers-Danlos syndrome, helping many readers connect with the character on a personal level.

The success of the series has led to plans for a television adaptation by Amazon MGM Studios. The project is currently in development, with fans eagerly waiting for casting announcements and release details.

Overall, the Fourth Wing series has helped redefine the modern "romantasy" genre. By blending dragons, romance, danger, and emotional storytelling, Rebecca Yarros created a fantasy world that continues to capture the imagination of readers across the globe.

Image courtesy of
BiblioWonders

WE-FEST CRAZE!

By Callen Fosher

As days grow longer, the weather becomes warmer, and the moods of Midwesterners start to be more positive, you can feel the aroma of summer creeping up upon us!

With long summer days at the lake approaching us, a common theme associates itself with warm weather and good vibes, country music.

As country music becomes more influenced by pop music, the genre has gained a more diverse background in popularity among a much wider audience.

Because of this growing popularity, country summer concerts have become not only a hot topic between residents of North Dakota and Minnesota, but around the country, thanks to one festival: WE-Fest.

WE-Fest is a 3-day country music festival located in Detroit Lakes, Minnesota during the early weeks of August each year. It is one of the largest country music festivals in the United States, averaging about 120,000 attendees across its 3 days each year!

Founded in 1983 by Jeff Krueger, the festival began as a country and camping event at the Soo Pass Ranch. Krueger named the country music festival “we,” as a tie to the already “us” rock festival.

Starting with around 9,000 attendees in its first year, the festival had its highest attendance rate recorded in 2016, with 150,000 attendees that year.

Annually, WE-Fest brings the Detroit Lakes area approximately 60 million dollars each season and generates the event a total of around 10.1 million in revenue across the 3-day festival each year as well.

By attracting some of the biggest stars in country music each year, fans are not the only ones eager to get a spot at these concerts, so are the artists.

With We-Fest having such high attendance, high energy, and high vibes, country music stars have been on record speaking highly of this festival, and how greatly it is talked about among the world of twangy hits.

(Background Image) WE-Fest 2025

wefest.com

This year's lineup contains a huge list of top-hit country music stars including headliners Thomas Rhett, Lainey Wilson, and Brooks & Dunn as well as a total of 26 associating and opening artists!

With a total of 23 sponsors for the festival, the categories vary from alcohol brands, local media partners, and local sponsors around the area like casinos, law firms, and recreational stores.

Despite the festival's popularity, there are also several safety concerns associated with the 3-day bender event.

During the festival, there is an extremely high rate of alcohol consumption across the area including minor alcohol consumption, alcohol poisoning, and recorded assault and fights relating to alcohol consumption.

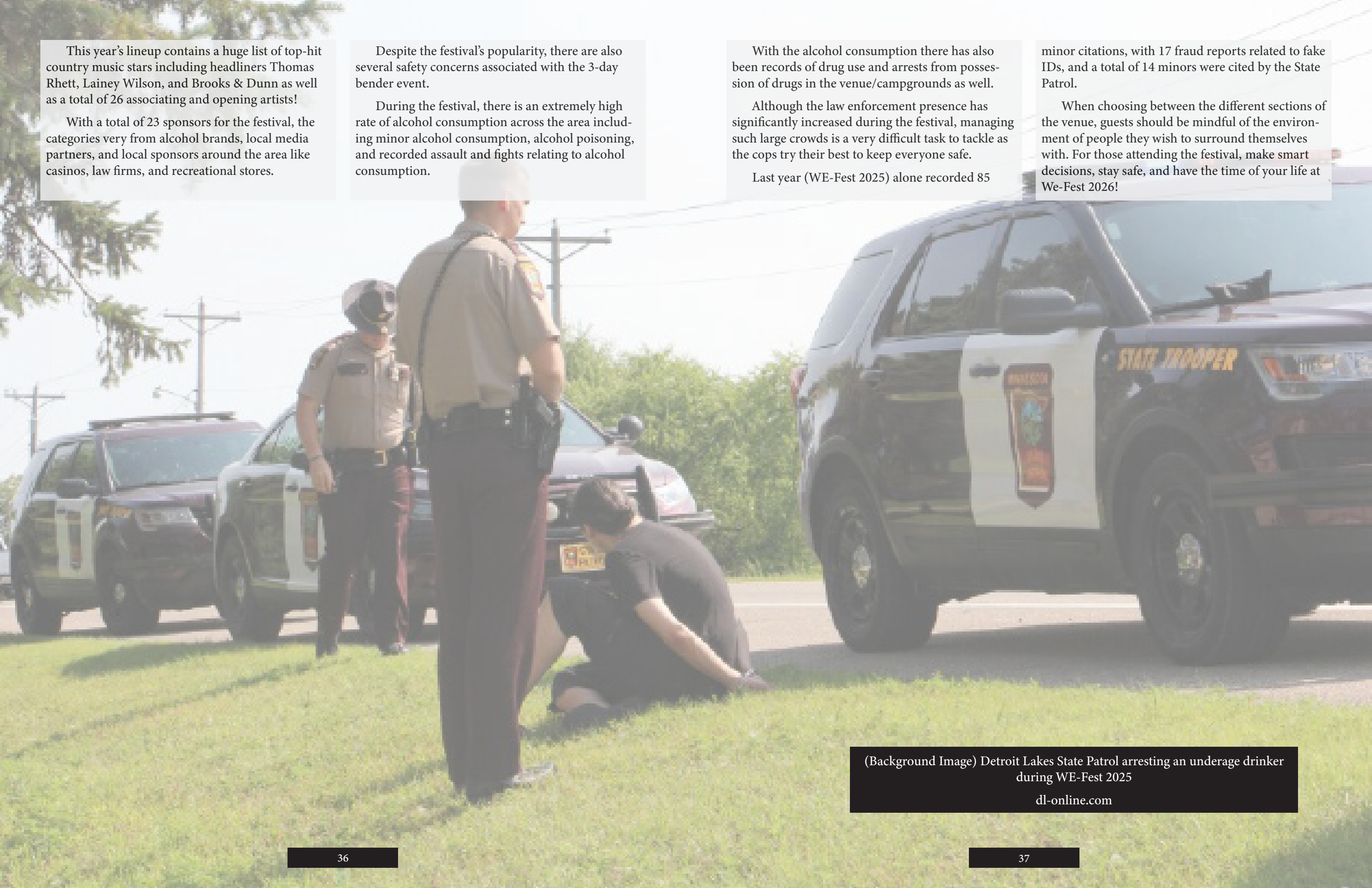
With the alcohol consumption there has also been records of drug use and arrests from possession of drugs in the venue/campgrounds as well.

Although the law enforcement presence has significantly increased during the festival, managing such large crowds is a very difficult task to tackle as the cops try their best to keep everyone safe.

Last year (WE-Fest 2025) alone recorded 85

minor citations, with 17 fraud reports related to fake IDs, and a total of 14 minors were cited by the State Patrol.

When choosing between the different sections of the venue, guests should be mindful of the environment of people they wish to surround themselves with. For those attending the festival, make smart decisions, stay safe, and have the time of your life at We-Fest 2026!



(Background Image) Detroit Lakes State Patrol arresting an underage drinker during WE-Fest 2025

dl-online.com

By Enar Ahmed

Resident Evil is a survival horror game franchise, originally developed and released by the Japanese video game company, Capcom in 1996.

Capcom's inspiration for *Resident Evil* was the games *Sweet Home* and *Alone in the Dark*.

They originally wanted to make *Resident Evil* a first-person, similarly to *Sweet Home* but they ultimately decided to change it into third person and add other refined details that they encountered in *Alone in the Dark*, to create a more adventurous and immersive experience.

They wanted this franchise to create and promote a new defined genre of survival horror games. Which was completely different to the gaming style that was popular back then, which was action-filled adventure games. But they still took the risk and decided to release it, believing that it could change the gaming industry.

It was released under the name *Biohazard* in Japan. But it started to gain popularity and traction as soon as it was published. It instantly became the best seller on the PlayStation, because of its striking appearance and attention to detail.

In the late 90s and early 2000s the franchise decided to mainstream their audience by producing Hollywood movies, which broadened their traction.

During this time many games and franchises were influenced by *Resident Evil* and started to create more survival horror video games and movies.

Resident Evil was a huge success; to boost more sales they decided to create remakes and sequels.

The plot of *Resident Evil* continued to thicken and grow, which made the characters grow up with the players. This detail resulted in many players becoming attached to the game and come to be loyal customers.

ROOTS OF RESIDENT EVIL



Resident Evil: Requiem
Image courtesy of Youtube: Resident Evil

ARTIST

Spotlight

Featuring Sheyenne High School's Student Artists



ABOUT THE ARTISTS & COMPETITIONS

Maryama Ali is a sophomore at Sheyenne High School and is currently in her second year of art classes. She does both traditional sketches and digital pieces, as well as working with multiple media to explore her style in different ways.

As she explores art she continues to challenge herself and learn through each new piece. While working, she focuses on fully immersing herself in the atmosphere of whatever character she's creating. Her art reflects her creativity.

Maryama Ali



Carboard record player
(mixed media)



Ceramic
skull design



Print Making
Art 1

Maryama Ali

THE MUSTANG

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**TOMODACHI LIFE:
LIVING THE DREAM**