

Review: Labyrinth

How well does Jim Henson's cult classic hold up today?

By Riley Patton

Labyrinth, a movie released on June 27, 1986, features an all star cast of David Bowie and Jennifer Connelly as the two main (humanoid) roles. This movie has so much charm to it that it's easy to understand why it's so popular. Like many movies of its time, it has achieved a cult status among fans and casual movie watchers alike.

Labyrinth's plot follows a girl named Sarah who journeys through a deadly maze to save her baby brother Toby from a Goblin King, before Toby gets turned into a goblin forever.

This film is quite possibly one of the most unique films ever made, with help from the rocking soundtrack, composed by David Bowie and Trevor Jones. Musical numbers are sprinkled throughout the hour and 41 minute runtime that greatly add to one's overall enjoyment of the film.

The CGI has aged horribly, so the sparing use of it in exchange for more practical effects and puppets is very

appreciated. And, the use of M.C. Escher's art during the final showdown between Jennifer Connelly's character Sarah, and David Bowie's character Jareth is highly appreciated. On par with many films of its time, Labyrinth is extremely cheesy, as seen in the final scene with all of the puppets in Sarah's room having a party.

A running theme with fantasy/sci-fi movies such as Princess Bride, Labyrinth, Star Wars, and so forth is the use of unique full-scale puppets throughout the movies. Star Wars wouldn't be as iconic without the Yoda puppet, the rodents of unusual size from Princess Bride are a staple of the movie, and similarly, the majority of the characters in Labyrinth are puppets.

As stated earlier, Labyrinth is an extremely charming film with care and vision sprinkled throughout. It's a gem from a time where filmmaking consisted of experimenting with new and interesting ideas.



Photo courtesy of Go Social

Play it again

Why video game sequels have troubled players for generations

By Elijah Davidson

Think about what games have been released recently. If you keep up, you probably know about *Red Dead Redemption 2*, hailed as one of the greatest games of the decade; *Super Smash Bros. Ultimate*, considered to be a revitalization of the series; *Fallout 76*, an admittedly troubled but innovative take on the Fallout formula; and many more interesting, unique games. Was *Just Cause 4* on that list? I would be willing to guess that for you, it was not.

Just Cause 4, according to many reviews, is the latest in a long line of "cashgrab" sequels that do little to innovate, change, or redesign. Polygon Gaming called it 'a tired retread of old ideas,' with reviewer Colin Campbell

stating, "It feels too much like a replay of *Just Cause 3*, which came out three years ago."

Similar points have been made since the inception of home gaming. *Call of Duty* has suffered from these criticisms for a decade or more, with some fresh additions often not enough to differentiate each game; other FPS (First Person Shooter) series such as *Halo* and *Battlefield* experience this as well. The Battle Royale genre is a hotbed of copycats, cashgrabs, and other intellectual property thefts. *Mass Effect: Andromeda* was a commercial and critical failure, and nearly resulted in the shuttering of developer Bioware.

So what makes a sequel more than a

ripoff? Ultimately, the attention and care the game receives. *Red Dead Redemption 2 (RDR2)* and *Mass Effect: Andromeda* both have sprawling open worlds and lengthy stories, so why is one so much better? Put simply, *RDR2* had a lot more playability. This game took eight years to create, and its release date was repeatedly delayed to make sure it was perfect. *Andromeda* came out seven years after *Mass Effect 3*, but no such care was given to it; players noted that it felt half-baked and had multiple issues.

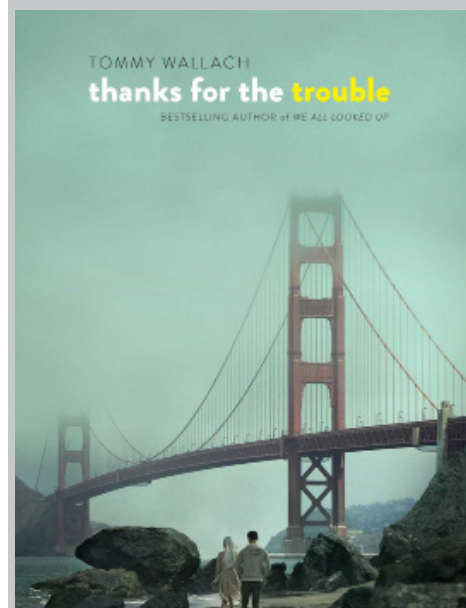
Another thing that differentiates a solid sequel from a cashgrabbing one, is the freshness. I do enjoy *Destiny 2*, but a large chunk of its art, gameplay, and even story beats are shockingly similar to the

first game. *Gears of War 4* and multiple *Resident Evils* sequels are other games panned for their repetitive nature. (It's to be noted that *Resident Evil 7*, the most recent addition, was considered to be a brilliant reenergizing of the series.)

Not all sequels are bad. In fact, far from it; many are good at polishing and expanding their predecessors' ideas into something better. *Half-Life 2* is one of the most universally acclaimed games in history. But, there is a major distinction between a sequel that cares about the players and a sequel that cares about the bottom line. That's a major line that many companies don't seem to notice, as they step right over it.

Zoe's Bookshelf

Book reviews by Zoe Watts, a professional book lover



Thanks for the Trouble

SUMMARY

A teenage boy who has been mute since his father's death stumbles upon a mysterious girl named Zelda who claims

she is immortal. Parker doesn't believe her at first because she looks like they could be in the same class (well except for the fact that she has silver hair), but as the days go on and he learns more about her past, or what she says her past is, he finds himself more and more convinced. Zelda decides to spend her last 5,000 dollars on him in exchange for a promise that Parker will apply to college. There's a catch, though. She states that once they spend all the money, she's going to jump off the Golden Gate Bridge.

REVIEW

The author, Tommy Wallach, tells this story in a way that makes you get lost in the words. When you stop reading, you feel as though you lived through it yourself. The books shows how people change, grow, and simply live. Wallach expresses how someone can simply grow tired of life once they have lived a few different ones. This story is an amazing read for all teens and maybe even most adults because it accurately depicts how people in high school act.



In 27 Days

SUMMARY

This book, by Alison Gervais, has dominated a popular story publishing site known as Wattpad. It's about a young girl living in New York who is still in her junior year of high school. But everything

she thought she knew goes out the door when one of her classmates commits suicide. After she attended his funeral, a man who calls himself Death approaches her and offers a deal. If she takes it, she will go back in time 27 days to try to stop her peer from taking his own life. But when more supernatural creatures try to stop her as she tries to uncover secrets and find out what really happened, things start to go a little crazy.

REVIEW

This story will tug at your heart and make you look at your peers and friends in a whole new light. It shows how people treat others when rumors spread and facts are distorted. Alison Gervais sheds light on how far someone will go when simply motivated by their own morals and internal feelings. What really stood out while reading is how the reader learns how big a difference someone can make, even when limited by their own problems.

THE LOBO LEGEND

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Letters to the editor are encouraged and may be dropped off in the high school office or sent to the newsroom.

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Staff editorial

Do posters really push back against vaping?

When students walk through the hallways, they are used to encountering a slew of distractions, from their peers around them to the cell phones in their hands to the myriad of posters decorating the walls. This year, over 30 JUUL awareness posters have been plastered throughout the school, covering everywhere from the lockers to the stairwells to the bathroom stalls. Although the posters were created with good intentions, they have had little to no effect upon the school population.

Vaping seems to be a very difficult topic for school administration to approach. Because it's one of the largest problems currently plaguing students, they have to do something about it. However, as a result of the addictive nature of JUULing and the rapid pace that the addiction is spreading, there are few ways to make students rethink what they're doing. Comedic advertisements that feature sheep or posters that feature long paragraphs of text that nobody's going to

read are rarely effective in shutting down the rise of vaping in the school.

This is not meant to be an attack on administration or to say that JUUL awareness is pointless; it's undoubtedly a major issue in the school. However, most of the campaigns against JUULing have been incredibly ineffective. Many of them have been heavily mocked, and they're often found in toilets or crumpled up and thrown in the trash. And, this isn't even a problem with the posters themselves. They're mostly well done and informative, but students have become immune to them. Many students who vape are aware of the possible consequences and knew them going into it. It's a problem that's transcended educational announcements or catchy phrases like "It's not cuul to JUUL" as a solution.

Even heightened punishments like in-school suspension have done little to slow the problem. To many of our peers, JUULing with friends is completely worth that risk, especially if they're

already addicted. Despite seeing plenty of anti-vape advertisements, they see even more light-hearted posts from friends that promote vaping. It's become a stepping stone to popularity.

Even though many teenagers try to be edgy or rebellious by vaping, it has quite possibly gained the opposite effect by being normalized. It's what everyone's doing; it's the current big trend, just like Silly Bandz or scrunchies in their respective eras. If the goal is to follow the crowd, vaping paraphernalia is the golden ticket.

Regardless of opinion on the school's posters, they are making an effort; the initiative serves as an admirable attempt for combating the vape problem sweeping over the school. That being said, the posters may not be the way to do it. They often tend to merely distract for a few seconds during passing period rather than make a lasting impact, and a distraction is not what is needed for fighting the rise of e-cigs in high schools.

