

THE WINDSOCK

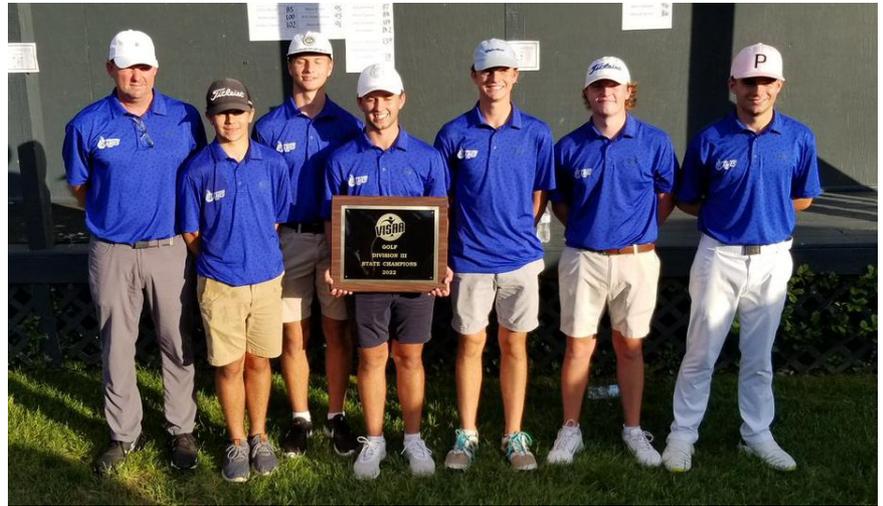
Eastern Mennonite High School Student Newspaper

STATE VICTORIES FOR EMHS ATHLETES

BY: LUKE ROGERS AND NAOMI DIENER

IN RECENT WEEKS, THE EASTERN MENNONITE GOLF TEAM AND MULTIPLE TRACK RUNNERS OBTAINED WON STATE CHAMPIONSHIP TITLES. THE VARSITY GOLF TEAM PLAYED A CLOSE MATCH AGAINST VERITAS SCHOOL. THE STAKES WERE HIGH, BUT THE TEAM CAME TOGETHER IN THE END AND NARROWLY BEAT THEIR OPPONENTS AT THE STATE MATCH. THE 4X800 RELAY TEAM WON THE VISAA D2 RACE WITH A TIME OF 8:36. WHEN ASKED HOW ATHLETES FELT ABOUT THE VICTORIES, ATHLETES RESPONDED...

“IT WAS PRETTY COOL” -GRADY MCGLAUGHLIN, EMHS GOLF, 23’



IT WAS SUCH A ROLLER COASTER OF EMOTIONS, "WE THOUGHT WE LOST FOR A LITTLE WHILE, " SAID D3 VARSITY GOLF INDIVIDUAL STATE CHAMPION, RYAN SLONAKER, 24', "OUR 5TH AND 6TH GUYS WERE THE DECIDING FACTOR AND THOSE GUYS CAME THROUGH LIKE THEY HAVE ALL YEAR"

I WAS RELIEVED AND VERY HAPPY” -ANDREW LANTZ, EMHS GOLF, 23’

EASTERN MENNONITE SCHOOL WILL BE CHEERING FOR THE GOLF TEAM AS THEY PURSUE THE STATE TITLE NEXT YEAR. WHEN ASKED HOW THEY PLAN TO RUN IT BACK, CLASS OF 2023 GOLFER, ANDREW LANTZ, RESPONDED...



“GRADY AND WES WILL BE ABLE TO CONTRIBUTE NEXT YEAR,” “WE HAD A BIG JV TEAM SO HOPEFULLY SOME OF THE YOUNGER GUYS WILL BE ABLE TO CONTRIBUTE,” “WE WILL HAVE RYAN, DREW, MYSELF, GRADY, AND WES, WHICH WILL BE A STRONG TEAM”

WHEN MEMBERS OF THE TRACK TEAM WERE ASKED ABOUT HOW THEY FELT REGARDING THEIR WIN, ATHLETES RESPONDED..

“EXHAUSTING BUT THRILLING” -JAKOB GERLACH, 23’

“IT FELT LIKE THE PERFECT END TO MY ATHLETIC CAREER AT EMHS,” “ESPECIALLY TO DO IT WITH SOME OF MY BEST FRIENDS” -ELI STOLL

THE EASTERN MENNONITE COMMUNITY LOOKS FORWARD TO WITNESSING MANY ADDITIONAL STATE TITLE WINS IN FUTURE YEARS. GO FLAMES!

HUMBLE CILANTRO IN A BIG PASTA SALAD

BY: CLAIRE PARSLEY

WHEN I THINK OF HOW MY INDIVIDUALITY RELATES TO COMMUNITY, I IMAGINE I'M ONE INGREDIENT IN A DISH, LIKE CILANTRO IN A PASTA SALAD. THERE'S PLENTY OF OTHER INGREDIENTS: 1 POUND TRI-COLORED SPIRAL PASTA, 6 TABLESPOONS OF SALAD SEASONING MIX, 16 OUNCE BOTTLE OF ITALIAN-STYLE SALAD DRESSING, 2 CUPS OF CHERRY TOMATOES, DICED, 1 GREEN BELL PEPPER (CHOPPED), AND A FEW LEAVES OF DICED CILANTRO. I'VE SPENT A LOT OF TIME WONDERING IF BEING A BIT OF CILANTRO INSIDE OF A BIG PASTA SALAD DISH MEANS I'M NOT FULFILLING MY FULL POTENTIAL. OR MAYBE IT'S THAT OTHERS ARE DEPRIVING ME OF MY INDIVIDUALITY AND COVERING MY SWEET CILANTRO TASTE WITH THE OVERWHELMING 16 OUNCE BOTTLE OF ITALIAN-STYLE SALAD DRESSING, BUT I DON'T WANT THAT TO BE WHERE MY HEAD IS ANYMORE. BECAUSE WHOMEVER WAS PREPARING THIS PASTA DISH PUT ME IN IT. THEY WANTED ME THERE. THIS COMMUNITY OF CARBS AND VARIOUS VEGGIES ACCEPTS ME AS A PART OF IT, FOR BETTER OR WORSE, IN SICKNESS AND HEALTH. EVEN IF PEOPLE COME ALONG AND SEE THE DISH AND GO "BLEH, THIS THING HAS GOT CILANTRO IN IT," WE ARE A WHOLE AND YOU EAT ALL OF US OR NONE OF US. NOT TO MENTION THAT NO ONE CAN DO BETTER THAN ME.



A TOMATO MAY TRY WITH ALL HIS MIGHT, BUT MR. TOMATO WILL NEVER BE A LEAFY GREEN THAT 4-14% OF THE POPULATION THINK TASTES LIKE SOAP. THAT'S SOMETHING ONLY I BRING TO THE TABLE, OR PASTA DISH IF YOU WILL. ON A MORE SERIOUS NOTE, EVEN SIMPLE AND MAYBE SLIGHTLY CHILDISH COMPARISONS SUCH AS THESE REMIND ME COMMUNITY ISN'T FUNCTIONAL WITHOUT INDIVIDUALITY. WHEN YOU FIND A GOOD ONE, IT DOESN'T REQUIRE YOU TO FIT A CERTAIN BILL, IT ONLY ASKS YOU TO SHOW UP AND DO YOUR PART. I LIKE TO FLATTER MYSELF AND THINK I'M SMART TO THINK IN LARGE ABSTRACTS ABOUT THE COMPLEXITIES OF LIFE, BUT HERE AND THERE, I JUST NEED TO GROUND MYSELF BY IMAGINING I'M CILANTRO IN A PASTA SALAD.

SENIOR BEQUEATHS

BY: CLAIRE PARSLEY

AS OUR SENIORS WRAP UP THEIR EMS CAREERS, THEY WOULD LIKE TO BEQUEATH SOME THINGS TO UNDERCLASSMEN (AND OTHERS) BEFORE THEY GRADUATE AND MOVE FORWARD FROM OUR COMMUNITY.

EZRA MILLER BEQUEATHS HIS COLLECTION OF HAWAIIAN SHIRTS TO MR. CARINI.

ELI DROOGER BEQUEATHS ALL HIS BIKES TO JONATHAN.

JONATHAN SHOWALTER WILL BEQUEATH HIS THINGS TO ELI DROOGER'S DOG (EVEN THOUGH HE'S NEVER MET HIM).

RICKY CASTANEDA BEQUEATHS ALL HIS BELONGINGS TO JOSEPH KIM.

ANNEKE McDONALD BEQUEATHS ALL HER POTATOES TO MIRIAM AND ALL HER KINDER EGGS TO ELISABETH. SHE WOULD ALSO BEQUEATH MIRIAM HER SHOES EVEN THOUGH THEY WON'T FIT.

ADAM HATTER AND PHIL DIENER BEQUEATH EVERYTHING TO REESE LEECH, EVEN THOUGH HE STOLE PHIL'S BREADSTICK.

VICTORIA STIEVATER BEQUEATHS HER THINGS TO ETHAN PETTIT BECAUSE SHE DOESN'T TRUST ANYONE YOUNGER THAN HER.

EMHS BASEBALL'S PATH TO VICTORY

BY: FORTIE CHIPETA



FOR ATHLETES, THERE'S NOTHING MORE REWARDING THAN MONTHS OF HARD WORK BEING PAID OFF THROUGH WINNING A GAME. ON MAY 2, THE EMHS VARSITY BASEBALL TEAM WON THEIR FIRST GAME IN TWO YEARS! IN AN INTENSE GAME WITH AN UNFORESEEABLE VICTOR, THE FLAMES PULLED THROUGH AND BEAT SHENANDOAH VALLEY ACADEMY, 7-6. THEIR DETERMINATION AND DEDICATION TO GET THIS

VICTORY FINALLY PAID OFF. IN CELEBRATION OF THIS MOMENTOUS EVENT, THE TEAM GRABBED A BITE TO EAT AT FAJITA FACTORY. THIS END OF A MAJOR LOSING STREAK COULD CREATE MOTIVATION FOR THE TEAM IN THE FUTURE. MASON RITCHIE, A MEMBER OF THE TEAM WHO IS A RISING SENIOR, STATES THAT THE BASEBALL TEAM IS CONFIDENT THAT THEY WILL GO TO STATES ONE DAY.



THE LEGEND OF ZELDA: SKYWARD SWORD REVIEW

BY: NOAH LOKER

FROM COMPLEX DUNGEONS TO MEMORABLE BOSSES AND AN ENGAGING STORY, SKYWARD SWORD IS BY ALL ACCOUNTS A GREAT ZELDA GAME ALTHOUGH IT HAS BEEN AND IS STILL ONE OF THE MOST DIVISIVE GAMES NINTENDO HAS EVER MADE.

STARTING WITH THE BAD, SKYWARD SWORD IS INCREDIBLY LINEAR. AS THE GAME PROGRESSES, YOU CAN FOLLOW THE STORY AND GO TO THE OVERWORLD. SINCE YOU CANNOT GET TO THE OVERWORLD UNTIL THE STORY LINE REACHES IT, THERE IS LIMITED FREE EXPLORATION. MOST OF THE FREE EXPLORATION OCCURS IN THE SMALL SKY AREA. THE SENSE OF DISCOVERY IN THE GAME IS LIMITED AND FLAWED IN SKYWARD SWORD.

ANOTHER THING THAT THE LINEARITY OF SKYWARD SWORD HURTS IS THE SIDE QUESTS. TO UNLOCK SIDE QUESTS, YOU HAVE TO PROGRESS THROUGH THE STORY. UNTIL YOU BEAT THE FIRST 3 DUNGEONS, THERE ARE FEW QUESTS AVAILABLE FOR COMPLETION. THIS MEANS THAT FOR THE OPENING 2 SECTIONS OF THE GAME, YOU CAN'T DO ANYTHING EXCEPT FOR PROGRESS THROUGH THE STORY. THIS IS A BIG PROBLEM WHICH ONLY ALLOWS PLAYERS TO DO ONE THING AT ANY POINT IN THE GAME UNTIL LEAVING LANAYRU MINING FACILITY. THIS IS ONE OF THE BIGGEST COMPLAINTS PEOPLE HAVE WITH SKYWARD SWORD.

ON A MORE POSITIVE NOTE, I LOVE THE ART STYLE THAT IS USED IN THE GAME. IT IS A TIMELESS ART STYLE THAT GIVES OFF A WATERCOLOR PAINTING APPEARANCE. IT HAS AGED FABULOUSLY. ANOTHER POSITIVE FACTOR IS THE LEVEL OF INTERACTION. IN THIS GAME, YOU CAN SIT ON CHAIRS, OPEN WARDROBES, AND MORE. THIS IS NOT SOMETHING ACCESSIBLE IN MANY OTHER ZELDA GAMES. THE ARTISTIC DETAILS AND LEVEL OF INTERACTION MAKE EXPLORING SIGNIFICANTLY MORE ENJOYABLE.

THE METHODS OF GETTING AROUND THE OVERWORLD AND DUNGEONS GET PRETTY EXTREME SOMETIMES. EXAMPLES OF THIS INCLUDE USING A DETERIORATING ROLLER COASTER TO GET AROUND THE CONSTRUCTION FACILITY IN THE LANAYRU REGION, OR USING THE CLAWSHOT TO GRAPPLE THROUGHOUT THE OVERWORLD. THIS PROVIDES PRACTICALLY ENDLESS FUN TRAVERSING THE DIFFERENT REGIONS THROUGHOUT THE GAME.

FOR MANY, SHOPPING IS A POINT OF EMPHASIS WHEN IT COMES TO FORMING OPINIONS ON PARTICULAR GAMES. SOME ZELDA GAMES, LIKE LINK'S AWAKENING, HAVE RATHER POOR SHOPPING SCENES THAT NEGATIVELY IMPACT THE OVERALL VIEW OF THE GAME. HOWEVER, THIS IS NOT THE CASE FOR SKYWARD SWORD AS IT HAS A PHENOMENAL SHOPPING SCENE THAT GREATLY BENEFITS GAMEPLAY. THE GOODS AVAILABLE FOR PURCHASE AND THE MERCHANTS WHO SELL AND UPGRADE ITEMS CREATE AN EXTRAVAGANT GAMING EXPERIENCE FOR CONSUMERS.

ANOTHER POSITIVE ASPECT OF THE GAME IS THE DUNGEONS. THE DUNGEONS OF SKYWARD SWORD ARE SOME OF THE BEST IN THE ENTIRE ZELDA SERIES. THEY CONTAIN EXCELLENT PUZZLES FOR ALL, AS EPIC BOSS BATTLES.

ANOTHER BIG COMPLAINT THAT PEOPLE HAVE WITH SKYWARD SWORD'S STORY IS THAT IT IS VERY REPETITIVE. THROUGHOUT THE GAME, YOU VISIT THE SAME THREE LOCATIONS MANY TIMES COMPLETING VERY SIMILAR TASKS. THIS GETS OLD FAST, HURTS THE LONGEVITY OF THE GAME, AND TURNS IT INTO A SLOG. THIS GAME PRESENTS ITSELF AS AN OFTEN INFURIATING, WILD GOOSE CHASE WHERE FOR ABOUT HALF OF THE GAME YOU'RE CONTINUOUSLY SEARCHING FOR ZELDA AND FAILING TO REACH HER. ALTHOUGH AT TIMES THE GAME IS A PAIN, THERE IS A LESSON TO BE LEARNED. ALTHOUGH LINK IS OFTEN MET WITH FAILURE; HE TRIES HIS BEST AND EVENTUALLY LEARNS TO SUCCEED. LINK'S SUCCESS AT THE END OF THE STORY MADE FOR A STORY ABUNDANT WITH CHARACTER BUILDING AND RELATABILITY.

ALTHOUGH IT HAS ITS FLAWS, SKYWARD SWORD IS AN AMAZING GAME. IT FEATURES SOLID GAMEPLAY, A GOOD STORYLINE, AN EXCELLENT OVERWORLD, AND FANTASTIC DUNGEONS. I WOULD RECOMMEND THIS TO ANYONE WHO ENJOYS ACTION-ADVENTURE GAMES AND WANTS TO GET INTO TRADITIONAL ZELDA GAMES.

