

## ***It's Lovely to See You Here Today!***

By Jason Lewicki

Hey, Spartans! Hope everyone's been having a lovely start to their semester. With finals behind us and new classes ahead, we've already cleared one massive leg of our journey towards the end of the school year. Let's keep up the good work, everyone!

In the month of February, we appreciate the feeling of love. Valentine's Day is famously on the 14th of this month, and while many people tend to focus more on the romantic side of love, I think it's important to note that that's not the only type of love we should celebrate. Sure, having a significant other is nice, but so is having a friend who you can confide in, a sibling you can bond with, or a parent who you can rely upon. We already covered being thankful in November's issue of this paper, but let's maintain that gratitude as we take some time to do something nice for the people in our lives who are there to keep us going in this crazy game called life.

Whether you're new to MHS or a returning student, we're glad to have you. Here at our school, we have all sorts of avenues through which to connect with the students around you and show your Spartan spirit. Join a club! Attend a sports game! Support our theater program! Read our newspaper! These and more are just some of the ways you can have fun, meet new people, and make new memories here at Milford High School.

***WEST  
STREET  
JOURNAL***

The Official Student Publication of Milford High School  
100 West Street, Milford, NH 03055

February 2025 - Vol. 4 No. 4

The  
West Street Journal  
Loves Haikus!

**I Love My Cat**

*By Jason Lewicki*

Lying on the couch,  
I pat your head as you purr  
My beloved cat.

**Written**

*By Payton B.*

Ink stained to paper,  
Woven in front of my eyes  
Only potential.

**Love for Philosophy**

*By Malakai Ramirez*

arduous path wind-  
ing behind all things i am  
your lone creation

**Summer**

*By Isabel Lamb*

I miss the summer  
Sunburned skin stinging again  
Waves crashing on sand

The  
West Street Journal  
Really Loves Haikus!

**Blooming Souls**

*By Precious Simpson*

Soft whispers of love,  
Hearts beat in perfect rhythm,  
Together we bloom

**Space**

*By Sophie Loss*

Vast, open, empty  
Contains bright galactic flames-  
An empty night, full.

**Friendship**

*By Jacqueline Meleedy*

Laughter fills the air,  
Side by side through all we face,  
Always, through and through.

**Exit Sign**

*By Lawrence Freeman*

Sign with much light,  
Light my way to the exit,  
Guide me towards home



# Unified Basketball Game

Date: January 30th, 2025

Opponent:



Alex Crisler has the ball



The Spartans huddle and plan their next move



Our brave mascot hypes up the audience

# More Theories on Love

---

by  
Mal Ramirez

What better way is there to celebrate Valentine's Day than by learning even *more* about love? For last year's February issue, I overviewed four psychological models of love, which I encourage you to read [here](#). Today I will explain first the pessimism of psychoanalysis and then the Jungian theory of love.

I have mentioned *lack* and its implications for love [before](#), but I think it is appropriate to discuss it here too. Psychoanalysis posits that humans are always inherently deficient in something at any moment. This lack is the basis of desire and therefore of human behavior. Lack moves us towards actions and objects we subconsciously believe will fill that lack. For example, we desire food when we lack it, which is hunger, which motivates us towards cooking. Since humanity is defined by our behavior and the lack at its root, being and nothingness are two sides of the same coin. Being is the projection of itself onto desired actions and objects we hope will complete our being. The pessimism of psychoanalysis is the realization that this will never happen. We will never be whole because our existence is to always want something at some particular time. What does this have to do with love? Simply put... love is impossible! A paradox! The worst of delusions. When we desire someone, when we love them, we desire their desire for us because desire is a projection of being onto the desired. If someone desires you, you subconsciously hope that their projecting of their being onto you will mean that their being will fill your emptiness. However, being is essentially lack, meaning that their projection of their being onto you is fruitless, as they are really projecting nothing, and therefore your lack remains. You will never be satisfied with another person and they will never be satisfied with you. This is counterintuitive because your ego-defense mechanisms uphold the illusion. They are biologically designed to protect your sense of self by evolution to keep you behaving as an optimal organism. You must disguise the truth from yourself so that you will not reach the depths of despair.



We are about to get even more ridiculous, but on the positive side this time. Carl Gustav Jung was a Swiss psychoanalyst who disagreed heavily with the pessimistic Freudianism that dominated his field in his time. He drew inspiration from mythology, alchemy, and Christianity to formulate a model of humanity emphasizing the whole person rather than just pathology. Jung thought that the goal of life is *individuation* which is when the conscious and unconscious are unified and working together. It is their disconnection and opposition that causes neuroses. Also, rather than viewing the unconscious as just a trash can that the conscious simply shoves unwanted thoughts into as Freud did, Jung considered the unconscious as a rich, organic, and primordial source within which resided evolutionary entities called *Archetypes*. An archetype is a mental entity functioning like a model for interpreting and categorizing information and responses. They are thought patterns, inherited within our very biology, arising from the collective unconscious of humanity and who govern our existence, controlling the events in our lives through our behavior. This is why they are the basis for mythology, because myths are their narrative representations. The ancients were much more in tune with the unconscious than modern man is, but their gods have not left. Jung believed in many gods, but today we will be discussing those who govern love. Every man and woman has an element of the opposite gender within themselves. The *anima* is the feminine within the man, and the *animus* is the masculine within the woman. These divinities embody our opposite-gendered elements and their representations to ourselves. They structure our thoughts about and behavior towards the other gender. Although they are typical between most people, they can be any size and shape. Jungians believe their abnormalities result in uncommon gender-related traits like tomboyishness and femboyishness, nonheterosexuality, transgender identity, and even misogyny and misandry. The important thing about them, though, is that they determine who you fall in love with. The reason you crush on someone is because they are the incarnation of your opposite-gendered god in the mortal plane. The reason you are so drawn to them is because there is something about them within you. You are projecting your anima/animus onto them. What happens when two people do this to each other? That is called true love, or *syzygy*. The syzygy is when the anima of one and animus of the other is fused within the two partners and through their relationship. This marriage of anima and animus results in an individuating process for the couple. Finally! A happy ending.





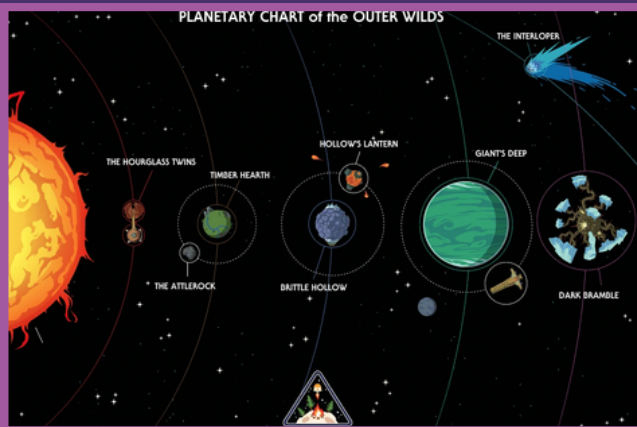
# OUTER WILDS REVIEW



The open-world exploration game *Outer Wilds*, by Mobius Digital and Annapurna Interactive, is a phenomenal example of using experience and mistakes as a learning opportunity. In this game, the main character is a nameless alien from the *Outer Wilds* solar system. The player is given the task of exploring each planet in the solar system, uncovering their mysteries, and finding other travelers along the way. Through their adventures across crumbling worlds and time loops, the player will uncover the ruins and creations of an ancient interplanetary civilization created by the Nomai.



I went into this game knowing absolutely nothing about the plot, only that the game looked beautiful and I wanted to experience it for myself. I am so glad that I did. There are a myriad of plot points that extend over numerous planets, sometimes requiring you to go to multiple planets in a single time loop. One time loop is about 22 minutes in real time where at the end of the cycle, the sun explodes, leaving you to wake up where you first began. The storyline is incredibly meaningful and detailed, to the point where it seems like each wall is plastered with history. This is an easy game to get lost in, as the story tends to leave a lot to the imagination at first glance. Pieces of the plot (both figuratively and literally) are scattered across the map, and the player must inspect every nook and cranny of the solar system to get the whole picture.



Despite the minor inconveniences of this game, it is spectacular, with the story and gameplay both having a lot of depth to them. *Outer Wilds* has had me glued to my Playstation for over a month now, and I have not been able to stop playing it. This game has made me feel both big and small: big when reading the scrolls of civilizations long since passed, and small when confronted with an exploding sun. This game is truly as beautiful as people say, and I highly recommend it to any people that like free-roam games.



REVIEW DONE BY SOPHIE LOSS



# D&D Class Guide: The Wizard



“Knowledge is of no value unless you put it into practice.”  
- Anton Chekhov

## What Is A Wizard?

Wizards gain their magic not through their bloodline or eldritch bargains, but rather through intensive study of the arcane. They work tirelessly to acquire the secrets of magic and the planes, inscribing the knowledge they acquire into their spellbook. That book, be it a formal tome of bound leather, a scattering of assorted notes and sketch paper, or even scraps of wood or stone tablets, is the Wizard's gateway to true mystical power, and contained within is the knowledge a Wizard needs to be a noble sage, an impartial lorekeeper, or a cruel tyrant.

## How Does A Wizard Work?

Like their sorcerous counterparts, Wizards have a d6 hit die and no ability to use armor, meaning that they aren't exactly made for taking damage. A Wizard's main feature is their spellbook, which contains all the spells they have access to. Every time you take a Long Rest, you can choose a certain number of the spells currently written in your spellbook, and you can then cast those spells (and only those spells) using your spells slots until the next time you take a Long Rest. A unique feature of your spellbook is that if you find a spell scroll, or even another Wizard's spellbook, you can actually copy those spells into your own spellbook, as long as they're at a level that you're capable of casting (and are spells that a Wizard can cast; no Cure Wounds or Eldritch Blast for you). Doing so requires both magic ink and time to inscribe those spells, with the price of that ink and the amount of time needed increasing depending on how powerful the spell is. As long as you have gold and some time to kill, though, you can expand your repertoire of spells not just by leveling up, but also through dedication and research. As they gain power, Wizards also gain other features, such as the ability to regenerate a few spell slots with only a Short Rest, choosing two low-level spells that you can cast as many times as you like without expending a spell slot, and choosing two higher-level spells that can each be cast for free once per Long Rest.

## What Types of Wizards Are There?

Though each and every Wizard is a scholar of magic, they also each have their own predilections when it comes to what magic they choose to focus on. There is a Wizard subclass for every school of magic and then some, so I'll just explain a few here and you can delve through the tomes later. The Abjurer is a master of protection magic, forming arcane wards to protect themselves and allies from harm; the Diviner uses their powers of foresight to alter fate to their liking; the Evoker lays waste to scores of foes with devastating magical firepower; finally, the Illusionist conjures (what else) illusions to confuse and mislead their foes. Each Wizard subclass not only comes with cool features to help support a certain playstyle, but each (save for those that are not themed around a particular school of magic) can also expend fewer resources to transcribe spells of their chosen school in their spellbook. Wizards can research all manner of subjects, and should you wish to discover them yourself, I advise you to do some of your own research.



# D&D Class Guide: The Wizard

## (Continuing Our Research!)

### What Does A Wizard Represent?

Wizards, to put it lightly, are total eggheads. They crave knowledge and learning, and they will often seek out dangerous locales to acquire said knowledge. This is why many of them take up the adventuring life, rather than staying confined to a comfortable tower or university: the most valuable secrets tend to be the most well-guarded, and the only way to uncover them is to roll up your sleeves and get your hands dirty...or let your Fighter get their hands dirty while you throw bolts of flame from a distance. When making a Wizard, try to consider what exactly they study, and what lengths they'll go to achieve it. Maybe your Wizard is an artist, seeking to use their talent in illusion magic to bring joy to the masses on a wide scale; alternatively, maybe they're a Sun Tzu in the making, blending offensive and defensive magic into a signature style meant to deal with threats as tactically and efficiently as possible. Heck, maybe they're a necromancer trying to learn how to create souls from scratch. And that's just magic! Wizards can also research mundane subjects as well, and they tend to be fairly learned in them. Maybe on top of your Wizard's interest in conjuration magic, they also have a love of history, and they seek to use their magic to create sculptures and structures reminiscent of ancient architecture. Wizards are more than just their spellbook and a funny hat: they're living repositories of information, learning from those who came before them and expanding upon that knowledge through their own studies and travels.

### Why Should You Play A Wizard?

Wizards are perhaps the most iconic class in D&D, aside from maybe the humble Fighter. Despite this, they are arguably one of the most complicated to actually play, with a lot of care needing to be taken in how you manage your spellbook and collect spells. To compensate for this complexity, Wizards can learn more spells than almost any other class, so rest assured that you'll have a tool in your pocket for nearly any problem you come across. To perform at their best, a Wizard must always be taking what they have learned and applying it in new and innovative ways to solve the problems that lie before them. Though a Wizard may spend a lot of time studying the lore of the past, it is only so that they may forge a path ahead into the future that others may follow.



# “SUPER BOWL” OF WINGS

These Thai Sweet Chili Crispy Wings are a fun and delicious way to spice up your Super Bowl game day! Crispy, juicy, and tossed in a sweet-and-spicy Thai chili sauce, they're easy to make and an instant hit. Perfect for sharing with family and friends, these wings will be the star of the show as you all dig in and enjoy the big game. Get ready for some tasty wings and lots of laughs!

## Ingredients

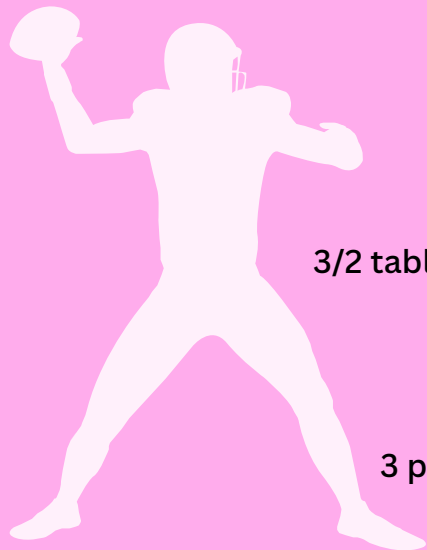
### Sauce:

1/2 cup rice vinegar  
1/2 cup and 2 tablespoons white sugar  
1/4 cup water  
3 tablespoons fish sauce  
2 tablespoons sherry  
3 cloves garlic, minced  
1/2 tablespoon dried crushed chili  
3/2 tablespoons cornstarch, dissolved in 3 tablespoons water

### Wings:

1/2 cup flour  
1/2 cup cornstarch  
1 teaspoon baking powder  
1 egg, beaten  
3 pounds chicken wings, cut into drumettes and flats  
Peanut oil for frying

### Directions



1. Place the vinegar, white sugar, water, fish sauce, sherry, garlic, and chili in a small saucepan over medium-high heat. Bring to a boil, then reduce the heat to medium and let boil until reduced by half (this takes about 10 minutes, with occasional stirring). Whisk in the cornstarch and water mixture and let boil until the sauce thickens, which will take about 2 minutes. Remove from heat and set aside.

2. In a shallow bowl, mix together the flour, 1/2 cup of cornstarch, and baking powder. Place the beaten egg in another shallow bowl. Pat the wings dry with a paper towel. Working in batches of a few wings at a time, toss the wings in the flour mixture. Coat the wings in the egg and toss again in the flour mixture, continuing until all wings are battered to your liking.

3. Next, preheat the oven to 200 degrees. Fill a 12-inch cast iron skillet with one inch of peanut oil. Bring the oil to 375 degrees over medium-high heat. Place half of the wings in the oil and fry until golden brown on one side, then flip and continue to fry until the other side is browned (5-7 minutes per side). Remove wings and put them on a paper towel-lined plate, then place them in the oven to stay warm. Repeat with the second batch of wings.

4. Place all of the wings in a large bowl. Pour in the reserved sauce and toss to coat. Place wings on a plate and serve immediately for best results!





# YOUR OPINION MATTERS

*Reach out to your student leaders!*

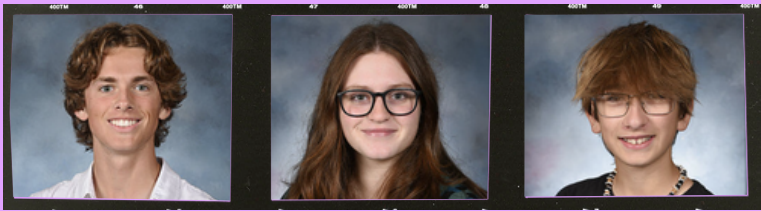
## ELECTED ESC OFFICERS:

- ESC President – Kamryn Duggins, Class of 2025
- ESC Vice President – Cameron Lewicki, Class of 2025
- ESC Secretary – Collin Linderman, Class of 2025
- ESC Treasurer – Jacqueline Meleedy
- Student Representative to the School Board - Nathaniel Kangethe



## CLASS PRESIDENTS:

- Class of 2025- Josh Berry
- Class of 2026 - Frankie Greene
- Class of 2027 - Ryan Delli Colli
- Class of 2028 - Jace Wilhelmi



<https://mhs.milfordk12.org/apps/pages/Student-Publication>

# *West Street Journal* Editorial Staff 2024-2025

## Jason Lewicki

jlewicki@milfordk12.org  
Editor-in-Chief

## Payton Burke

Malakai Ramirez

Isabel Lamb

Precious Simpson

Sophie Loss

Lawrence Freeman

Jacqueline (Jaxie) Meleedy

Staff Writers

## Nico Romeri

Photographer

## Mrs. Katy Heider

katy.heider@milfordk12.org  
Advisor

