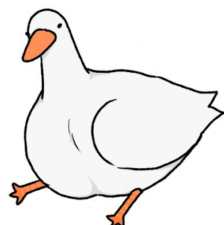


# The Inspirer



## Welcome back!

To the first magazine Issue of the new academic year. In this Issue, we are going to discuss exciting topics such as the Queen's queue and a new animal fact file. We hope you enjoy this new Issue.



## What will be in this issue:

- Queen's Queue
- Game Review
- Animal Profile
- Puzzles
- Book Review
- Song Review
- Interview

#CHONKYGOOSE

# Lying-in-state queue: what was it like?

Written by Lucy Reynolds

As you all know, Queen Elizabeth II passed away on the 8<sup>th</sup> September. Her coffin toured around the country for 6 days so that people could come and pay their respects to the late Queen, who had reigned for 70 years. I was one of the thousands of people who stood in the queue to see the Queen's coffin in Westminster Hall.

I was in the queue for almost exactly eight hours overnight. I set off for London at about 6:30pm, and because of the traffic (and the fact that London is 4 hours away anyway) I didn't get to the actual queue until quarter to one in the morning. It was around 2.5 miles long at this point, and started right under London bridge. To be fair, it was quite warm for midnight in September, my mum and I both had backpacks with about three coats each, which we never needed. At first, the queue moved quite quickly. It did slow down a lot about 3 hours in, which was probably the most exhausting part as we were moving slowly. There was one lady who tried jumping the queue, but she ended up being shouted at (mainly by my mother) and sent to the back by the police.

There was a period around 4:30-5:00 in the morning where the queue spread out and everyone was overtaking each other, but the path thinned out as we got to Westminster bridge. The next part of the queue was probably the hardest part. The sky was light again but that just made everyone even more exhausted. The line was moving agonisingly slowly and the nearby portaloos were stinking the place out.

When we finally made it to Westminster Hall, there was a huge security system that was exactly like airport security. After we got through that, we were able to go into the Hall itself. If you didn't see the livestream or watch it on the news, the coffin was right in the middle of the room, with the queue splitting in half and running on either side of it. There were cameras along the top of the room as well. There was also a guard on each corner of the coffin for security purposes. The crown was on top of the coffin, as well as a huge bouquet of flowers from Buckingham palace. I was only in the room for about three minutes, after a solid eight hours of queueing, but I'm glad I went, for the experience.



# Five Minutes With Miss O'Neill

## Interviewed by Miss Webster

If you could host a talk show, who would you have on first?

David Starkey the Historian

If you could travel back in time, what decade would you choose to live in?

The Victorian era (as a rich person)

What superpower do you wish you could have?

Invisibility

What is your favourite book of all time?

Anything by Agatha Christie

What's one thing that can instantly make your day better?

Hmmmm... music, exercise, dancing... I'll choose the cat, George.

When you want to give up, what keeps you going?

Reminding myself that I can do difficult things.

What was the last TV show you binge-watched?

Law and Order

If you could only eat one food for the rest of your life, what would it be?

KitKats

# Book and Song Review

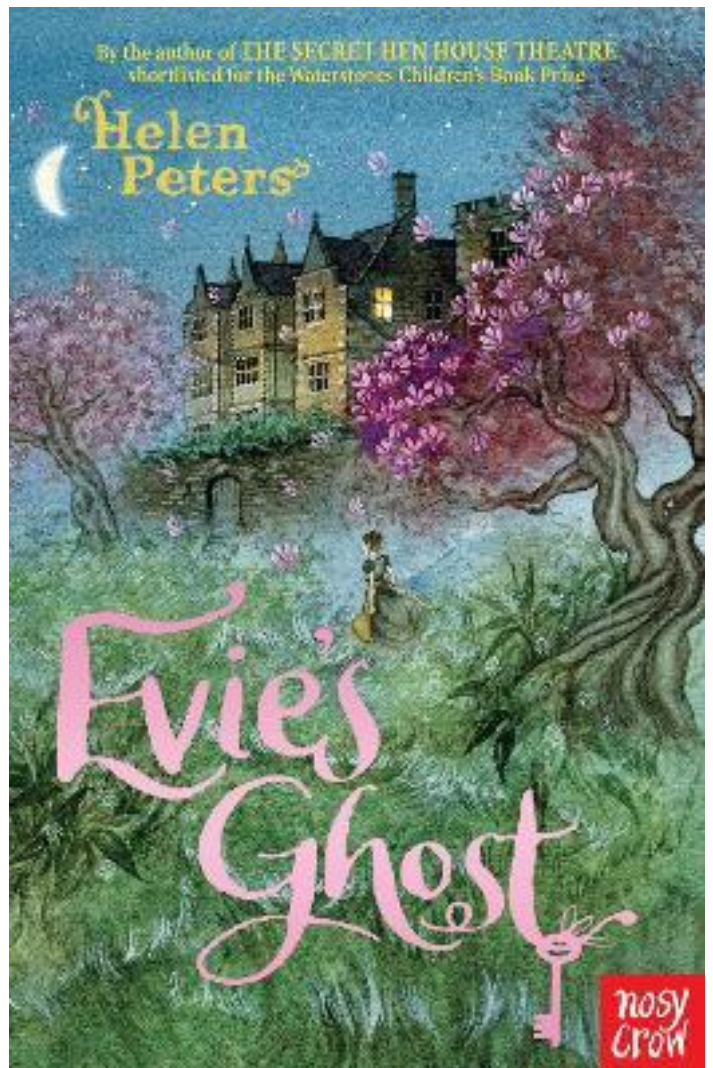
Written by Verity Cooke



Murders is a song by Miracle Musical. It is from the album Hawaii II which is about a man who sails to Hawaii and falls in love, his love interest dies and he is accused. However, Miracle Musical is a project directed by Joe Hawley and members of his previous band "Tally hall" who wrote The bidding. The genre of the song is Alternative/Indie. There is a variety of instruments played in the song such as the piano and the guitar, it is played in B minor which creates a dark theme/atmosphere.

Evie's ghost is by author Helen Peters. Evie's mum gets married and goes on a honeymoon so she goes to stay with her godmother who she hasn't seen for years and can hardly remember. After falling asleep, she wakes up in the year 1984, dressed as a housemaid. I really enjoyed Evie's ghost, I had a bunch of questions when reading it and I could barely put it down. It was very interesting. It is definitely one of my favourite books.

My rating: 9/10



# Halo Wars

Written by Ethan McGarrigle



## Introduction

Created by one of the giants of the Real Time Strategy genre, Ensemble Studios, Halo Wars is a reimagined spinoff of the popular Halo franchise. Released on the Xbox 360 and then re-released on the Xbox one and PC., Halo Wars converts the classic keyboard and mouse format to a controller friendly RTS (Real-time strategy).

## Graphics

Despite being an RTS (and releasing in 2009), Halo Wars visuals, while not groundbreaking, get the job done. Although the general scenery may seem dated, the models hold up pretty well. Between the average grunt and the behemoth that is the scarab, all the units look nice, albeit old.

The non-model textures on the other hand are very dated. While this is standard practice for RTS games, it still does not excuse the ageing. Despite this, players who choose to ignore these graphical issues and chalk it up to age will find a good example of an RTS making sure that its models are up to standard.

The cutscenes are visually impressive, considering the platform it was released on. The introduction cutscene is especially well done, and I am completely blown away by how much detail and care is put into them considering just when the game was released. I would honestly recommend the game just for the cutscenes alone.

## Gameplay

Halo Wars, being an RTS, main mechanics are that of base building and commanding your soldiers, we'll start with base building.

To build a base, you either start off with a firebase, which can be upgraded into a station, or a station itself. One up from a station is a fortress. The difference between these firebases are the amount of building and turret slots you have. Turrets are defences that shoot at enemies. Buildings are the core of your base, these include things such as supply pads, which generate resources, barracks, which trains troops and field armouries, which allow you to unlock special upgrades. There are more than these three, but to cover them all would take too long. Some buildings can be upgraded to receive better outputs. Resources are what allow you to build your army. Everything costs resources, including the means to get resources.

There is also a unit limit, which limits the amount of units you can build.

The actual commanding of your army is very fun. While a bit simplistic (just throwing your men at the enemy can be a viable strategy), it is just entertaining watching your men run at the enemy before mowing them down. The fact that this is all done on a controller and can accomplish most of the things that keyboard and mouse can do is even better.

The game employs a rock, paper, scissors wherein ground vehicles beat infantry, infantry beats aircraft and aircraft beats ground vehicles. This is a great balancing tool that encourages players to vary their armies to make sure they can counter whatever their opponent throws at them.

### Level Design

The design of the levels in Halo Wars ranges from annoying to great. The beginning and ending are great examples of good level RTS design. Good enemy placement, clear objectives and fun start. The middle of the game however, is not as fun. One mission (Mission 09), starts you off with no base and you're only able to make a squad every thirty seconds, rather than the usual ten seconds. On top of this you're spawned in front of a giant army. That is not fun. Thankfully this poor level design is only present in about three or four missions. But still, this greatly impacts the enjoyment of a replay.

### Story

Halo Wars' story is exactly what you'd expect out of a spin-off game. Set during the early years of the Human-Covenant war, the crew of the UNSC Spirit of Fire follow a string of clues that leads them to an unknown planet that harbours a dark secret.

The story requires some knowledge of the Halo universe, but not so much that you would have needed to have read every book, played every game and read the wiki several times over. It provides a good jumping on point for the franchise, being the first chronological entry.

### Multiplayer

The multiplayer segment of the game is more of the same, which is not a bad point. The main selling point of it is the ability to play as the Covenant, something only seen in Halo 2 up until that point. The faction is fun to play as, but the buildings are mostly retextured UNSC buildings.

Leaders provide great variety and replayability for the multiplayer, with each leader having their own specific abilities and units. These include the Orbital Drop Shock Troopers and Elephant for the UNSC, and the brutes and cleansing beam for the Covenant.

In summary, while the multiplayer does nothing groundbreaking, it still serves as a fun mode to jump into with a couple of friends.

### Verdict

Despite Halo Wars' faults in it's level design, almost everything else about the game is great. It doesn't try to be the new standard of the RTS genre, it does what, in my opinion, every game's main goal should be, be fun. Halo Wars is available is available on Xbox 360, Xbox One, Xbox Series X/S and PC

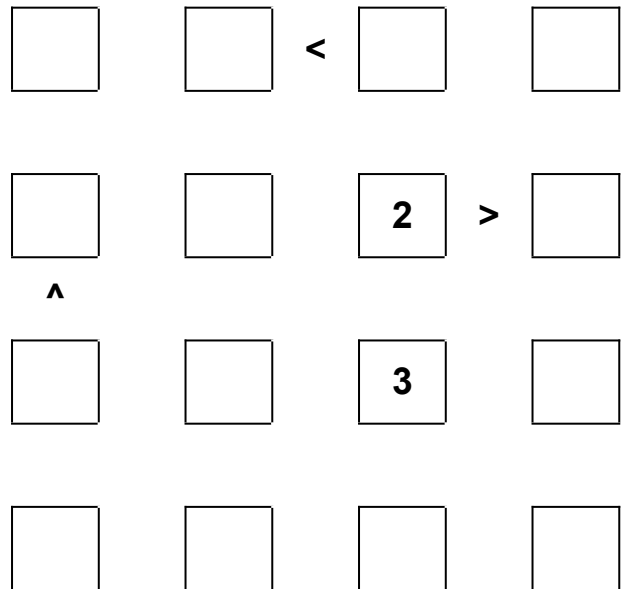


# Puzzles

## Futoshiki:

The aim is to place numbers 1 to 4 into each row and column so that not number is repeated twice in each row or column

All of the inequalities must be right  
( $<$  - is smaller than,  $>$  - is greater than)



								7
			5					4
3	9							1
2	3						1	
	8		1	6	7	9	2	
6			7	8	3			
9		8	1	6		2		
	7		4	2	9			
	6			3	7			

## Sudoku:

Every square has to contain a single number.

Only the numbers from 1 through to 9 can be used.

Each 3x3 box can only contain each number from 1 to 9 once.

Each vertical column can only contain each number from 1 to 9 once.

# Elephant Shrews

Written by Eva Welsby and Amelia Escott

## ELEPHANT SHREW INFORMATION SHEET

Elephant shrews are also known as sengis or jumping shrews, because they can jump up to three feet and run at speeds of up to 17.9 miles per hour.

If they are healthy, they can live up to two years, but the majority of elephant shrews live between one and two years in the wild, but can live between 3-4 years in captivity.



Elephant shrews live alone or in pairs and are primarily active at night. They're extremely territorial and usually very aggressive toward other shrews, animals and humans.

Shrews wouldn't make good pets, they are quite timid, shy and independent if they aren't mated/breeding.

Their body averages 10cm and have between 36 and 44 teeth, as well as an amazing sense of hearing and smell.



The elephant shrew's diet consists of leaf litter invertebrates (termites, millipedes, beetles, earthworms and spiders), berries and saplings/shoots.

They originate from South Africa, Zambia, Botswana and thrive in soily desert habitats containing dry grass and shrub land.

### Did you Know?

Elephant shrews are not rodents and don't belong to the shrew or rat family, even at first they appear to be. They are actually, closer related to animals like moles.





# Do you want to become a magazine member?

What you will be doing:

- Helping with the bake/cake sales throughout the time your at school
- Helping with multiple fundraisers across the school
- Creating articles for pupils around the school to view in the magazine

And More!

Meeting days are Monday and Thursday which will be held by Ethan and Verity in Year 9.

If you want to join, the magazine will schedule an interview for you to ask some questions.

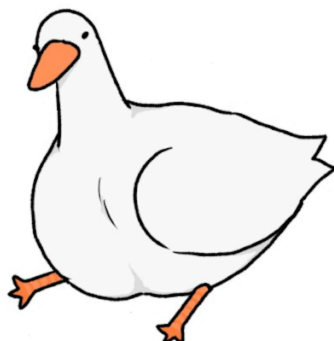
If you want to learn more about the magazine and how you can join, the emails are below:

[emcgarrigle@students.maharishischool.com](mailto:emcgarrigle@students.maharishischool.com)

[vmcnamara@students.maharishischool.com](mailto:vmcnamara@students.maharishischool.com)

We look forward to the new school year with new articles and topics to cover...

If you wish to write an article then please get in touch.



### **Our team:**

Verity McNamara, Verity Cooke, Eva Welsby, Amelia Escott, Darcy Main, Ethan McGarrigle, Lucy Reynolds & Miss Webster.

### **Contributors for this issue:**

Miss O'Neill

**Need help with  
your DofE  
sections?**

Contact Sebastian  
Cleary or Hermione  
Tapia-Bowes for help

