

HUDSÖNIAN

STUDENT NEWS ORGANIZATION AT HUDSON VALLEY COMMUNITY COLLEGE

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November 3, 2022

Famed "Migos" Rapper Takeoff Dead at 28



By: Dominic CacchioneCreative Editor

Tragedy struck Houston last week when former Migos member Takeoff was shot dead outside of a private party at a bowling alley. An icon of modern day hip hop, Takeoff was a key member of Migos, and did much to shape the soundscape of trap music in the 2010s. He was often cited as the backbone of the group, and brought many iconic verses to their music, such as his refrain and intro body verse on their 2017 hit T-Shirt. In addition to his work with the Migos, Takeoff dropped a solo album of his own in 2018 titled The Last Rocket to wide acclaim from fans, and a recent duo album Only Built For Infinity Links with fellow Migos member Quavo, which was also met with high praise and significant commercial success.

The tragedy of Takeoff's murder comes not only from the fact that he was a hugely influential figure for modern hip hop, but also from the unfortunate pointlessness of the situation. He was reportedly killed over a petty argument held over a game of dice, suffering gunshot wounds to the head and torso according to the autopsy. Authorities say that they have no reason to suspect Takeoff was involved with crime, and the killer has yet to be identified.

Perhaps in a rather calloused fashion, a video capturing footage of the incident has made its way to TMZ in a way that's brought about much-warranted backlash from many. "Where's

Continued Takeoff Page 2

Vikings Win 93-59 in Women's Basketball 2022 Season Opener



PHOTO BY **EVAN BONESTEEL**

Nya Ewans-Edmonds (23) November 1, 2022 in HVCC College McDonough Sports Complex

By: Evan Bonesteel Staff Writer

The Hudson Valley Women's basketball started their season off with an impressive victory over University of Connecticut at Avery point. Beginning with a 10-0 run the Vikings took the lead and never let up the pressure outscoring Connecticut by 34 points to end the game 93-59.

The first half set the pace as guards Yvonne Boyd and Payton Graber controlled the floor. Boyd scoring 17 on the game with 7 assists to propel the team forward. Garber ending the game with and impressive 33 points, 7 assists, 8 rebounds and

6 steals.

The half ended with the Vikings up 52-32. Nya Evans-Edmond led the charge for Hudson Valley in the second half scoring 10 in the 3rd quarter and 8 in the 4th finishing with 22 points and 4 rebounds to bring

Hudson Valley to a decisive win. Alyssa Bruno came away with 3 rebounds. Sidney Phillips with 4 points and 3 rebounds. Emma Spadaro recorded 5 points, 3 rebounds and 1 assist. Josephine Ohare ended the game with 2 points, 3 rebounds and 1 assist. Dejonick Senior scored 2 points and had 1 rebound and 2 assists. Rounding out the win Shanaya

Bernard had 8 points and 3 rebounds.

SPORTS

Look through a photo spread of the Women's Basketball 2022 Season Opener as the Vikings' best plays are highlighted.



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LIFESTYLE

Check out this week's Halloween edition of "Campus Style!" You could appear on the next issue, contact hudsonian@hvcc.edu for more details.



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Engineering Science Club

Meeting Time:

Every Monday 2:00 p.m. AMZ 101

Advisor:

Dr. Linda Lim l.lim@hvcc.edu (518) 629-7358



Club participates in AMSE competitions, school competitions, and internal projects designed by the members. This fall our projects are/where: bottle rocket, pumpkin launchers, drone chip manufacturing. In the spring is when ASME competitions are held. We don't limit ourselves with our projects and like to have teams work on whatever they are motivated to do and use the clubs budget to do so.

This Week's Events

Mon 31 Student Senate Meeting 3:00 p.m.

Tue

Dia de Los Muertos: A
discussion of Mexican
Tradition with Prof.
Malu Benton

1:00 p.m. **Yoga** 12:00 p.m.

Wed

2

3

Fri

4

College in the High School Faculty Development Day 8:30 a.m. COVID-19 Booster and

SUNY Oneonta:
Transfer Advisor Visit

Vaccine Clinic

3:00 p.m.

10:00 a.m. Thomasina Winslow -Blues Guitarist 12:00 p.m.

University at Albany: Transfer Advisor Visit 9:00 a.m.

Rensselaer Polytechnic Institute: Transfer Advisor Visit 10:00 a.m.

Takeoff

FROM PAGE 1

the empathy?" reads a USA Today headline about the video, as we seem to live in an age where the internet has desensitized us to violence and tragedy. "It's quite disgusting that [video is] being circulated, because it's a horrific thing for a family to experience and a traumatic thing for people to bear witness to," said trauma-informed psychotherapist Lizandra Leigertwood after the video made the rounds on Twitter. "It's dehumanizing. It's as if it's not a big deal, when really it's showing a murder that is horrific."

Many pillars of the hip hop community have come forward expressing their grievances and condolences, such as Drake and producer Metro Boomin, who both expressed that they loved Takeoff like a "brother" in a series of now-deleted Instagram stories. "I'm tired of the first thing that happens when a young black rapper dies is [blaming] him for circumstances that are out of his control," says popular hip hop YouTube commentator Shawn Cee. "I gotta hear think pieces and

talking points about the type of music that Takeoff made, meanwhile he was an innocent bystander in an altercation that he had nothing to do with. [...] Rest in peace to a member of one of the biggest and greatest rap groups in history. In history."

Offset is survived by his fellow Migos members and blood relatives Quavo and Offset, aged 31 and 30 respectfully.

"Mom Start Here" Drive

By: Ellicia SwedishBusiness Manager

Vikings for Life is hosting a charity drive via a donation box located outside of the Student Activities Office for the organization "Mom Starts Here." The drive started November 1st and ends November 22nd.

The goal of the event is to collect materials such as: shampoo, lotion, diaper cream, infant-Tylenol, thermometers, nail clippers, aspirators, laundry detergent, wipers, wash-clothes and towel for "Mom Starts Here" to distribute to mothers in who are in need and struggling.

Students who are unable to donate during this time but would like to make a further donation can make one through their website: momstartshere. org.

If you are wondering what the Vikings for Life club is, they are a club on campus that finds common ground and promotes a culture of life. They offer resources for students on campus such as connections to assistance for unplanned pregnancies, pro-life materials and you can get insight to different perspective.

All students are welcome in ADM 103 every Wednesday at 2:00pm.





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The Hudsonian

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All views expressed in this paper are those of the author, and not necessarily those of the *The Hudsonian* or the College.

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Letters to the Editor

The Hudsonian is the exclusive student newspaper of Hudson Valley Community College. It is published every week. To join The Hudsonian, attend our weekly meeting on Mondays at 2 p.m. in ADM 105 or by Zoom. Check out our webpage at thehudsonian.org for information



Dress to impress in one or more themes for a chance to win!

Denim on Denim on Denim
Pink All Over
Royalty Realness
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12 NOV SATURDAY

5pm - 8pm Siek Campus Center, 2nd Floor

PRIDE BALL 2022

New York City's underground ballroom scene comes to campus through a fashion competition, food, and entertainment.

Prizes include \$10 e-gift cards to Panera, Starbucks, and Subway

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Contact HVCC Student Activities at CTR210 to Sign Up studentactivities@hvcc.edu
(518) 629-7348











Three TV crews, 3 newspapers, and HVCC photographer were documenting the action

Pumpkin Carving Winners

Student Groups

1st Place — Mortuary Science Club ace — Educational Opportunity Program Club 3rd Place — PTK

Students

1st Place — Tom Hine 2nd Place — Bret Kurtlocker 3rd Place — Kristen Kilmer

Staff

1st Place — Dwight Marvin Library 2nd Place — Bookstore 3rd Place — Student Affairs



Student Groups - 1st Place - Mortuary Science Club





Staff - 2nd Place - Viking Bookstore



Student- 2nd Place -Bret Kurtlocker



Student Groups - 2nd Place - Educational Opportunity Program Club



Hot Club of Saratoga at the BTC Auditorium on October 27, 2022

By: Jim Parmelee Staff Writer

Maria Zemantauski, HVCC's Coordinator of Cultural Affairs, introduced Hot Club of Saratoga as Hudson Valley's house band because it is often tapped to play its lively music for college-sponsored events including graduations in past years. The second concert of the Fall 2022 program provided the opportunity to appreciate the music without the distraction of an ongoing event. The band bases its gypsy jazz repertoire on the 1930s Paris - Django Reinhardt, Stephane Grappelli, and The Quintet of Hot Club of France. Starting in 2013, Hot Club of Saratoga has been a regular in the Saratoga music scene, played at SPAC events, and was selected as one of the top five local groups in the Time Union's annual "Best of..." con-

The BTC Auditorium September 27th performance included eight numbers, two by Reinhardt and several jazz standards outside their usual repertoire. Chuck Kish, the band's voice, sored this performance. The

provided the rhythm style of chordal backup and percussive drive called "la pompe" on guitar. Dylan Perrillo provided string bass and, for some tunes, vocals. Jonathan Greene on clarinet and Tucker Callander on violin offered much of the lively solo work for the concert. Hot Club periodically supplements its regular collective of musicians with a Musician-in-Residence program. The fifth quintet member was guitarist Frank Sousa, from Montreal, just finishing his three-month Musician-in-Residence stint. Because of it popularity, Hot Club of Saratoga has a collective of about 16 other musicians that can fill out the quintet when needed.

Hot Club of Saratoga provided an excellent concert with various moods and styles of 1930s jazz. If you like 1930s-era jazz or want to experience it, I recommend that you check out Hot Club of Saratoga's performance schedule on their web-

www.hotclubofsaratoga.com

HVCC Cultural Affairs spon-





Dylan Perrillo on bass and voice



Chuck Kish on rhythm guitar



Frank Sousa - musician-in-residence. Montreal







COURTESY OF HVCC CULTURAL AFFAIRS PROGRAM

Word Search: Feline Friends

By: Marie WilliamsJr. Copy Editor



Elden Ring (2022)



By: Dominic Cacchione Creative Editor

Elden Ring is the latest installment in FromSoftware's long line of "souls-likes". Beginning with Demons Souls and truly breaking ground with Dark Souls, the term "soulslike" now transcends an unofficial series title and has become its own subgenre of action RPGs. Truly, FromSoftware is one of the most influential forces in

the gaming industry. That being said, it should come as no surprise that Elden Ring was one of the most anticipated games in the years leading up to its release. After several years and numerous delays, Elden Ring was finally released in February of this year to massive critical acclaim, and unprecedented commercial heights for From-Soft. As of August 18th of this year, the game has sold 16.6 million copies, easily making

it the fastest-selling and highest-selling game they've ever put out. A landmark release, not just for FromSoftware, but for the video game industry as a whole, Elden Ring is sure to be looked upon fondly decades from now in the same manner as N64 classic The Legend of Zelda: Ocarina of Time.

Elden Ring's most obvious achievement is the sheer amount of content the game has to offer. Every time you find yourself saying "I've done so much, surely the game is almost over," you find yourself in a massive new area, brimming with valuable loot, dynamic and interesting enemies, tough-as-nails bosses, and the cutting-edge environmental storytelling that the Dark Souls family of games has become so famous for. Elden Ring offers an explorative experience like no other game before it, and there is something to be found in nearly every square inch of the map. Visually, the game is breathtaking, and the combat system is the most liberating a SoulsBorne game has ever been, with numerous pathways and abilities to pursue. The bosses are nothing short of a spectacle, and it's very easy to find yourself completely immersed in the wonderful, wide world of the lands between.

As a very dedicated From-Software fan, I can't pretend that Elden Ring is free of shortcomings. For one, the lategame bosses are largely imbalanced, with many of them designed around intentionally unfair mechanics. The most blatant example of this is the optional boss of the Haligtree, Malenia, Blade of Miquella. Her moveset is centered around hyper-aggressive swordplay that in many cases is near-impossible to dodge, and to make matters worse, she regains a little bit of health every time she hits you. She's the only enemy in all of Elden Ring to have an ability like this, and it makes her boss fight feel more frustrating than anything else. Dark Souls 3 has what I believe to be the best bosses in FromSoft's repertoire, and that is because their painstaking difficulty is matched with the rhythm of the player character's dodges and attacks. In many ways, Dark Souls 3 perfected the "dance of death" design philosophy that can be attributed to many of FromSoft's best bosses. In Elden Ring's late-game, this dance is lost. There's no rhythm, as many bosses are too aggressive for you to be able to time a series of dodges in succession, and your best bet is often to get as far away from the boss as possible before they hit you with a swift volley of attacks. The final boss is also a bit of a disappointment, as they have a penchant for running away from you, and you spend much of the fight essentially trying to play tag. I wish I could say that the bosses'

flaws stop there, but sadly, they don't. Many early-game and mid-game bosses are copied later in the game, just throwing a cheap upgrade or downgrade in your face as a throwaway miniboss, or sometimes a fullfledged boss. This was particularly disappointing because duplicating certain fights takes a bit of the significance out of the original fight, especially in the case of Astel, the final boss of Ranni's questline. Astel is a very daunting boss in both spectacle and challenge, and the fact that you can encounter an exact copy of him in a random cave much later in the game just feels unearned. Why should there be two of such a memorable and significant boss? My complaints about Elden Ring are rounded off by the game's sheer imbalance, not just for bosses, but for the player character as well. There are many weapons, abilities, etc you can use that pretty much trivialize certain sections of the game (looking at you, Rivers of Blood and Mimic Tear), and it almost invalidates certain character builds. There are still many valid avenues you can take in developing your character, but having builds that are clearly, objectively superior to most others is something that From-Soft unfortunately still struggles a bit with.

Continued Elden Ring Page 7

Elden Ring FROM PAGE 6

In spite of those flaws, though, I'd be lying if I told you that Elden Ring wasn't an absolutely great game. There are some poorly designed boss fights, but for the most part, this game's roster of bosses is nothing to wag a finger at. Who could forget their first encounter with the daunting Margit, the Fell Omen in the beginning, or the titanic war general Starscourge Radahn? I'm also pleased to say that after many shoddy attempts, FromSoft was finally able to deliver a perfect dragon boss fight in the form of Elden Ring's Dragonlord Placidusax, one of the most breathtaking and engaging bosses in a game full of great bosses. They also finally perfected what they tried to do with Yhorm the Giant in Dark Souls 3 with Elden Ring's Rykard, Lord of Blasphemy. In the case of Yhorm the Giant, there's only one viable weapon for that fight, and it's the Storm Ruler, which unfortunately trivializes what would have otherwise been an epic battle. The Rykard fight corrects this error by using a similar concept as the Storm Ruler without making the boss completely helpless against the only weapon that could viably beat him. Rykard's onslaught of a moveset keeps the player constantly on their toes, always carefully timing when to make their move, or when to dodge. Basically, in the Rykard battle, the aforementioned "rhythm" or "dance of death" is restored, which makes it easily one of the game's most memorable boss fights for me, both in cinematic spectacle and intense, yet balanced challenge.

While the bosses have much to praise, the areas deserve a love too. The first visit down the elevator to the majestic Siofra River is many players' first "wow" moment, and serves as the first reminder for how big the game they're playing actually is. Oftentimes, you'll open up a treasure chest and find yourself teleported to the other side of the map, in a new location you had no idea existed. The crumbling city of Farum Azula that floats above the lands between is one of the most intriguing locations in FromSoft's history, and Leyndell, Royal Capital has a powerful, divine air to it that's reminiscent of Dark Souls 1's Anor Londo. There's no shortage of amazing places to visit, and each and every one is populated by mysterious characters with their own unique questlines, as well as bloodthirsty, persistent enemies. The game has some areas that are a bit cumbersome, such as the Lake of Rot or Inner Aeonia, but traversing these areas never lasts long, and the series' "poison swamp" trope is less annoying than ever thanks

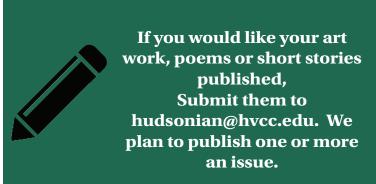
to your horse Torrent, who can carry you safely through many of these hyper-deadly zones. I may sound like a broken record at this point, but it's difficult to reiterate just how much content this game is brimming with. Every time you think you've seen it all, you quickly realize that you're wrong. Right around the corner, there's more to explore, discover, and achieve.

While I can't earnestly describe Elden Ring as a perfect game, it would be a sin to discredit just how much of a stepping stone this game will prove to be for the industry. No other open world game has even scratched the surface of what Elden Ring has to offer, and I firmly believe the release and reception of Elden Ring is what led to Nintendo's decision to delay their sequel to Breath of the Wild. They saw Elden Ring, realized it was a masterclass in open world games, and realized the competition was a lot more stiff than they initially realized, leading to them pushing back their release date. At least, that's what I think. It's pretty difficult to deny, though. Elden Ring, in spite of its shortcomings, is a monumental game that pushes the boundaries of what an open world game can contain to its absolute limit. I'm not ashamed to say that it's unquestionably the game of the year. In the decades to come, this game will be remembered as one that changed everything.

Hudsonian Comics

By: Matthias Mojallali Staff Writer





Short Story: Midnights

By: Marie WilliamsJr. Copy Editor

He was just drifting off to sleep when his phone began to ring. Thinking it was work (it was always work), Jasper immediately turned over to grab it, answering the call with a grogging 'hello'...

When it's Sera's voice on the other line, the man sits up in his bed, suddenly alert at her quiet tone.

"I'm sorry, I didn't know who else to call," Her voice is hardly above a whisper, something Jasper hadn't heard before.

"N-no, it's okay, I'm... I'm glad you called,"

It didn't take a profiler to know that something was wrong. His hand moves up to brush long hair from his features, concentrated on Sera.

"Are you okay? You sound upset,"

There's not much following besides the purring of her cat in the background. Still, she forces an answer from her lips as she stares at Jasper's name on her phone screen beside her.

"I started getting those nightmares again. The ones from when I was a kid." Sera rubbed at her eyes, the guilt of calling him this late settling in, "I'm sorry, I should've just waited til the morning. I just ... I think... that whole hostage situation the other day with that kid... it brought up a lot to the surface. I normally don't let it get to me but ... I don't know. I guess I let it slip." .

"Hey, don't apologize. You can... call me whenever you need. Even at ... 3:23 am," Smallest of chuckles leaves him, a sound which fades quickly into the darkness of his room. They're both quiet for a moment, Jasper simply listening to Sera breathe. If anyone understood nightmares, it was him. None of the team has had a particularly easy life, and dark images always linger.

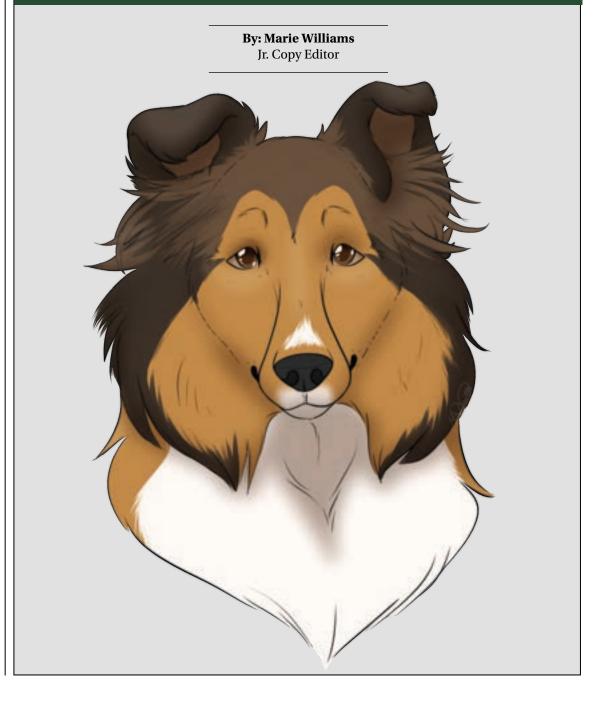
"You know, um... I don't think I ever told you this, but when I was first settling into the BAU, I was having intense nightmares, almost every night," His voice remains soft, quiet. He's trying to let Sera know that she isn't alone. "Always about a, uh — a baby. No matter how hard I tried to get to them, to save them, it just... couldn't make it in time..."

The horror would play every night, waking him from sleep every time. Jasper takes a small breath, pulling his blanket further up his torso. "The team, they saw how tired I looked, and they told me how — how normal, those dreams are, for people like us, people who... do what we do,"

Saving victims, catching killers, dealing with the consequences when they don't, and

Continued Midnights Page 8

Art Submission: Cambria Portrait



Midnights FROM PAGE 7

seeing the bloody aftermath of failure.

"What I'm trying to say is that I can empathize. The others do, too, so reaching out was the right thing to do,"

It took himself a while to open up about his own bad dreams, but once he had, he felt better.

Another short pause is given. "How can I help right now?"

He listens for his friend on the other end of the line as Sera absorbs his words. Something about it instills a sense of calm within her; a soft beam of light sifting through her dark room. Jasper was often like that.

Her attention piques at his words as he mentions his own nightmares... It was strangely comforting - despite the subject matter - knowing she wasn't alone. Their profession wasn't exactly a walk in the park, and she knew there would always be things that would carry with her for the rest of her life... But she knew this is what she was meant to do .

"That sounds pretty scary," She murmurs, shifting closer to her phone. Her mind drifts to all the things she'd seen, and what things she'd forgotten or blocked out. She continues to hear him out, thinking of what must go through the heads of her other friends. Maybe it was about time she came clean to somebody - getting it off her mind might be just what she needed.

'How can I help right now?'

The genuine tone in his words doesn't go unnoticed. Serafina swallows harshly, feeling simultaneously wide awake and beyond exhausted. "Can I ... tell you something? Something I've ... never really trusted anyone with before?" Sera lets the words loose before she can force them back down into her stomach for the millionth time.

A shaky breath is quick to follow before she steadies herself. The amount of emotions that threatened to spill over was enough to make her teeter on the edge like some stilted tightrope walker. How much did she want to tell him? How much was she even allowed to tell him? The answers were so vastly different, so she settled on the basics. Anything was better than nothing... but Sera could never let go of being too cautious.

"Of course,"

Even at his confirmation, her heart galloped behind her ribs. She did her best to keep an even demeanor.

"When I was a kid, I was caught in a hostage situation with my parents. I'm sure I've told you that before, but ... I never really told anybody why. Everyone just assumed it was an attack of opportunity; my parents were rich, I was young and neglected so I was an easy target to get to them... but it was more than that."

She sits herself up, holding her phone in her hands in her lap, her soft blue gaze far away, "I had a twin brother. He was the reason we were in that mess. After I was rescued, we had a less than pleasurable falling out and... it's about that time of year again, hence the nightmares... and why the last case set me off so much."

There's a long pause before she continues into her admission.

"I never go into details with people because... he said something to me that day that always made me think twice, and ... I'm scared of putting others in danger. I'm scared that... he's going to come back to finish what he started."

Oems Haunted

By: Marie WilliamsJr. Copy Editor

In hollow hallways once adorned Memories leave a punishing reminder Every frame a façade, sloughing away Peeling papers parting from plaster Illusions beneath beheaded by jaded hands Your face no longer instills fear and yet -I wonder, why whining floorboards still ache me In the days that follow your exorcism? When dusty pads press into patterns Grooves in banisters descend into palms, discerned I whisper with your ghost, residing in sickly solidarity You remain complacent in long antiquated cycles Of rotting romances and disintegrating flowers I am waning, wandering between worlds lost And endless ethereal existence living vicariously Through transient love lives Here, I am desperate to seek the other side

Inherited: A Portrait

By: Andi-Grey Sheingold Staff Writer

My brother's nose, like my father's, has a thumb-print pushing it in towards his face.

I imagine the thumb-print is that of my grandfather, who left before I got the chance to be embarrassed by his stubborn disposition and insistence that dessert belongs after every meal.

My nose, like a small bird, curves down and in, towards my small lips. My mother's nose is triangular and Catholic-born, though she wasn't the result of a particularly holy family. My nose is Jewish-born and loved by those who gave it to me.

My father's skin is olive-toned, my mother's pale and freckled. My surviving grandmother has wrinkled skin that tells a million stories in three distinct languages, yet one cannot really be written. Her skin, much like the Yiddish she teaches us, is full of rough textures and lively colors. Ooze-kah-mech-ed she says slowly, hoping we understand now. It means "annoying," and that she would like my brother to stop teasing her.

My Hebrew name is my great-grandmother's: delicate, thorn-covered, and red in color. The flower has been passed onto me, even though I haven't done anything to earn it. Ray-zel.

My kitchen still smells of latkes and challah, as well as the honey of a sweet new year. My face still sweats a little as I pass through the kitchen, too crowded for my mother to hear her own thoughts. Nutmeg, Oil, Brussel Sprouts, Onion.

My small lips still spell out the Four Questions, and my soul will always be that of the youngest at the table. My dining table is still covered with a blue cloth that will still catch the spilled wine and memories of conversations I was too distracted to be a part

My cousin is still texting under the table as we sing in Hebrew. I use the transliterations, stumbling and unable to understand why what we're doing is so important. My father is still welcoming us to the table, and Elijah is still welcomed into our home through an open storm door.

My oldest brother now brings his fiancee, and she brings with her the respect for what she wasn't raised with. He still brings his distaste for how long it takes before we can eat, even though now his cup is filled with real wine.

My other brother now brings with him the knowledge of an Ivy League school, and all the goals I knew he would reach. He still brings his willingness to communicate to me and me only in Spanish, even though my mother told us to stop. No te preocupes, dimelo todo.

My grandmother now brings documents for us to help her read, as well as new stories of her cat, Eliza, an adorable yenta. She still brings with her the traditions of generations before us, and a zest for singing off-key, even though she knows we get a laugh out of it.

My brother's nose, like my father's, has a thumb-print pushing it in towards his face. The thumb-print is that of my heritage, in all it's loud and everlasting splendor.

Word Search Answers

If you would like your art work, poems or short stories published,
Submit them to hudsonian@hvcc.edu. We plan to publish one or more an issue.

10 LIFESTYLE November 3, 2022

Campus Style! Halloween Edition by Mar



ie Williams



The **Xud-oscope**

By: Marie Williams

Jr. Copy Editor



Scorpio

In order to make new connections, you have to be willing to let go of ones that no longer serve you. It's gonna sting, but ultimately it's going to open you up to the new opportunities you need to grow as a person. However, with this comes the need for patience. Trust that you are moving forward, even if you feel like you're stagnating. Your lucky color this week is raspberry red.



Sagittarius

You know what you want, and while that's a great first step, obtaining your dreams is going to have to come with an improvement in communication. In order to do this, you have to be willing to step out of your comfort zone a little more than usual. You've got more charisma than you think, so just do it. Your lucky color this week is fawn brown.



Capricorn

You're a hard worker and a go-getter, but this is your sign to chill out for a little bit and recuperate. You aren't going to have to bust your tail to get your way these next couple weeks. You often find your worth and value in success, but that's causing a lot of issues and isn't the healthiest, so take the time to mellow out. Your lucky color this week is sky blue.



Aquarius

You're walking away from negative energies recently and leaving them behind, as you should. This is never an easy thing to do, but it's important to love yourself enough to make those tough decisions. It may be difficult, but like your sign's element, you have what you need within you to breeze through. Your lucky color this week is cream.



Pisces

It feels as though you've been very compliant recently; you've been bending over backwards to make others happy rather than yourself. In the end this is only going to weigh you down - you need to be willing to walk your own path and be your authentic self. Remember that 'No' is a complete sentence; your time is valuable, so treat it like it is. Your lucky color this week is soft pink.



Aries

We've always known you've had that independent streak, but not having other opinions to keep you grounded can cause a massive lack of clarity when it comes time to make decisions. Don't let your ego get in your way, and don't be afraid to ask for help. It may be just the thing you need. Your lucky color this week is moss green.



Taurus

Though there have been periods of stagnancy, the wheels are finally spinning and things are moving forward for you. Justice is moving in your favor, but remember, while justice protects the innocent, it also comes for the guilty. Keep in good graces and things will move your way. Your lucky color this week is sunflower yellow.



Gemini

Transformation is your keyword these next few weeks. A lot of the things people have been saying about you are starting to sink in and have an effect on you. It's important to consider what's being said though; is it constructive criticism? Perhaps taking the time for self reflection isn't such a bad thing. Your lucky color this week is indigo.



Cancer

Now is the time for reassurance; the sun is on the horizon at long last. You are in a period of healing right now, of wounds both new and old. In doing so, you're opening yourself to new connections and communication both with others and within yourself. Don't be afraid of change. Your lucky color this week is maroon.



Leo

Though the view from up high may be nice, it's lonely at the top. You are in a stage of learning, growing, and evolving, and you may notice people are falling away from you as your vibrations get higher. Do not consider this to be a bad thing; you will see new people come into your life that are going to match your higher vibrations. Your lucky color this week is teal.



Virgo

You're failing to see your own power recently - something is bringing down your self esteem and you're forgetting who you are in the process. As an Earth sign, you have the innate skill to keep yourself grounded in times of distress. Stand up straight and shake yourself off; see yourself in a different light. Your lucky color this week is heather violet.



Libra

Whether you realize it or not, you're keeping yourself stuck running in circles - you need to get out of your head and get off the hamster wheel. Things may feel like they're going haywire, but that may not be the reality of the situation. There's balance and new beginnings up ahead for you. Trust it's all coming together. Your lucky color this week is pastel orange.

Women's Basketball Se











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E-Sports Blog

By: Aidan Alaxanian Staff Writer

Hello everyone, my name is Aidan Alaxanian! I am currently a sophomore at HVCC and play Mario Kart 8 DX for the Varsity NJCAA Esports team!

What is E-Sports?

Esports, an abbreviation for electronic sports, is a type of video game competition. Esports are frequently organized, multiplayer video game events, primarily between professional players, either individually or as teams. Our Esports team is included with 44 other community colleges across the nathe games offered for us to play. The games that are offered for both Varsity and Intramurals currently are FIFA, Madden NFL, NBA 2K, COD: MW (4x4), COD: MW Gunfight, COD: Warzone, HALO, Overwatch 2, Valorant, Rainbow 6 Siege, Rocket League, Hearthstone, Super Smash Bros. Ultimate, Mario Kart 8 DX, and League of Legends.

How does E-Sports reach out to my coach Aaron Work?

There is a site called generationsports.com that provides all the help with creating and

UPCOMING HOME GAMES

making matches for each game we play as a whole! With each game, there are 2 levels to play on which are Varsity and Intramurals. For Varsity, it is the competitive side for Esports which includes 3 weeks and 4 days of qualifiers, 9 weeks of round robin for the regular season, and 1 week and 6 days of playoffs while Intramurals provide a much more relaxed, chill side and just more play to have

Current Stats and Goals:

Personally, I am 5-0 and tion to see who is the best at ranked 9th in the nation out of 72 players so far in the regular season for Mario Kart, and will continue to try and stay undefeated as best as I can! My goal for this semester is to at least place in the top 10 and become the next Mario Kart champion! Me and my teammate Zachary who is 1-4 and is also on Varsity will keep trying to move up for the Vikings!

> For any interest to be on the Esports team or have questions, Hebert with his email: a.hebert@hvcc.edu or his discord: Hebert#3341! As always, go Vi-

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