

Inscapism

The Almost-Everything Magazine
Issue 6/July 2025

School's out!

Inscapism's Final Issue of
the Year

PLUS

RED-HAIRED ROOKIE
Meet Ruby's older brother...

Ebz' Zone
The Indigo League Champion is Here!

NEW COMICS
More to laugh at!

Page 3:
Introduction

Page 16:
Red Haired Rookie

Page 4:
InkSpill's Corner

Page 18:
The Odd Country

Page 5:
What's Hot

Page 22:
Reviews

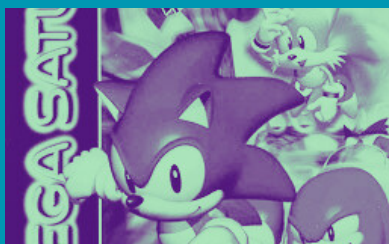
Page 7:
Ebz's Zone

Page 28:
Cheese-Cake Sucks

Page 9:
Comic Corner

Page 30:
Noticeboard

What to expect?



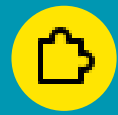
Reviews

Bad News: He Couldn't Feel the Sunshine.



A New Media

Now You Can Read AND Hear Us!



Comic Corner

We have angry birds at Home, Sweetie.

Welcome to Issue 6!



Thank goodness we have a podcast now. It's called Inscapism Speaks and you can hear it for FREEEEEEEEEEEEEEEE!

We also have new comics, new reviews and everything you would expect from this magazine, so please, turn the page.

- Finley Farrah and G.B.



INKSPILL
iNkSPILL
COFFEE



inkspill here.

Sorry, I was too focused on real man's work to do this column. Not only do we have Deltarune, but we have our very own podcast. Scan the QR code for more news eventually.





Inscapism has a Podcast!

Ever Wanted to HEAR Us? No? TOO BAD!!

For 2 episodes now, we've been making something special. A very special podcast known as "Inscapism Speaks," available wherever podcasts can be listened to.

For Episode 1, we talk to employees at Mercedes-Benz, meet up with our leader Judit Tolnai and introduce our brain-bending new quiz, Bamboozled, featuring questions set by students!

For Episode 2, we talk to 3D graphics specialists, a film company and give the head of our school a ton of new Bamboozled questions!

So, don't delay, listen to Inscapism Speaks today!

- Finley Farrah



You'd
think that
a career
in
television
would be
easy.

INKSPILL
MEGA

coming soon to
youtube - vimeo - inscapism.co.uk
maybe a TV platform near you

Ebz's Zone



Hey readers! It's Ebz, once again back for the fourth Ebz's zone! If you didn't already know, I'm kinda a Pokemon fanatic, definitely in the mentally unwell obsessed category, basically when it comes to Pokemon, I don't do things by halves!

for this issue of Inscapism, I wanted to share information on my favourite Pokemon trainer ever; Lance!



Lance is the champion of the Kanto and Johto Regions, and a dragon master; meaning he's a formidable opponent and the strongest trainer in the Kanto and Johto regions. Lance's name probably comes from the mythical weapon used in fairytales and legends to slay dragons, that being a lance. His name is wataru in Japanese. Lance specialises in dragon type pokémon, dragon type are notoriously difficult to train, yet this champion makes it look effortless.

Lance is from Blackthorn City in the Johto Region, a town notorious for dragon trainers living there, as well as the mysterious dragons den behind the Blackthorn city gym. Lance's cousin is actually the gym leader of this said gym, she is called Clair, and she also specialises in dragon type pokémon. Lance and Clair are very close, as they were raised together to train dragon type pokémon. Clair and Lance are very different people though, Clair is very arrogant and childish, whereas Lance is very mature, a perfect example of what a trainer should be because he cares for his pokémon very strongly, and has powerful bonds with them, even passing the elders test in the Dragons den. Which should be noted that few have actually passed this test.



Ebz's Zone

Lance is a very gifted trainer, often a role model and mentor to other trainers. He's very aware others rely on him as a good example, and as a hero yet this pressure never seems to feel like a burden to him. Lance likes to be a good example, he has a strong sense of justice, he's even a police officer in the anime, a member of the organisation the G men who bring criminals to justice and protect Pokémon. The Indigo League Champion prefers his battles fair and square, and many find his caring demeanor very endearing, he's a very heroic trainer with a very big heart! (He also loves his capes, you won't see him without one!) Lance cares deeply for his Pokémon, and he regards them as friends. He takes his role as a part of the Pokémon G men seriously and maintains his conviction towards keeping the world at peace. Lance was revealed to have won the Pokemon world tournament in Driftveil city, as well as having been strong enough to reach the finals of the world coronation series. Lance also has extensive knowledge on mythology from legends, as seen when he explains to Maxie in the episode "The Scuffle of Legends" the purpose of the orbs (red orb and blue orb), that team magma and aqua were after.

Ace Pokémon is his Dragonite, who is capable of flying around the globe in a mere 16 hours, and is classed as a "Power-House" Pokémon, better known as a Pseudo-Legendary Pokémon. These Pokemon usually are Capable of a two stage evolution, and have a base stat total of 600. Another notorious partner of lances is his shiny Gyarados. The Gyarados as a Magikarp had been forced to evolve from team rocket via mysterious radio waves, which made it distressed and aggressive, furthermore team rocket tried to capture the Gyarados themselves via cruel methods. Luckily Lance with the help of Ash was able to keep the Gyarados from being harmed, and Lance befriending the pokémon and catching it. He promised Ash he would take good care of it, which he stuck to his word and now Gyarados is unbelievable, powerful and has blossomed under Lance's care.



And that's all we have time for on this installment of Ebz's Zone! I hope you found this infodump of information to be "fabulance" (see what I did there)

to finish the page off with a hyper beam, here are some of my drawings of Lance! (And the plushie I made) until next time pokéfans, Gotta catch 'em all!!!



Life of Lillian

by lillianlover2007 on DeviantArt

I'm a bird



AH AH AH AH!



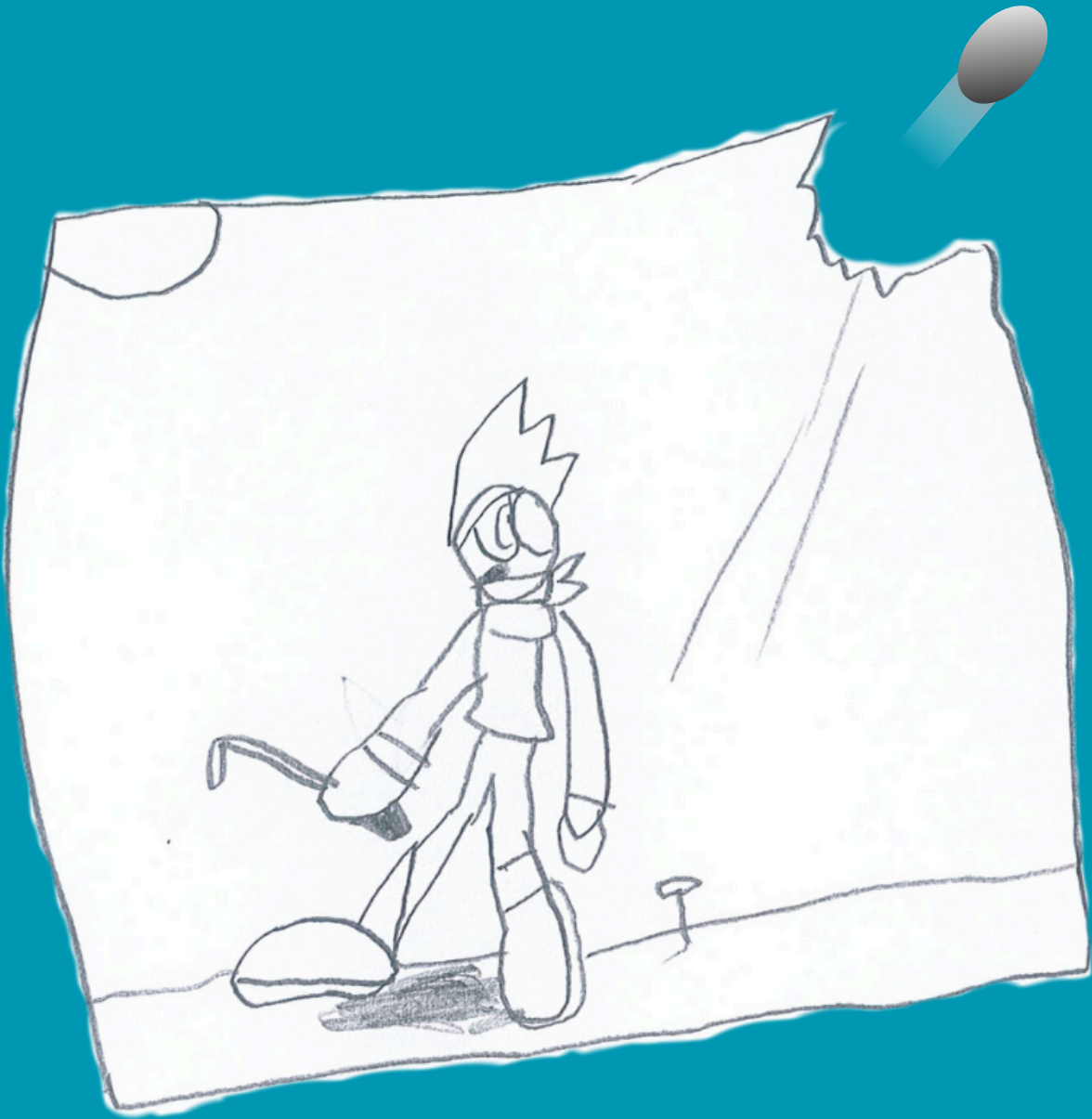
The Porsche Strips



JASPER COMIX

11

Ep' 5: Gone Golfy



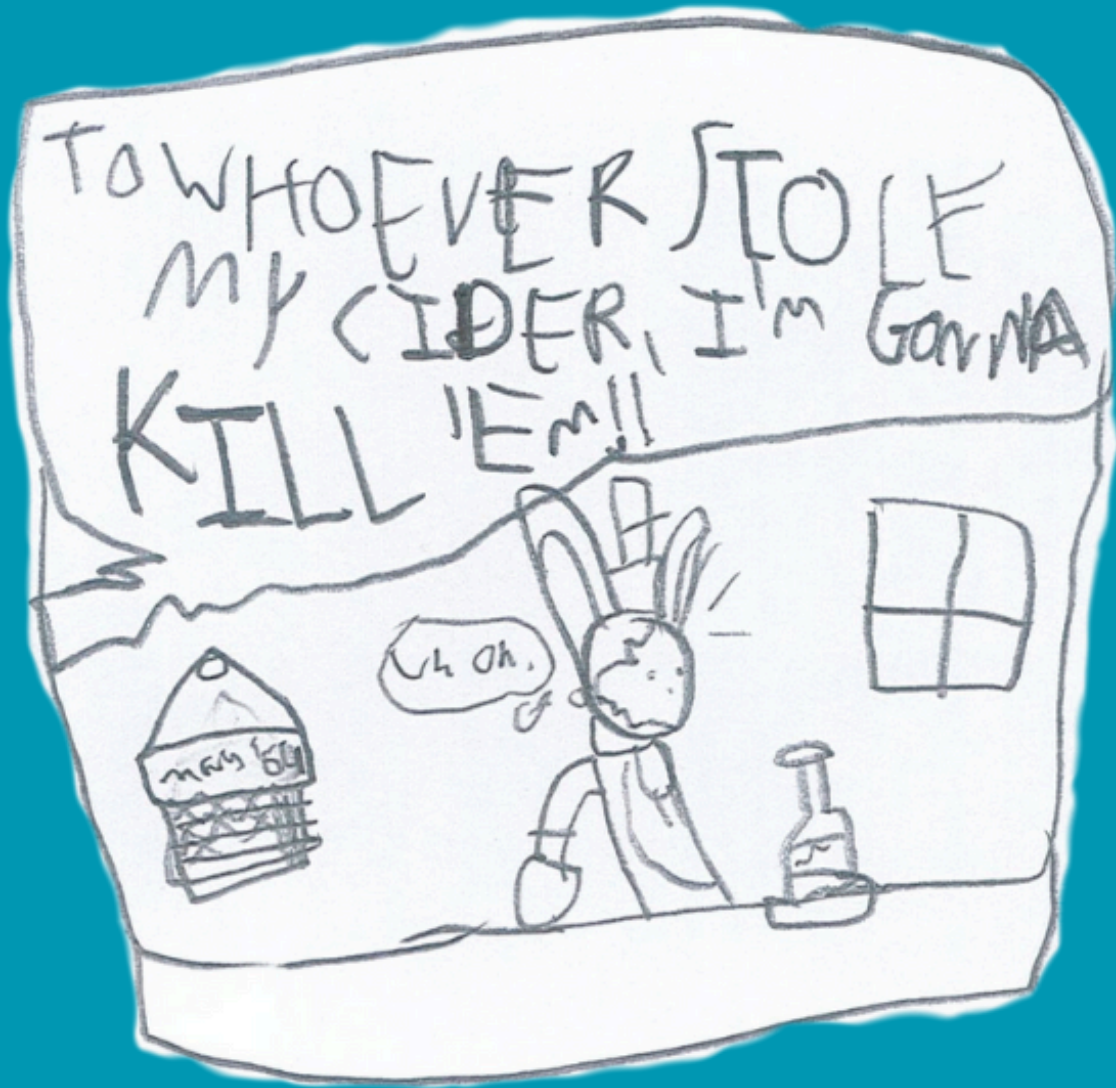
By G.B.

Drawer's Note: This Episode's Name is a Pun on "Gone Goofy"

Keivan's Komedies

Ep' 1: Always Read The NameTag

12



By G.B.

Keivan's Komedies

Ep' 2: Garden Woes

13



By G.B.

Gnorm Gnat

History and the icon

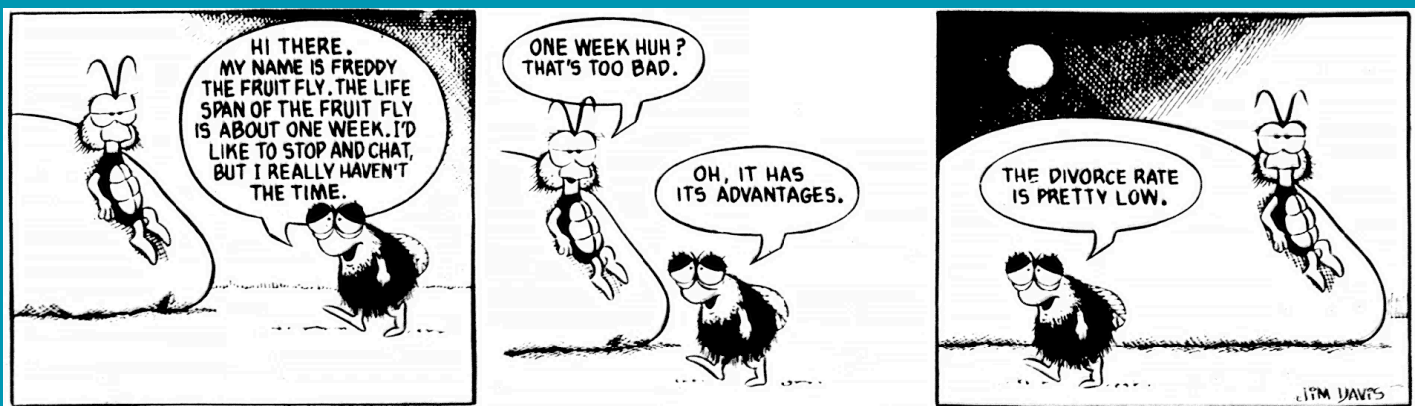
14

Jim Davis

Who would have thought that cartoons have more than 500 years of history! Of course, at that time (in the Middle Ages), it did not look like how it does today. Artists used these 'cartoons' for preparation for their pig piece of art. It was in the 19th century when a magazine started to publish humorous artwork and referred to them as comic. From this on, comic started to develop quickly and gained momentum. Sarcastic art appeared, then political comic, comic strips - to then become the animated film. In this magazine students like to express their thoughts with comics - gags and one pane comic art.

Jim Davis (James Robert Davis) is an American cartoonist most famous for creating Garfield. He, or rather (sorry Jim), his work is an inspiration to many, including our students. He found animals funny and more interesting than people. Among his first comic strips are Gnorm Gnat. He showed these gags to publishers, however he was turned away as 'nobody cared about bugs'.

Well. We don't think like that. Hope you don't either and will listen to our little bug's ideas further in the magazine.



Created by J.D.

Red Haired Rookie Chapter 6

An Original Written By Harry Watson
Illustrated by Leo Ye and Harry Watson



"Dad's doing WHAT?!" Came a voice.

With her dad off for his final street race Ruby needed to be watched over while Roy was gone. But her mum Silvia was off to her lap dancing club so the only person she could turn to was her older brother, Bobby. Bobby was 16 and was more or less the voice of reason in the Robinson household, at least while Sylvia was gone.

"Bobby, I can explain," said Ruby.

"Please do," replied Bobby, **"All this time the reason for him leaving the house was to street race!? In all honesty that checks out."**

"It's not just that," said Ruby, **"It's tonight in particular. Dad says it will be his last race after an encounter with the police."**

"But that's a good thing, right?" asked Bobby.

Ruby sighed, **"Yes, but here's the thing. After the last race he took part in mum found out about his late activities, and if she finds out about this we'll have a big problem. His boss did say security would be arranged but I can't help but worry. If dad gets arrested and I'm not there to help him I'd never forgive myself."**

Bobby thought for a bit.

"Has dad left the house yet?"

"Yes, About 5 minutes ago. Why?" asked a puzzled Ruby.

"I think I have an idea."

But before he could elaborate on his idea they heard a BEEP BEEP.

"What was that?" asked Ruby.

"Oh I think I know who that is," answered Bobby.

Both the kids ran downstairs and headed for the front door. They went outside, up the driveway and onto the pavement. And almost immediately after a yellow, slightly rusty ex telecom 1972 Commer 2500 van pulled up. It was a high roof variant with some sign writing on the side that said Mickey Mason and the Zig-Zaggers.

"Ah. That'll be my friends," said Bobby.

"What are they doing here?" asked Ruby.

"Well, they normally come around during the weekend for band practise. But I don't think now's the right time."

Presently one of his friends stepped out of the Commer.

It was his girlfriend Bella. Bella is the lead singer of the band seeing how she has the best maintained voice. Both she and Bobby joined the band when they were 12. At first they saw each other as just friends, but as time went on they developed feelings for each other and the rest is history.

"Hey there cutie," charmed Bobby.

"Hello hot stuff," giggled Bella. ***"I see you're babysitting Ruby. Any occasion?"*** she asked.

"Well, that's why we've come outside," replied Bobby.

Ruby cleared her throat and said:

"This is going to sound like something I made up, but.....my dad's a street racer."

Bella looked at Ruby as if she'd lost her mind, then she looked at Bobby. He gave her a nod of confirmation. Bella composed herself and then said:

"Okay....so tell me more."

"Well, he's off to compete in his last race and I just want to make sure he's safe," replied Ruby.

"Are sure? You shouldn't just stay behind?" asked Bella. ***"With a life as hectic as that, the last thing he needs is more chaos."***

Ruby sighed and shook her head.

"I know! I know! Its just that..." Ruby gave Bella a sad innocent look. ***"I care so much about my dad. If he does something stupid and I'm not there to help him...."***

Ruby couldn't bring herself to finish her sentence, she was overwhelmed by tears and fear. Bella didn't know Ruby as much as her boyfriend, but seeing poor Ruby look so upset and scared broke her heart. She looked at Bobby, then at the rest of the band waiting in the van, then she looked back at Ruby. Bella consoled her and told Ruby:

"You don't need to tell me any more. I understand. But what can we do?"

Ruby's face lit back up and said:

"Bobby has a plan. Though he hasn't told me what it is yet."

Both the girls looked at Bobby.

"Well babe?" asked Bella, ***"What's the plan?"***



**Next time, Roy makes a bold choice in Chapter 7
of Red Haired Rookie!**



The Odd Country

Call Me Smithy-Joe. I've just Returned from Holiday and **WHOOOTH**, What a Holiday it Was... First Off, It was In this Country called "*TURN-BACK-NOW Land*", Which borders France and Germany. For Now, Let's Just Say It's an Odd Name for an Odd Country. When I Got Past The Gates I Saw Three Guys Dancing to NOTHING. They Didn't even have **HEADPHONES** on! Anyways After a Quick Lunch at Pizza Hut I went to the "*Bingle-Dingle Fi-Fei-Fo Wingle III Park*" for a quick Jog. Or at least, It WAS Quick until a Digger driven by a Drunk Fella **BURST** from the Neighbouring Taco Bell. I then Ran Off in Fear Before Seeing... 12 People in a "Standing Up" Pose.
WHILE FLYING THROUGH THE AIR.

After Two More Hours of Chaos,
The Mayor, Bingle-Dingle Fi-Fei-Fo Wingle XVII, Said I Had to Go
Because My Dog, Johnny-Bob,
had Burned Half of the Country's Mega-Farm Down.

And Now I owe this Place €1,374,420,271,997.
This is A Plea For Help.

Written By G.B.

Together Trust's Pride Parade celebration

Late in June, students got together to celebrate Pride Month together. Here's what happened on that fateful day.



20

inscapism SPEAKS

**WANT MORE
INSCAPIISM?**

**Boy, do we have the podcast
for you.**

- **Bamboozled quiz**
- **Interviews with industry professionals**
- **Stories**
- **Possibly Much More**

**AVAILABLE ON SPOTIFY AND
(maybe) APPLE MUSIC**



**Random Pokemon Drawings
because I said so
by Ebz**

Reviews

22

(Image from SEGA
and TT Games)



SONIC 3D FLICKIES ISLAND

Released: 1996 (UK) 1999 (JP)

Developers: SEGA, TT Games

"Hop on the Spindrift"

Platforms: Mega Drive,
Saturn, PC,
Xbox 360, Xbox One

In 1995, Sega was in a bit of a rut. Sonic X-Treme started falling apart, and The Slightly-Revolutionary Lock-On Tech had been swept under the rug by Donkey Kong Country's Pre-Rendered Graphics, because back then gamers only cared for 3D. At least until the 2000s. So what did the blue fellas do? *A lil' tit-for-tat.* Nintendo had worked with Rare, a company from the UK (i.e, here) and they had used fancy SGI tech. And Sega was gonna do the same, but with TT Games (of LEGO fame) instead. The end result of just over a year of experimenting was Sonic 3D, the successor the the Game Gear title, Sonic Labyrinth. (which was pretty meh) First off, This game's OST is my Second-Favorite Soundtrack! (also this game had 2 OSTs like Sonic CD, one for the Mega Drive and one for the Saturn. They both are equally good) The Graphics, while they Aren't as good as the previous games, Is still Impressive for the system! And the controls Ain't Too Shabby Either... For the Most Part.

In Short, It was a Great Send-Off to the Mega Drive!



Graphics: 7.5/10

Music: 9.8/10

Level Design 8/10

Score: 8.5/10

Review by GB

Reviews

23



MARIO KART 64

Released: 1996 (JP) 1997 (UK)
Developers: *Nintendo JPN*

**“Fun to Play,
Except when You’re Losing.”**

After the Success of The Original Super Mario Kart 4 Years Prior, Nintendo did The Natural: Make a Sequel On their Next System. And after Much Turmoil, *Super Mario Kart R Mario Kart 64* was Released for the Nintendo Ultra 64. But was it Worth the Hype?

Well, To Sing It’s Praises...

There’s a Neat amount of 8 Characters to Choose From,
3 CCs with 4 Cups with 4 Courses each,
Technically Totalling to FORTY-EIGHT Courses to Play!

The Graphics are Neat, The Music is Great, But...

There is just One Teeny-Ickle-Small Problem holding This Game Back.
The Turning.

The Turning feels AWFUL, and your Racer goes Koo-Koo when you
Turn Even Sliiiiiiiightly to a Different Direction.

But Aside that *Slip-Up*, I HEAVILY Recommend This Game!

Graphics: 7.7/10

Music: 9.4/10

Level Design 8.5/10

7.9/10
Written By G.B.

Reviews

24



Mercedes-Benz A-Class and CLA Launched: 2023

Recent news from Mercedes indicates a new CLA is on its way. So, while we wait for it to come out, let's have a look at the current CLA and its forebearer, the A-Class.

The A-Class has been with us since 1997 and has evolved significantly over the years, from what can only be described as a door wedge on wheels prone to tipping over to a proper hatchback worthy of rivalling cars such as the Toyota Corolla and the Volkswagen Golf. In 2013 came the CLA, a saloon version of the A-Class which proved just as popular.

The current day A-Class and CLA are not too different to how they were 12 years ago, but don't let that put you off. The exterior of both cars is good but not over the top. The interior is also good and respectfully comfy with a slightly patterned dashboard. There's plenty of storage areas with a little mat in the centre storage, electric adjustable and extendable seats as standard, headroom is good but not great and the legroom is rather compromised in the back. However, there are plenty of charging ports and the armrest in the back has cup holders which is a nice touch but it's a bit of a squeeze to enjoy it.

The boot door is responsive, with the CLA's door being the fastest, and there is plenty of boot space. Unfortunately, the screen isn't that responsive unlike in other cars. There are sunroofs on some models and from what I've heard, the drive's rather smooth. If you can't get enough boot space, then there's the CLA shooting brake with an electric boot door. One last thing you need to know is that sportier red trim seats are available on more high market variants such as the AMG.

In conclusion, apart from the legroom, slightly slow screen and sort of cheapish feeling glovebox door, the A-Class and CLA are pretty good cars. Prices start at around £30,550 for a new one, but you can get a good used one for about £16,500, so both cars are rather affordable. If you're looking for a daily driver with just a hint of class then the A-Class and the CLA are definitely good picks you just don't want to use one for designated driver duty.

(both cars) 8 / 10
Written by Harry W,
Finley F

Reviews

25

DELTARUNE

Released: 2025

Available on: Steam, Switch/Switch 2, PS4/PS5

I have never played a game quite like Deltarune. It's a true labour of love made by people who know what they're doing.

Deltarune follows a human named Kris who accidentally falls into a fantasy-style world with their school partner, a mean monster named Susie. A young prince named Ralsei (a fluffy goat boy that somewhat resembles Kris' brother Asriel, who first appeared in the creator Toby Fox's most popular game Undertale) tells the two that, alongside himself, they are the heroes of a prophecy with the fate of the earth in stake.

There are many things I love about this game, but, for the sake of conciseness, let's boil it down to two points: the world of the game and the gameplay.

The game's world is filled with carefully considered details, both big and small. Not only that, but it's filled with a variety of eccentric characters. What other game harbours a 3D-rendered, TV-headed gameshow host, an airheaded computer queen, a super-powerful old man and everybody's favourite, Sans Undertale? Plus, each character has an incredible story. You do not want to miss Susie's character arc.

The gameplay is another defining point. It's brave to create an average RPG battle system that combines the dodging of Undertale with the kind of battle system you might find in an old Final Fantasy game, then completely break that system for the sake of fun. I respect that.

Overall, if you're looking for something very, very different to the average RPG, play Deltarune.

10/10

**It will
genuinely
change your
life.**

Written by
Finley Farrah

X-Men '97

They're back?

Cast your minds back to 1997. Professor Xavier, the founder of the Xavier Institute and the X-Men, has passed during "Graduation Day", the final episode of X-Men: The Animated Series. You shed a tear as the event occurs. 26 years and 6 months later, the story continues as X-Men '97 makes its debut on Disney+. Let's see how the tale turns out in the first 2 episodes.

After the theme song, Sentinels (anti-Mutant robots) are hunting down a teenage mutant. This scene should be familiar, as that was how the first episode of the original series started, but it takes a sharp turn.

The mutant is not Jubilee like in the first episode, but a new character. He is then eventually saved by the X-Men, and that's all the story you're getting, as the story is amazing and doesn't deserve to be spoiled by me. The X-Men are under new management, I guess. The emotional stories, daring to talk about important topics, and flashy battle scenes are even more impressive, especially without a children's network to constrain the writers.

Just watch X-Men '97; it's like X-Men never left.

10/10!
I love this!

Written by Finley Farrah

Reviews

27

SONIC R

"I may or may not be feeling the sunshine."

Released: 1997 (JP) 1998 (UK)

Developers: SEGA, TT Games

Platforms: Saturn,

GameCube, PS2, PS3, PC

After Sonic 3D came out, Sega just couldn't get the taste of 3D Gaming out their mouths,

So they Partnered up with TT Games One More Time to make an On-Foot Racer.

Development was pretty short, only lasting 9-ish months.

And TRUST ME, those were 9 months well spent!

First Off-the-Bat, this is the Best Lookin' Game on the Saturn! AND it gets EVEN

BETTER on the PC/PS2/PS3/XBOX/GameCube/Micro-Wave version!

The Controls are... Well... they aren't exactly the best for a Racing game,

but you DO get used to them Quickly, at least!

And Then there's the SOUNDTRACK. I LOVE IT.

Every Song, Every Jingle, Every Melody And Every Note. ALL OF IT.

Let's talk Content for a sec. When it comes to Stages in This Game,

There's Sadly Just A Mere 5, but the CHARACTERS... Well, Not to Spoil Anything,

but there's 9 Racers, and 5 of them are Unlockable! That Ain't Bad!

All This combined makes a Worthy Rival to Mario Kart 64,

Which Released around a year prior. Sadly, this was The Last Sonic game for 13

whole YEARS, until Sonic 4. This is also (kinda) the reason

Sega went Third-Party. Shame this Review had to end on a sour note.

(I'm Keeping the Review Section Alive, Aren't I?)



Graphics: 8.1/10

Music: 9.75/10

Level Design: 6/10

7/10

Cheese-Cake Sucks

28

Why?
I'm About to Tell You Why.

2 Years Ago, A Cheese-Cake Stole My Boyfriend, with the Intent of Cooking him into Stir-Fry.

That "Cake" ran off to The Nearest Airport, "Gingle's Planes." and Left for Africa.

I Hijacked the Plane to Keep Up, but When We Landed, The Cake From Hell Dashed off Into the Horizon.

Luckily, it Seems This Isn't the Only Time a Cheese-Cake has Gone Rouge. A Stall Near the Plane sold A Gadget Called a "Cheese-Cake Tracker". I Don't Know The Seller's Name, And I Don't Know What He's Up To Now, But I Hope he's OK.

I Tracked The "Sweetie" Down to an Abandoned South African Wal-Mart And Shot it With a Conveniently Nearby Sniper Rifle. Why It was There, I Don't Know.

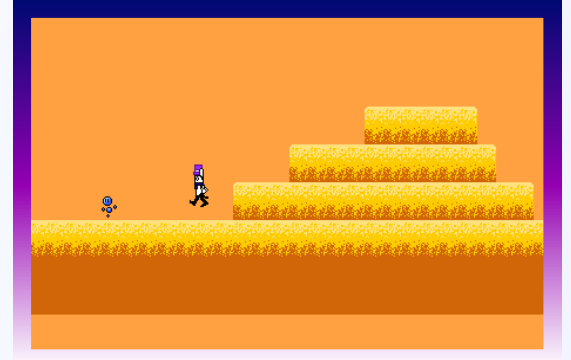
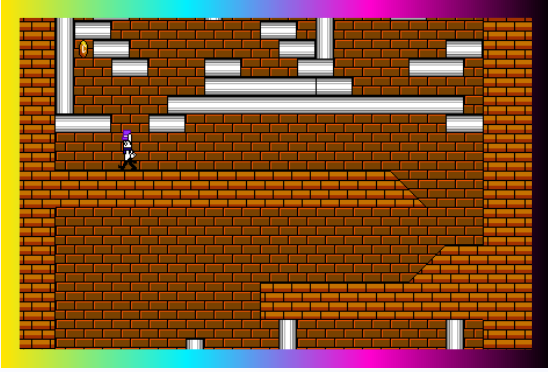
So The Moral Here is This:

Don't Eat Cheese-Cake. Or Your Life Will Be On The Line.

A Short Story By G.B.

ADVERT

29



You're Gonna Need One.

LUNASOFT PRESENTS...
KEY QUEST 2

COMING NEW YEARS 2026



THE MINISTRY OF MISTAKES

Greetings, my eagle-eyed readers. I regret to inform you of a mistake in Issue 5.

The Jasper comic was heavily ripped. We do not know why that was the case, but we will investigate.

Thanks to that weird cat-bunny hybrid who wishes to be anonymous.

**by Harry Watson
(inspired by the phoenix comic)**

4 or 8 Issues from now, A BIG event will commence!

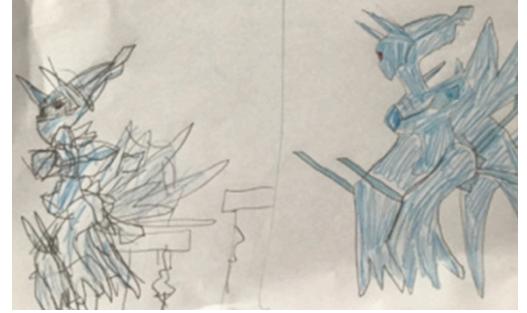


Submit your idea to add to the board here!
forms.gle/V1sqtTKU3bg59m6c8

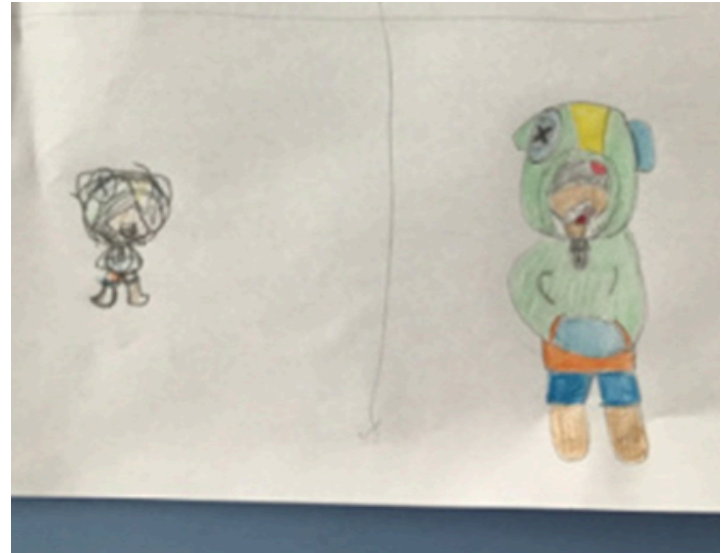


Not sure what to do during summer?

Long summer break days... You have finished all the levels in your game... There's nothing to do! Take one of our class' idea: art competition!

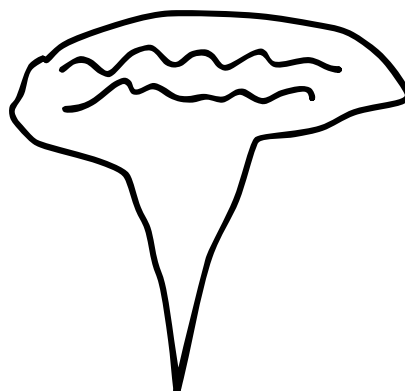


Choose a picture online, then get a paper, some pencils and start to draw. When finished, compare, chat and share ideas technique.



Guess which one is the student side and which one is staff!

Are summer days still boring?
This lil' bug shares some of his ideas:



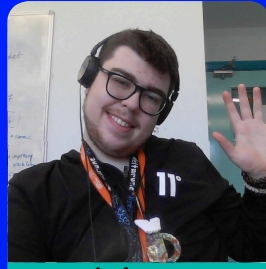
Thanks for listening to him.

Hope he helped!

Meet Our Team!



Harry W:
Editor



Finley F:
Designer



George B:
Content



Jack T:
Comic Design



Jake Wood:
*Events Updater, website
communications & content*



Ebony T:
Content & Artist

Joshua H:
Story Writing

Leo Ye:
Web Design & Illustrator

See Ya Soon!



For More Just scan the QR code, or visit the website:

*inscapism.co.uk
or sites.google.com/digitaladvantage.org.uk/digitalgroup for our past!*