

inscapism

“The Almost Everything Magazine”

Issue 4/Autumn 2024

Happy
135th,
Nintendo!

PLUS

EBZ'S DEBUT!

for one whole page she's in chaos control!



THE NEW FORD CAPRI
(WE REVIEWED A CAR?!)

SONIC 2
THE HEDGEHOG

EXPERIENCE THE FIRST 2S-DAY!



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What to expect?



Reviews

Movies, games and... a car?!



What's hot?

Happy B-Day, Nintendo!



Comic Corner

New this issue: InkSplat's Comic and the Long-awaited second entry in Jasper Comix!

Welcome to Issue 4!

Welcome one and all to Inscapism's first issue of the new term! All of your feedback has helped us mould this school magazine into what it is today. And we show no and I mean NO signs of stopping any time soon. Prepare to laugh prepare to cry prepare to feel tense prepare to feel calm. A mountain of quality content awaits....for you. Reviews, comics, stories, life lessons; all of them right here, right now. So, thank you for showing your interest in our school magazine. We couldn't of made it here without people like you. Now get ready for Inscapism issue 4!

-Harry Watson





inksplat here.

Welcome back to Inscapism!

(GREETINGS.

THE "SAGE EXPERIMENT"

HAS CONCLUDED.

BUT

THERE WAS

ANOTHER.

A NEW

"DEMONSTRATION."

SCAN

THE CODE.



What's Hot?

5

135 years of Nintendo

So, Nintendo has hit 135 years of existence, huh? Quick reminder that they started out making playing cards that were popular with the Yakuza (essentially the Japanese mafia), and after some stumbles (No, they did NOT own a chain of “love hotels”, why would they do that?) they reinvented video games with the NES and is in our hearts forevermore. (The 3DS was peak.)

Some of my favourite series (Wario, Rhythm Paradise, Pokémon, Splatoon...) are Nintendo properties, so it's nice to see what they'll do next, especially with announcements like Mario and Luigi: Brotherhood. Viva la Nintendo!

By Finley Farrah and George B.

To fuel your gamer appetite, here's some of the latest Nintendo switch games you can buy in stores now:

Find out more about the **star** of Sonic X Shadow Generations on page 7!

prices start at around
£42.99



CINDY
MINDY
BUZZ

soon>

6

THE ELECTRIC ALL HALLOW'S EVE

the
electric

SplatShop-2D THUNDERSTORM
All Hallows
E V E

"THE ELECTRIC" First LIVE "All Hallows' Eve"
Performing in "SplatShop-2D Thunderstorm" now

Follow for more at:

<https://splatshop.itch.io>

<https://sonicfangameshq.com/forums/members/splatshop.40145/>

<https://inscapism.co.uk/category/inksplats-corner/>

Ebz's Zone



Hey readers, it's Ebz, and I am a new addition to the team for Inscapism! I wanted to write an article for the magazine, so this is what my content will be. More often than not it may be about a specific character, or something that interests me that I hope may interest you, or you may find informative. Without further ado, let's get into this article!

This issue, I would like to talk about a specific character, Shadow the hedgehog and his origins. Shadow's original debut in the Sonic franchise was in Sonic Adventure 2. Shadow was created 50 years ago by the scientific genius Dr Gerald Robotnik, as part of Project Shadow, and to cure his granddaughter (Maria Robotnik) from her incurable disease. Shadow was created on the space colony arc, he was created to be the "ultimate life form", and as part of his creation was created with black arms DNA from black doom. As the "Ultimate Life Form", he possesses several innate talents, including agelessness and formidable combat skills.

After his creation, shadow formed a deep bond with the doctor's granddaughter Maria. He adored her and became very overprotective of her. She often reassured him when shadow expressed troubling emotions and feelings, and was like his sunshine. He was determined to find a cure to her disease, and keep her as healthy as possible. Maria had a huge impact on shadow's life, and often dreamed of returning to earth together, it was Maria's ambition.

However, nothing positive lasts forever and tragedy struck. The Guardian Units of Nations (G.U.N.) deemed Shadow a threat and raided the ARK, resulting in the capture of Gerald, and Maria's death. Driven to madness, Gerald brainwashed Shadow to seek world destruction by altering his memories. Maria's last act was of kindness, she chose to save shadow. She sealed him within a capsule and sent him to earth, begging him to protect the people and planet she desperately loved. Unfortunately, Shadow has bad hearing.

Shadow remained in stasis for decades until Doctor Eggman, Gerald's grandson, to assist in his plans for world conquest, freed him. Although initially motivated by vengeance, anger, despair, Shadow's true memories were eventually restored by Sonic and his friends and he saw the error of his ways. He helped save the world from Gerald's doomsday plans, but lost his memories as a result yet again. When the Black Arms invaded Earth shortly after, Shadow uncovered the truth of his past and thwarted the aliens' agenda. He has since committed himself to protecting the planet, all for Maria. He strives to keep his promise to her by saving the people and planet she loved. He likes to do what Maria would of wanted.

Shadow remains deeply traumatised because of Maria's death. For a long time she was his only friend, and he misses her terribly. Despite his trauma, Shadow was able to, along with Rouge the Bat and Omega, be part of team dark. He even considers Rouge and Omega as his friends. He is very standoffish, and is often described to be brooding. Social skills aren't his best skill either, yet he makes up for that in his strength, power, and resolve.



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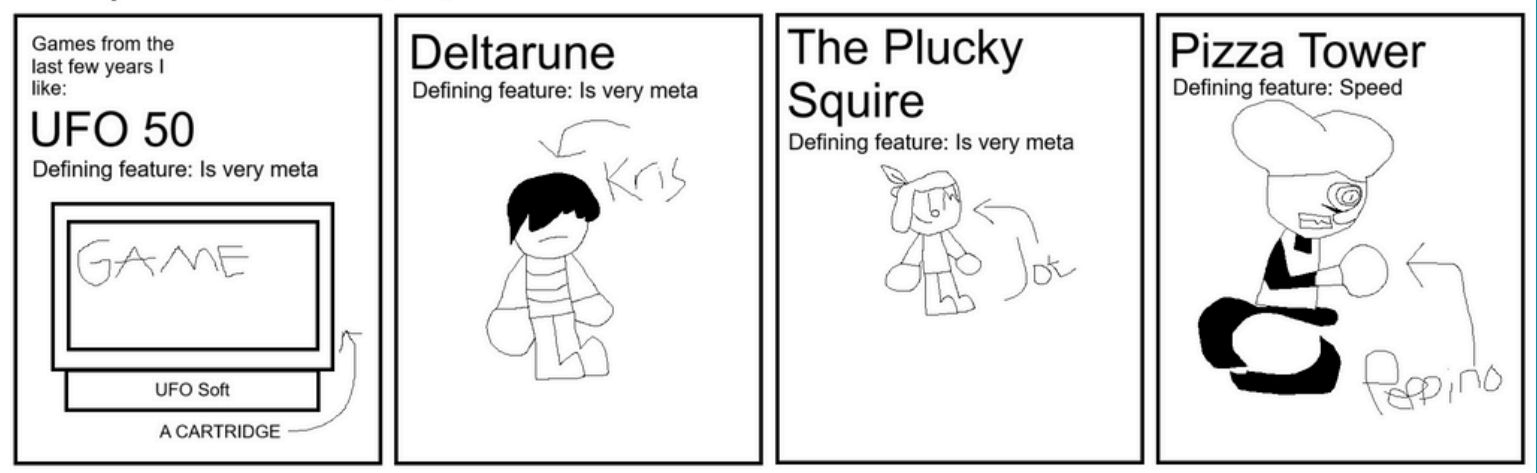
Registered charity number 209782

Life of Lillian

by lillianlover2007 on DeviantArt



InkSplat's Comic by Finley Farrah "The Duality of Man"



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Super Smash Gags

Episode 6: Mario (again)

11

Yeah, Weeg?



Hey, uhhh...
Mario?



Is it just me or
do things look...



Different. In
this comic...

well now you mention it
my outlines do seem a
lot thicker than before



And I don't see any of
those crevasses that
we all have normally
and-



MAMA MIA! WE'RE
BEING DRAWN IN
PAINT.NET!



Illustrated by Jack T

#2: The "Prank"



By George B.

The cruelty of Miniature Dachshunds

13

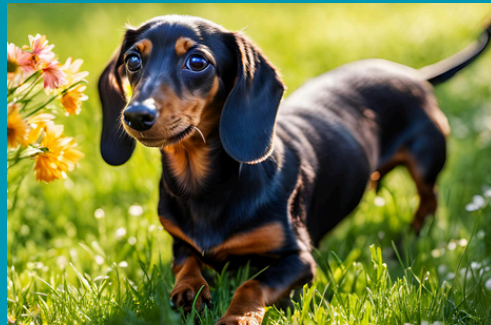
The truth behind selective breeding of Dachshunds is cruel and inhumane. We need to face the facts and not the cute appearance of these dogs.

These sausage dogs have many shocking health conditions which is caused by their brutal selective breeding. The main one being IVDD or Intervertebral disc disease is a disease which effects our dog's bones. This disease can make it hard for a dachshund to walk and can decrease the quality of life. IVDD is 10-12 times higher in dachshunds and one fifth of these dogs' showing problems related in life. The disease can decrease mobility and can mean your dog can gain weight more quickly if this becomes an issue.

Miniature dachshunds popularity has increased by 200% in the last decade. Their rise to popularity becoming one of the top 10 most loved dog breeds. This is because this dog has many good traits such as being good for family and relatively low maintenance, and of course they are very sweet, affectionate dogs.

Furthermore, when double-dapple dachshunds were more popular in the 1900's, they had many health issues, some which has transpired to our dogs today. They can gather eye diseases and blindness and hearing issues, although hearing issues are no longer as common now a days.

The history of dachshunds is that they originated from Germany- Hence the name- to be hunting dogs. They were bread to be able to go down small holes and hunt for rabbits, which is why we see their small size.



Dachshund translated means "Badger dog" referring to the fact they would also hunt badgers. Their short, powerful legs, long bodies that are low to the ground. On top of their bold, often-relentless temperament helped them fearlessly hunt and tunnel for badgers or other prey underground.

Another upsetting fact is that dachshunds were often considered as runts due to their small size when they first appeared in the UK. They actually have the dwarfism gene in them causing even more unnatural traits to add to the list. There are many, many more health issues among dachshunds for example: Brittle bone

disease, their kneecap can become dislodged, hip dysplasia, Obesity orthopedic conditions, and many more. Although some conditions can appear in all dogs most of these are more prone to dachshunds.

The more I research, the more I become concerned by these dogs' welfare, let alone heath care. Which, by the way, you could be spending a fortune on, even if ensured. I feel the quality of life of these sausage dogs slowly slipping down a slippery hill. I am against abuse of selective breeding in animals, such as dachshunds. If there was an easy way for a more natural way of these dachshunds to live, I would wish to take it. If selective breeding could be reversed, I would feel happier to know any pain or suffering a sausage dog has been through would have decreased. Let's spread awareness of this tainted backstory of the adorable sausage dog, and aim to be better than those who selectively breed these animals in the past.

Written by Tani Game.

Sources listed:

BVA <https://www.bva.co.uk/>

Web.md

Wikipedia.com

Red Haired Rookie Chapter 4

An Original Written By Harry Watson
Illustrated by Leo Ye



Roy gazed at the CRT TV in awe. Pete Ford's Rover and Charles Watfield's Capri roared closer and closer to the leading cars of Win Percy, Jeff Allam and Gordon Spice. Roy was amazed. "So these are your heroes," he mused.

"Sure are!" said an overjoyed Ruby. "These 2 are always at each others throats when it comes to racing. They are professional racers and they have the experience to prove it. Charles has been in this sport since the early 70s and Pete's been in it since the 60s." Roy chuckled. "You sure do know your drivers." "You would too if you wanted to be just like them." replied Ruby.

They turned their attention back to the TV. "The race is really heating up folks!" the commentator said eagerly. "Pete Ford is challenging Gordon Spice for 3rd place! Their side by side as we go into the second to last lap." Little Ruby was on the edge of her seat. "Come on, Pete! You're nearly there!" she cheered. The five cars rounded turn one Pete's Rover was squeezing past Gordon's Capri and managed to get past. "A fantastic pass there by Pete Ford! He's out for blood here at Donington!" Roy was starting to enjoy this too.

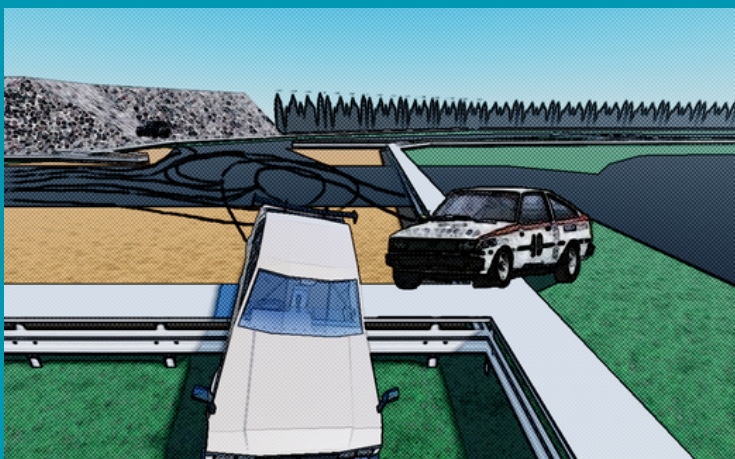
"Cor! Look at how close they are at each other. If they get any closer there might be an accident."

"Nah." said Ruby. "I've seen these guys race before. Crashes are pretty uncommon." As they turned their attention back to the TV, things were getting even more intense. "The leaders have caught up to Tony Crudginton in the Corolla and Richard Hurdwell in the Metro to lap them!" the commentator stated. "This is where the leaders can make or break their race!"

Tony's Toyota and Richard's Metro were side-by-side, blocking the whole track. The only way past... was to fight! Biding his time, Win Percy waited for the perfect moment to pounce. Once the cars approached the Fogarty Esses, Richard Hurdwell lost a bit of traction. The gap was wide open. Without hesitating, Percy made his move. "My word! What a pass by Win Percy as we go into the final lap!" the commentator roared.

Ruby and Roy were getting even more excited now. The race all came down to this. Tony must've missed the blue flag telling him to let Percy past because the 2 Toyotas of Percy and Crudginton were bumper-to-bumper then side-to-side.

The Rovers and the Capris were hounding them from behind, showing no signs of holding back. They were so close that there was no room to breathe... Now you see... THAT was their downfall. The 2 Toyotas clipped each other at the end of the old hairpin and they spun off! But Pete Ford had expected something like this to happen, and after a bit of counter steer, he zoomed through the smoke with the other drivers following suite. 2 of the drivers behind them, Andy Rouse and Rad Dougal, approached the spinning Toyotas at high speed. Andy wisely slowed down, but Dougal reacted too late and swerved to avoid a Collision and ended up in the gravel trap.



"Ooh! That's a tough break for Rad Dougal right there! His race is over!" the commentator winced. Roy turned to Ruby. "Looks like you spoke too soon, Ruby." he said. Ruby said nothing; she just laughed an embarrassed laugh. "Oh. And thankfully, Win Percy and Tony Crudington have managed to get going again. What a relief," the commentator sighed. "Now back to the action," he added. "Charles Watfield has made his way past Richard Hurdwell, Gordon Spice and Jeff Alam, and is now gaining on Pete Ford. But here comes Andy Rouse passing them left, passing them right, hunting down the leaders!"

"Come on, Pete! Come on, Charles! Come on, Andy!" cheered Ruby. At this point, she didn't care who won; the action was far too exciting to ignore. "They're rounding the second-to-last corner - Rouse is right next to Watfield!" the commentator continued. "Into the Fogarty Esses now! Pete still has the lead, but here comes Rouse and Watfield; they're side-by-side as they approach the finish line! It's going to be close!" Ruby and Roy daren't look away from the TV for even a moment. They watched and waited with baited breath. "Aaaaaannnnnnnd the winner iiiiiiissssss...!" the commentator started.

ROAR!

The 2 Ford Capris and the Rover SD1 crossed the line at the same time. "It's too close to call! It's too close to call!" wildly exclaimed the commentator! The crowd in fan stands Ruby and Roy went wild. "They did it! They did it!" cheered ruby. "My word!" gasped Roy. "What a race! I didn't even see that 3-way-tie coming."

"Me neither," replied Ruby. "They really fought till the end." Roy gave a supportive smile and wrapped one of his arms around ruby. "And one day..." He said. "you'll be just like them." Ruby beamed. But before she could say anything, the phone rang. RING! RING! "I'll get it." said Roy. He went over to the phone and picked it up. "Hello. Robinson Residence. Roy speaking."

"Ello Roy," came a eerie east London voice. Roy's heart stopped. It was his boss and the man who organizes the illegal street races he competes in. Donald Ray. This meant trouble... BIG trouble....

NEXT TIME, BEWARE THE CRIME BOSS IN CHAPTER 5 OF RED HAired ROOKIE!



WARNING
NOT for the faint of heart.

“Skinwalker”-A Short Horror Story

PROLOGUE

I served in the Dawson Police Department for 13 Years prior to what happened on December 13th, 2009.

Dawson was a strange town, lodged right into the Appalachian Mountain Range. Everyone had their fair share of “ghost” stories in the town.

I personally never was into that paranormal thing, but what happened that night still haunts me, and whatever *it* was, I can’t explain with logical reason.

I keep my hands on the cruiser’s wheel, barely keeping myself awake from exhaustion.

A voice suddenly cuts the silence, coming from the radio mounted on the cruiser’s dashboard

“This is dispatch - we have a 415 coming from 45 Applewood Drive. Nearest units please respond and perform a welfare check.”

I quickly grab my radio from the dashboard, talking into it, “Copy, dispatch. En route to 45 Applewood Drive.”

Applewood Drive was in the outskirts of town. A small farm owned by the Applewoods. A middle-class family with common issues. I pull into the drive, halting in front of the farmhouse, deploying the parking brake. I exit the cruiser.

Surveying the house before approaching the porch.

The house, and by proxy, the farm is deathly silent, yet the lights inside the farmhouse are on...

I step onto the porch, seeing the curtains to the front door are drawn, before I begin to knock on the door. “POLICE, OPEN THE DOOR!” I’d shout louder, trying to awake someone, to no result. I try the doorknob... The door creaks as it slowly opens... Odd. Why was it unlocked? I carefully enter, keeping my hand on my holster as I survey the desolate living room.

I’d notice that the screen door, leading into the backyard of the farmhouse, is shattered...Strange. Truly strange.

I hear shuffling from up the stairs, before something quickly scuttling away from the top. I quickly spin towards the stairs...My eyes widen with horror.

I notice a blood trail from a nearby broken flashlight, leading up the stairs onto the second floor.

I quickly withdraw my pistol, carefully approaching and looking up the stairs, before slowly walking up, raising my sidearm in front of me.

The blood trail leads into the master bedroom. The door is partially closed, but the light inside the bedroom is turned off.



I'd slowly approach the door, gripping the knob... until I hear something... The tear of flesh, and the crunch of bone and god-awful chewing sounds.

I slowly crack open the door, aiming my pistol at whatever was making these horrible sounds.

My eyes adjust to the darkness of the room. A dark figure, maybe 7-9ft tall, hunched over. Its arms tearing at something I can't see. My face contorts in silent horror. I put one and two together... Whatever THIS was, it broke into the farmhouse from the backyard.

I quickly line the gun's iron sights with the creature, firing two bullets. The gunshots echo in the room, so deafeningly loud, my ears begin ringing. The slouched figure quickly stands, making an ungodly shriek as it charged towards me. Taking advantage of my dazed state, I quickly recover from the pain, turning back and bolting out the bedroom, slamming the door and locking it.

The creature slams against it hard, seemingly unaware of what I just did, and begins slamming against the door... Screaming... The screams sounded human, yet odd. You could almost tell whatever was screaming was acting like a parrot, repeating what it's heard. I back away from the door, before turning and running down the stairs. I miss a step, falling and tumbling down the stairs, before struggling to get up, having sprained one of my ankles due to the fall.

The creature must've broken the door by now. As I hear rapid pounding and heavy footsteps approaching the top of the stairs, I quickly stand, rushing through the living room before bolting out the front door. Rushing into my cruiser, I quickly grab my radio. The adrenaline rushing through me resisting the pain is caused by falling down the stairs. "DISPATCH, I'VE GOT A 217 AT 45 APPLEWOOD DRIVE - I NEED ASSISTANCE ASAP!"

Something called back my voice. The thing... It's copying what I'm saying. Like a parrot. I see the creature emerge...

In the full view of my cruiser's headlight, its skin is dark brown, maybe even a shade of deep red, with a visible texture like leather. It's practically a skeleton, with the ribs and distinct features of bones visible through the skin... Standing with a noticeable hunchback; it's seemingly about 9ft...



I panic, quickly reaching for my shotgun, while my radio screams to life, "MILLER, DO YOU COPY-WHAT'S HAPPENING!?"

I aim at the creature. Mag-dumping the pistol through the windshield of the cruiser and at the ungodly abomination...Glass shards spread across the interior. It shrieks in pain, holding one of its arms before it scurries into the cornfield.

I Seemingly wounded by my desperate last stand, I breathe ragged and frantic, before slowing my breath and calming down, dropping the pistol and grabbing the radio, "D-dispatch... Suspect Fled... S-scared... Off." I spoke through deep breaths, barely able to speak the words I spoke.

EPILOUGE

The rest of the horrid night I barely remember, reinforcements arrived maybe an hour later, considering how out of town Applewood Drive was. The father of the family was found in the bedroom. Torn Apart. While the Mother and son's bodies had been found in the barn, largely intact besides bite wounds on the neck and chest. The murder of the Applewoods was ruled as a murderer suicide by the mother, despite the wounds and context not lining up.

I tried telling my story the day after, but I was diagnosed with PTSD, so severe that I couldn't go back to active duty, being discharged several weeks later.

I can barely sleep at night, knowing whatever that thing is... Is most likely still out there... Hunting... Killing.

.....
Written by Joshua Alan Hampson



'Amy and Sprigatito' by Ebz

Reviews

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(Image from SEGA
and STI)

SONIC The Hedgehog 2

**"Donate to the Save the Tails
charity today."**

**Platforms: Mega Drive, Xbox
360, iOS, Windows**

Released: November 1992

Developers: SEGA Technical Institute (STI)

A few weeks, maybe a month after Sonic 1 hit our not-so-white shelves, all eyes were on Sega for a sequel, and when it finally released on 2s-Day, 1992, everyone rejoiced!

The plot is the same as game 1, but now a 7TH emerald worth 1 zillion pounds has been found on west side island, home of Miles Prower, aka Tails, the cutest fox you can find!

Sonic's moveset has been expanded with the brand new Spindash! (at least, it was new at the time)

Of course, the game ain't perfect. The water stages are still pretty bad and wing fortress has hundreds, if not THOUSANDS of pits. As for Metropolis, contrary to popular belief and despite having 3 acts, it's not that hard!

There's a surprise for getting all the emeralds, but I'm not gonna spoil it!

If you find a copy of this game, buy it.



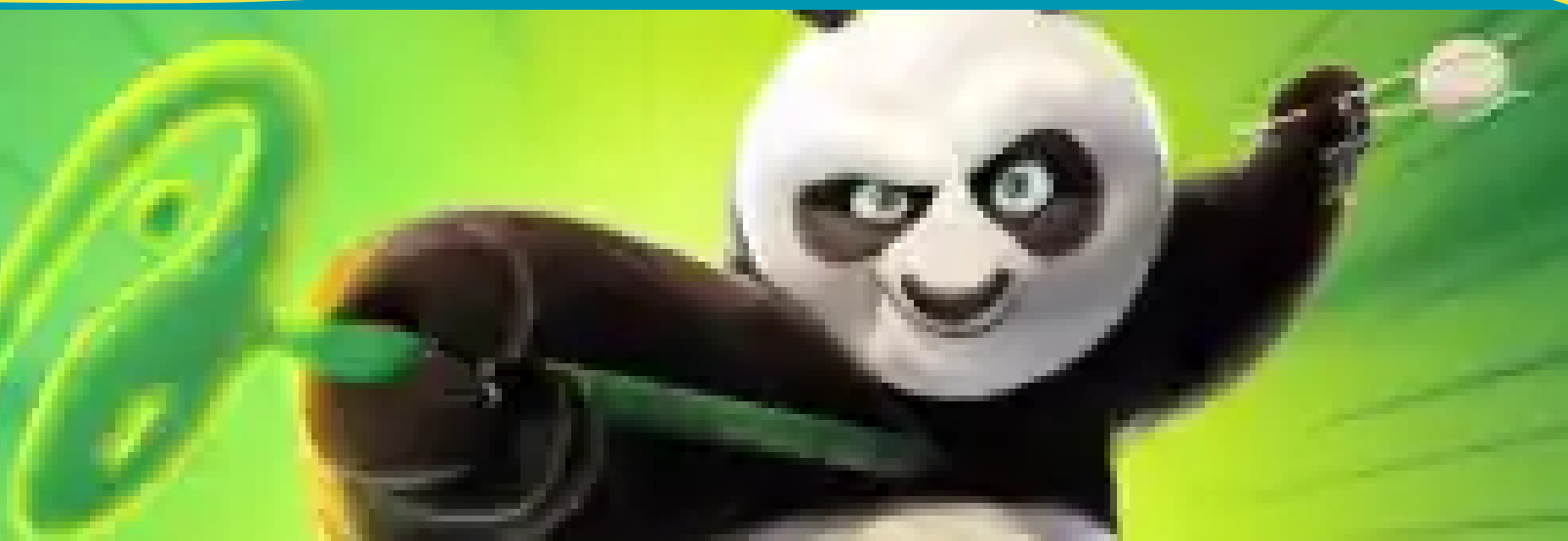
Graphics: 8.5/10

Music: 9.7/10

Level design 9.2/10

Score: 9.5/10

Review by GB



Kung Fu Panda 4

Released: 2024

"The BEST Kung Fu Panda movie to date," they say. Now, as fan of the series I can say this much; as a movie it's not half bad, but as a Kung Fu Panda movie, it kind of pales in comparison to the other 3 movies in the series.

As far as positives go, the animation and fight scenes are quite the spectacle. But, this is all I can give from the movie, as the other sides of it are poorly paced, lacking the return of characters, lack of interesting new characters, a villain with a lot of wasted potential, reusing clichés and the story is much less original; it just feels like a much worse version of Kung Fu Panda 2.

And the scene where the old villains bow to Po makes no sense, Tai Lung you can maybe get away with if paced better, but not Kai and Shen; they would either spit on him or flip him off.

Overall, just barely passable.

Score: 5/10

Written by James W



"THE LEGEND IS BACK."

Ford "Capri" MK4 **Launched: 2024**

So, yeah. We're trying this out. From 1968 to 1987, Ford was producing a sporty iconic 2-door coupe called the Capri. Named after an Italian island and spanning over 3 generations, the Capri became an instant classic. But now, there's a new one. Cool!

They aren't going to butcher it, are they?... They aren't going to butcher it, are they? Oh dear. Where do I start? OH! I know! Let's start with the fact that it's now a crossover SUV. A new addition to a long line of fad fake off-roaders. Do you really need big ground clearance to get over a pothole? Yeah. Didn't think so. Now onto the looks. While it's not the prettiest thing in the world, it's also no SMG4 2022 redesigns. The design of the car doesn't make me want to wash my eyes out with bleach, only compare it to the Polestar 2, they look really alike.

Inside the interior is sporty, yet rather comfortable, so no bad backs for me, thank you. Boot space is also rather good, and the parcel shelf structure is reminiscent to the mk2 and mk3 Capri's. Interior trim was rather basic, but that's only because the Capri I reviewed was a show car beta at the Goodwood festival of speed. Ford say a proper Interior is coming soon. But in the meantime, I can tell you its cubby holes would make Ikea jealous - the moveable centre screen is a welcomed addition and a panoramic roof will be included in some models.

Overall, do I think the 2024 Capri is bad...? Not necessarily. While it's a VW ID4 underneath. It's a pretty good family car with a few sporty touches, but I just don't think it deserves the Capri name.

6/10

Written by Harry.W



The Amazing Digital Circus Episode 2

Let the circus continue!

Released: 2024

The beloved psychological comedy known as The Amazing Digital Circus has released its long-awaited second episode! I watched it. 'Twas amazing.

In this episode, Pomni and the rest of the circus crew (except Zooble) are dragged into the Candy Canyon Kingdom to defeat a bandit whose name is Gummigoo. They are given a "war rig of [their] own" to wage Mad-Max-style revenge on Gummigoo and his cronies, Max and Chad. A thrilling escape sequence begins... No spoilers! There are a few twists, turns and even some heartwarming moments. Definitely worth watching.

10/10!

Written by Finley F.



Cookie Clicker

Cookie Clicker is an amazing game on google or steam in which you click a cookie until you either get taken over by an angry hoard of Grandmas, get murdered by a pack of interdimensional space worm or have a clone of yourself commit war crimes while you sit back and hide from the previously stated Grandma invasion.

Cookie Clicker is a game for everyone with the capabilities to press LMB (Left Mouse Button). I would recommend this to everyone.

**10/10 Written by
Chris. H**

Reviews

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Sonic Spinball

Released: 1993

Developers: STI

Ever wanted to play a Pinball game that works? Crazy, right? Well, have I got (great) news for you! Enter Spinball, the **BEST PINBALL GAME EVER MADE!** The controls are smooth, the graphics are fitting for the genre, the levels (well, most of them) are well constructed, and the music slaps harder than a baseball bat with a glove on it! Even the HUD is lively!

The only reason it isn't a full 10 outta 10 is because the jump is delayed, and Toxic Caves exists. It's the first level, but it's harder than concrete. Bad move, devs...



GRAPHICS: 9.7/10

MUSIC : 10/10

LEVEL DESIGN: 9.7/10

WRITTEN BY
GEORGE B.

8.99/10

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THE MINISTRY OF MISTAKES

Greetings, my eagle-eyed readers. I regret to inform you of a mistake in issue 3. DJ Fun24 did not perform his "On Your Mark" live set at the school prom, as he forgot to ask anyone. Thanks to... DJ Fun24 himself for spotting the mistake? Really?



by Finley Farrah
(inspired by the
phoenix comic)

Note to self:
Visit splatshop.itch.io for
the latest SplatShop-2D
Thunderstorm demo

SCHOOLYARD CALLOUT

If you have time stop and give this a read. we need your help. recently our school has introduced saying that all students must wait at the front of school for their parents or taxi which is a bit of a problem for not just us students but for some of the parents. The extra cars waiting doesn't help the traffic flow. We need your help to change this rule and benefit not only the students but the parents too.

Remembering the loss of our teacher John Charles



To tribute our fallen teacher,
we have given him his own page.

“John was a great
teacher. I used to be
one of the main students he’d
teach. He
helped get through
some of my hardest years.”

-Harry Watson



1959-2024

Meet our Team!



Harry W:
Editor



Finley F:
Designer



James W:
Content



Jack T:
Comic Design



Jake W:
Events Updater



Ebony T:
Content



George B:
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