GAME POINTS
TABLETOP TO LAPTOP GAMING

THE MUSTANG POST



ISSUES ARRIVING THE 2026-2027 SCHOOL YEAR

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GAMER POINTS

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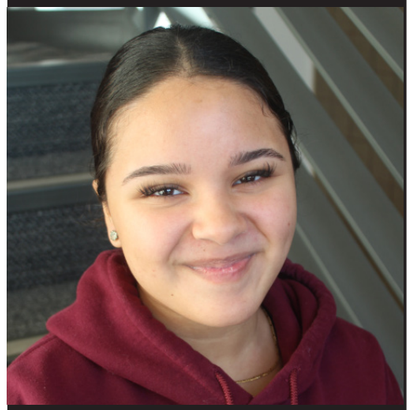
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letter from the editor

This is my first issue releasing with the Mustang Post, GAM3R PO1NTS as an Editor. I have had an amazing privilege to be working with my team so far and hope to have lots of fun in the near future.

To kick things off this year we wrote all about gaming. Starting from leeks in gaming, why games fall off, and to how mindless games are so addicting.

Now I must say it's been a lot of work stemming from all of us in this combined project with me taking lead.

I hope you enjoy this first October issue!

Sincerely,

Emmitt Miller

How Will The CyberLeek And Rockstar Situation Affect The Sales Of GTA 6?

By Aiden Agbee

The highly anticipated release of this generational game *GTA 6* aka *Grand Theft Auto 6* was recently just leaked on August 18th, 2026. The official game comes out on November 19th, 2026, and the pre orders for the game came out on June 25th, 2026.

On the first week of pre-orders for the game Rockstar brought in around $180 million globally which makes *GTA 6* the strongest first week pre order campaign ever in video game history.

GTA 6 is projected to make around $3.2-5.2 billion when the game officially comes out in November. A little under a month after the pre orders came out, an individual or group came out online named "Cyberleek" and hacked Rockstar getting their hands on *GTA 6* gameplay and info 3 months before the actual release date. According to the website Mashable, it states "CyberLeek's clearest complaint involves digital preorders.

In the past, customers often preordered games because stores had a limited number of physical discs available.

CyberLeek argues that the practice no longer benefits customers when the product is a digital download that cannot sell out.

CyberLeek also created a cryptocurrency token when he first started posting gameplay of leaked games, so he could use the gameplay he uploaded to the internet for higher trading volume in his crypto coin.

Ultimately, the *GTA 6* leaked footage was real, but his crypto coin was a planned scheme that made him up to $250,000, and the coin has dropped 96% in the market ever since he disappeared after cashing in his crypto income and stopped uploading the *GTA 6* leaks.

At the end of the day, CyberLeek's efforts to hurt *GTA 6* sales were ineffective as Rockstar broke preorder profit records and CyberLeek made over $250,000 from his cryptocurrency scheme.

UP UP UP

Image courtesy of Pixles and Print

The Release Of NBA 2k27 And How It Features Both Genders

By Aiden Agbee

NBA 2k27 just recently came out on September 4th, 2026, with early access coming out on August 26th, 2026. *NBA 2k* is a series of basketball video games created by the company "2k".

What's unique about this year's *NBA2k* is that this is the first year you can create/play as a boy and girl online.

More throughout the years, 2k have been trying to implement women in the game such as adding WNBA teams, players, and now being able to make your own girl character.

Women will also have the same abilities as men such as similar attributes, size, and skill. This is a huge milestone for *NBA2k* because most sports games don't allow you to make a girl character.

This new feature helps represent all women who play basketball and have the dream of playing in the WNBA with boys who play basketball and have dreams of playing in the NBA.

The 2k community had a positive reaction when women were initially added to the game. Overall, 2k did a really good job with the addition of women this year receiving good feedback from the addition, but gameplay wise isn't the best as players heavily complained about 2k's gameplay.

WNBA player Catlin Klark
Image courtesy of NBA 2k

THE FINAL DRAW OF FISHING IN GAMING

BY EMMITT MILLER

In the world of video games, fishing is usually seen as a relaxing activity where players cast a line, wait for a fish to bite, and enjoy the peaceful environment. However, the Steam game How to Fish, developed by Dazed Games, takes this idea and turns it into something much more chaotic and entertaining.

By combining fishing with physics-based gameplay, exploration, combat, and multiplayer cooperation, *How to Fish* offers a different experience from traditional fishing games. Its unique approach shows how a simple activity can become the foundation for an exciting adventure.

One of the most interesting things about *How to Fish* is its unusual story. Players begin by crashing onto a small island and must learn how to fish as they attempt to find their way home.

Instead of simply sitting beside a lake and catching fish, players explore their surroundings, earn money, purchase better equipment, and progress through different areas. This gives fishing a purpose beyond collecting fish. Every catch can help players improve their equipment and prepare for the challenges ahead.

Another feature that makes the game stand out is its physics-based gameplay. Fishing is not the only activity players experience. The game includes strange situations, dangerous creatures, and combat that can turn an ordinary fishing trip into a chaotic battle. Players can catch fish, sell them, complete quests, and fight bosses to unlock new islands.

These areas introduce more dangerous creatures and better equipment, giving players reasons to continue exploring. This combination of fishing and action makes the game feel more like an adventure than a traditional fishing simulator.

Multiplayer is another important part of the game's appeal. *How to Fish* supports up to four players, allowing friends to explore islands, catch fish, fight enemies, and work toward their goals together. Playing with friends can make even the simplest activities entertaining, especially when the game's physics create unexpected situations.

Instead of focusing only on individual progress, players can share the experience and create memorable moments through teamwork and chaos.

The game's progression system also helps keep players interested. At the beginning, players have limited equipment and must work to earn money. As they catch and sell fish, they can purchase upgrades and improve their chances of surviving more difficult challenges. Players can also search for rare fish variants and complete quests.

Fly

Image courtesy of Dazed Games

These goals give players something to work toward, making each new discovery feel rewarding. The mixture of collecting, upgrading, and exploring encourages players to keep playing even after they have mastered the basics.

Ultimately, the appeal of *How to Fish* comes from how it changes people's expectations of the fishing genre. Traditional fishing games often focus on realism, patience, and relaxation.

While those qualities can be enjoyable, *How to Fish* adds humor, unpredictable physics, combat, and cooperative gameplay to create something different. It takes an activity that is normally peaceful and transforms it into an adventure full of surprises.

Lastly, *How to Fish* demonstrates that fishing games do not have to follow the same formula to be successful. By combining fishing with exploration, progression, combat, and multiplayer fun.

Dazed Games creates an experience that appeals to players who want more than a realistic simulator.

Its unusual gameplay and entertaining situations help it stand out, proving that even an ordinary activity like fishing can become the center of a unique and memorable video game.

Markral

Image courtesy of Dazed Games

What Would Make An FPS Shooter Unique?

By Emmitt Miller

In the world of video games, many games try to stand out by offering better graphics, exciting action, or competitive multiplayer modes. This game *ARC Raiders* brings something different to the table. Developed by Embark Studios, *ARC Raiders* is a third person extraction shooter that combines survival, exploration, teamwork, and intense battles against machines and other players.

What makes the game unique is how every mission becomes a risky adventure where players must decide whether to fight, explore, collect resources, or escape before it is too late.

One of the biggest features that makes *ARC Raiders* different from other shooters is its enemies. Players face powerful robotic machines known as ARC, which threaten humanity and make the world dangerous. These machines come in different forms and can require different strategies to defeat.

Players cannot always rely on simply running toward an enemy and shooting. Instead, they must pay attention to their surroundings, use their equipment wisely, and work together when necessary. This makes battles more challenging and encourages players to think before acting.

Another important feature is the game's extraction system. In many traditional shooters, players focus on defeating enemies and earning points. In *ARC Raiders*, players enter dangerous areas to collect valuable items, weapons, and materials before trying to escape safely. The longer they stay, the more opportunities they may have to find better supplies, but they also risk losing what they have collected.

Red Raid

Image courtesy of u/Forestrack_54

This creates a constant decision between taking another risk and leaving with what they already have. A successful escape can feel just as rewarding as defeating a powerful enemy.

The game is also unique because of its interactions with other players. While exploring, players might encounter strangers who could help them fight robotic enemies or share a common goal.

However, those same players might decide to attack and steal their supplies. Because of this, players must decide who they can trust. These unpredictable encounters make each mission different and create moments that can't always be planned. Unlike games where enemies follow predictable patterns, *ARC Raiders* allows human decisions to change how a mission unfolds.

The setting is another reason the game stands out. *ARC Raiders* takes place in a futuristic world where humanity struggles to survive against dangerous machines. Players explore abandoned buildings, ruined landscapes, and areas filled with valuable resources.

The environment encourages exploration instead of focusing only on combat. Players must gather supplies, manage their equipment, and learn which areas are worth exploring. This

combination of atmosphere and survival makes the world feel dangerous and gives players a reason to keep coming back.

Teamwork also plays an important role in the game. Players can work together to defeat machines, protect one another, and collect resources. Having teammates can make dangerous situations easier, but it does not guarantee success. Players still need to communicate, make smart decisions, and know when it is time to escape. This adds another layer of strategy that separates the game from simpler run-and-gun shooters.

Finally, *ARC Raiders* stands out because it combines third person shooting, survival, exploration, teamwork, and unpredictable encounters with other players. Its extraction system makes every mission feel important because players must protect the supplies they collect and decide when to leave.

The robotic enemies create challenging battles, while the possibility of meeting friendly or hostile players keeps the experience exciting. Instead of focusing only on defeating enemies, the game challenges players to think carefully, take risks, and survive. These features help *ARC Raiders* offer a different experience from many other shooters and make it memorable for players who enjoy adventure, strategy, and competition.

Containers

Image courtesy of u/Forestrack_54

RED DEAD REDEMPTION 2:
WHAT WAS LIFE LIKE FOR THE VAN DER LIND GANG?

By Journalist Name

The Van Der Lind gang plays a huge role in *Red Dead Redemption 2*. So, what was their life like within the game's history?

To start, what were the times like for normal civilization? Firstly, there would was a decrease in gangs and outlaws in the world because of the new laws and law agencies being introduced into the late 1890s.

Because of this, the Van Der Lind gang started to be noticed by the Pinkerton detective agency in 1898. in 1899 the Pinkertons set a trap on the gang leading to 3 of the gang members being killed.

As the gang fled into the mountains during an unbelievably bad spring snowstorm, after a couple of weeks, they robbed a train that belonged to Leviticus Cornwall a very wealthy businessman in new Hanover before they left the mountain.

They were able to find a place to set up their new camp in new Hanover by a livestock town called Valentine. During this time the gang made a couple of robberies and Leviticus Cornwall eventually found a couple of the gang members in valentine which ended up in the gang shooting most of the townsfolk before they had to move their camp into the state of Lemoyne.

In the state of Lamoyne, the gang made a promise with each other that they would not start trouble in the town of Rhodes unlike valentine. While they stayed out of direct trouble, they started helping 2 families in a feud thinking there would be a good pay, but they ended up being found out by both families and they had to end up moving camp yet again to a big house by saint Denis.

While they were in saint Denis, they went into the city to retrieve a young boy that was taken from their camp when they were in the Rhodes before they had moved camps and after they spoke to the owner of the city Angelo Bronte and did a quick job for him, they were able to retrieve the boy.

A few days later Dutch and a few of the gang members went to a party at Brontes mansion they were told about a trolly station with a bunch of money but when they went to rob it, they found a little bit of money because it was a trap, and after escaping the law throughout the city they decided to take revenge over Bronte for setting them up and they break into his mansion and kill him.

After they killed Bronte, they decided to rob the bank of LeMoyne inside saint Denis but as they were robbing the bank the Pinkerton detective agency showed up and the gang had to flee but in the process a couple of gang members dies and one was captured.

After they escaped the law, they had to leave town and they did so on a boat, but they got caught in a storm while traveling and the boat sunk. They washed up on the shore on the island of Guarma. After they spent a few days hiding from the people on the island, they managed to escape. After a few days at sea, and a few days back on land they were able to find the new camp.

The new camp was located by a mountain entrance in the state of Annesburg. While there the main character Aurthur Morgan would go into Saint Denis and find out that he attracted tuberculosis and, after finding out about this, he would help a Native American tribe where Aurther tried to keep their land from a military government.

After Aurther did what he could Dutch decided that the gang would rob a train that was going through saint Denis during the robbery one of the gang members was shot and after the robbery was successful was later told that he was dead.

After Aurthur goes to save one of the gang members who was captured by the Pinkertons, he finds out about a camp member who was snitching to the Pinkertons, Micha Bell, and after Aurther finds out, he goes back to camp and confronts Micha in front of everyone.

During this time the gang member who was thought to be dead, John Marston, walks into camp saying they the gang left him during the standoff. The Pinkertons show up causing a shooting to occur and when John and Aurther are escaping up the mountains, Aurther has to stop running because of his tuberculosis and stays back to fight of the Pinkertons. During his stand off, Micha attacks Aurther and after a fight they both fall a light fall and Dutch appears.

While talking with both of them, he walks off, and Micha and Aurther crawl to a different part of the mountain nearby and watches the sunrise where he dies. After that day, the gang splits up, and everyone starts new lives.

Horse Riding

Image courtesy of Vineet Washington

Whats better? EA's NHL 24? or NHL 27?

By Cooper Johnston

Do you wonder how the NHL franchise has changed their game over the last couple of years? Well, I am going to look at how different an NHL game has changed since 2023.

Firstly, the games are going to have different graphics but, in *NHL 24* the face scans they use for their player models look better than the *NHL 27* face scans.

But putting face scans aside the *NHL 27* graphics has improved in terms of arenas, fans, and the different cut scenes added to *NHL 27*. The atmosphere is a lot different compared to *NHL 24* and the atmosphere is different in each arena too.

Hockey

Image courtesy of EA Sports

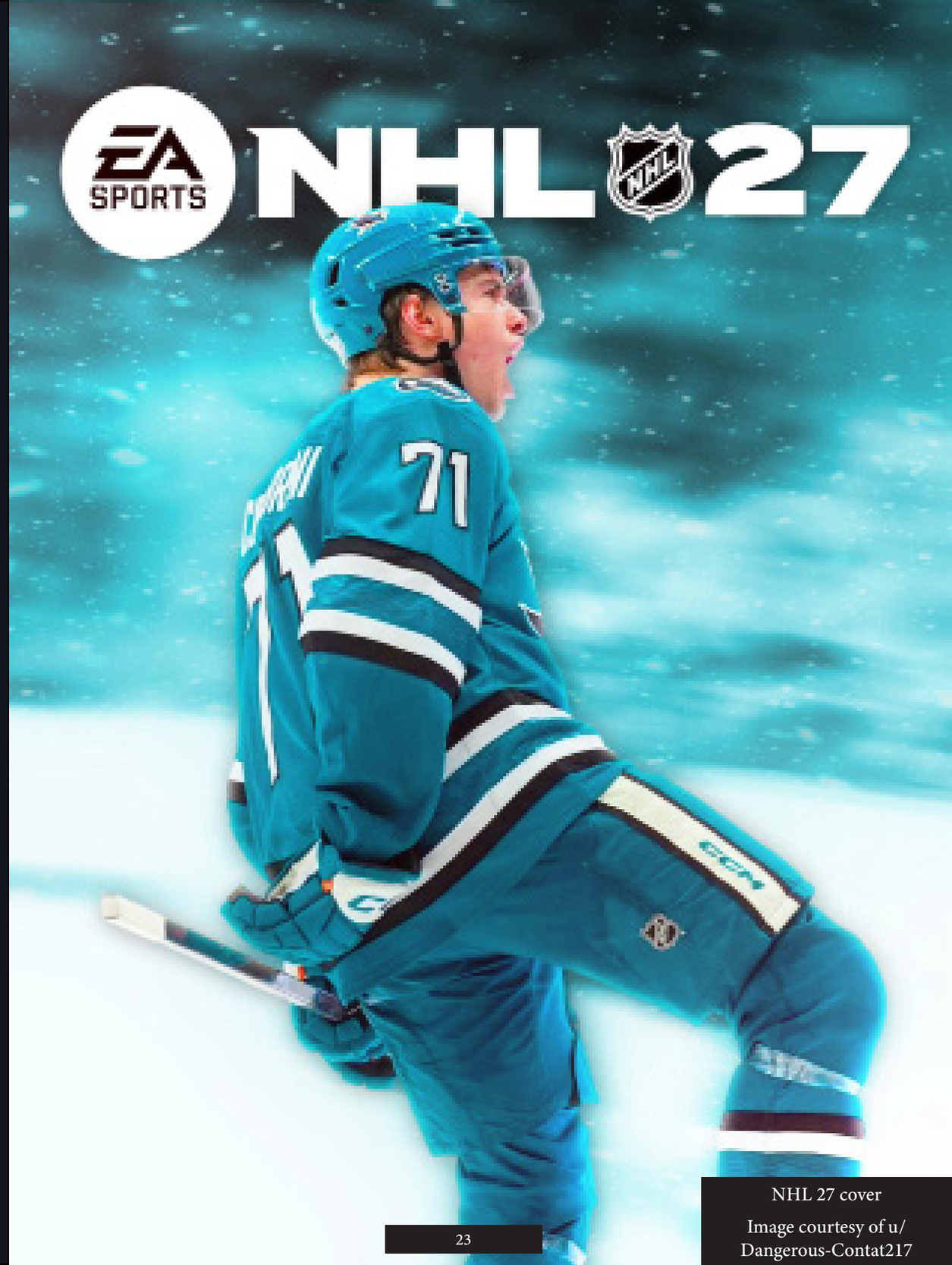
One feature that *EA Sports* should have kept in the game is in franchise mode, there was an option you could edit jerseys and logos between seasons in *NHL 24*, but was removed after that year.

Another feature that *EA* should have added is more or new custom logos into *NHL 27*, they have been using the same custom logos and fonts for team creation since *NHL 22*, and many people would love to see new logos and fonts.

EA could have added more arenas to *NHL 27*, they only have 10 custom arenas, and they have been the same since *NHL 24*, so it would have added to the detail a little bit.

A new feature that was added to *NHL 27* is connected franchise which allows you to play franchise mode with friends, in connected franchise you can also change season length the amount of games salary cap and more which makes for a major upgrade compared to *NHL 24*.

One thing that could also have been improved is the A.I used in *NHL 27*. There have been countless times where the A.I has made some errors like goalies shooting pucks over the glass, the A.I. players making errors and more.



NHL 27 cover

Image courtesy of u/ Dangerous-Contat217

What is our Draw to Mindless Games?

By Miranda Roa

Whether it is tapping colorful blocks, solving simple puzzles, or matching shapes, mindless games have become an easy way for people to entertain themselves.

Games such as *Block Blast* may look simple, but their quick rewards, bright visuals, and endless rounds make them surprisingly difficult to put down.

Part of their appeal is how little mind power they require. Unlike games with complicated rules or lengthy storylines, simple mobile games allow players to jump straight into the action.

Each move gives players an immediate response, and completing a challenge can provide a small sense of achievement. These games are also incredibly easy to access and are a guaranteed distraction for their users.

The popularity of mobile gaming is reflected in the numbers. According to Adjust's Gaming App Insights Report 2026, players spent a staggering 444.6 billion hours playing mobile games worldwide in 2025, a 1% increase from the previous year.

This figure includes mobile gaming overall, not just simple puzzle games.

Research from Pew Research Center helps explain why entertainment plays such an important role. In its 2024 report, Teens and Video Games Today, Pew found that 87% of teenage video game players said fun or entertainment was a major reason they played. The research also found that 70% of U.S. teens played games on smartphones.

Although the survey covered video games broadly, its findings show how entertainment drives gaming habits. A separate Pew study published in 2015 found that 77% of surveyed smartphone owners used their phones to avoid boredom at least once during the study week.

This suggests that phones often serve as a convenient source of entertainment when people have nothing else to do.

The appeal of simple mobile games comes from their accessibility, quick feedback, and ability to fill empty moments. They offer a break from everyday responsibilities without requiring much planning or concentration. While playing can be an enjoyable way to relax, their endless availability can also make it easy to lose track of time.

Anything can be harmful if consumed in large quantities, and currently, mindless games and they way they are being manipulated is slowly but surely becoming a major problem.

Gaming

Image courtesy of Pexels

Why Background Gaming Videos Keeps Viewers Hooked

By Miranda Roa

Scrolling through *TikTok* and *YouTube Shorts*, viewers may notice a familiar combination: a creator telling a story while a colorful game such as *Block Blast* plays in the background. What seems like simple entertainment has become a popular form of online content-and several factors may explain why it is so difficult to scroll away.

One reason is the brain's natural attraction to motion and storytelling. Moving images can immediately capture attention, while a story gives viewers a reason to keep watching to find out what happens next. Colorful games add another layer of visual stimulation. *Block Blast*, with its bright colors and constant movement, can easily hold a viewer's attention while the creator speaks.

Another factor is the game's endless nature. Because *Block Blast* can continue indefinitely, creators do not have to worry about reaching the end of a level while telling a story. This allows the gameplay to function as continuous background entertainment.

There is also a psychological element. When viewers watch someone make a mistake in a game, they may think, "I could do better than that." That feeling can encourage them to keep watching. The rewards and progress within games can also provide small bursts of excitement, making gameplay engaging even when someone is only watching rather than playing. Social-media algorithms can amplify this effect. *TikTok* and *YouTube Shorts* are designed around quickly delivered, highly engaging content, meaning videos that hold viewers' attention can continue reaching more people.

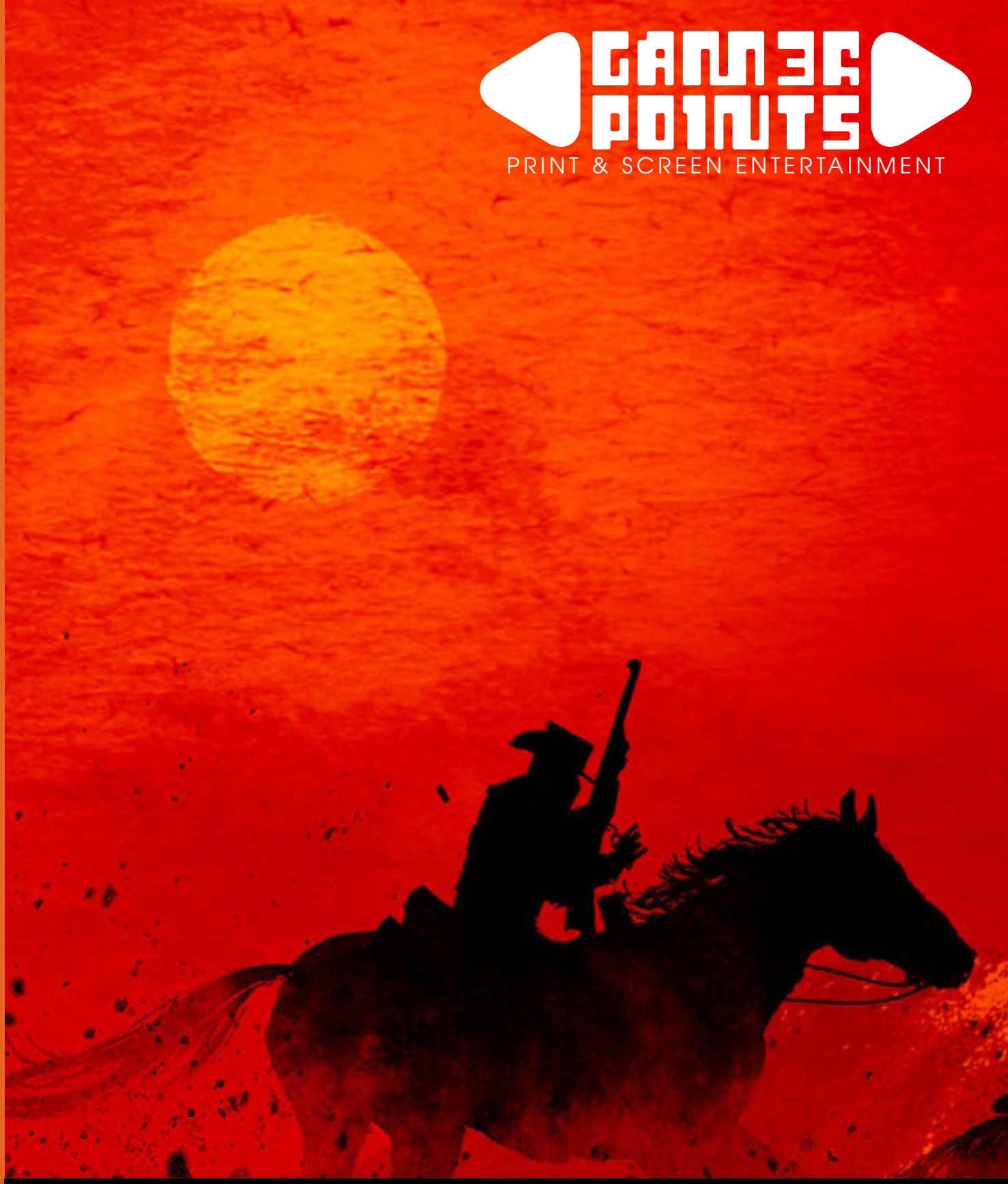
Most importantly, these videos are incredibly easy to create. Anyone can record gameplay, add a story or commentary, and upload it. As more creators copy the format, the trend spreads.

What began as simple background gameplay has become a powerful combination of color, motion, storytelling, competition, and endless entertainment-all designed to keep viewers watching just a little longer.

Scrolling
Image courtesy of Pexels

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