

# EA Sports FC 25 Not Finishing Its Goals

BY BECKETT BELLER

The FIFA series is the most popular soccer videogame in the world. However, according to Metacritic, these are the past five FIFA’s ratings based on users’ reviews: 1.4/10, 1/10, 3.5/10, 3/10, 2.4/10.

Year after year, players repeatedly call out the franchise for being slow and repetitive and for lacking innovation. Every year, EA Sports, the developer of the FIFA games, adds new features and game modes to address these complaints, but always come short of expectations set by players. With the addition of “Rush” mode, new career mode features, and much more, this new game might give the impression of finally breaking the cycle. However, after further inspection, it becomes clear that while EA Sport FC 25 may look like a fresh entry, it feels more like a repackaging of previous installments with a few underwhelming modifications.

To begin, a positive that comes with the newest FIFA installment is the impressive graphics. The graphics display lifelike qualities such as realistic facial expressions and extreme details to small elements. However, the visual improvements don’t entirely compensate for the lack of meaningful game-play progress. The introduction of new mechanics like “PlayStyle+,” which makes each soccer player’s movement and style of play unique, adds a layer of complexity, but feels hollow and doesn’t seem like a revolutionary change.

One of the biggest updates comes in the form of the revamped “Career” mode. The largest change is the noticeable increase in control the user is given compared to past Career modes. Players are able to adjust mechanics like the tactical vision and level of difficulty and can now manage a career in women’s leagues. Furthermore, the new “Live Start Points” feature lets players jump into real-world scenarios. This sounds innovative but ends up being more unnecessary than impactful. It’s meant to offer immersion, yet the majority of players find it tedious, and the constant pop-ups of useless social media feeds and bleak interface take away from what could have been a deeper managerial experience.

Additionally, the new “Rush” mode, a 5v5-style mini-game, is an unnecessary addition that almost feels like it was added just so EA could say

they added something new. It also appears eerily similar to the Volta mode, a 3v3,4v4, or 5v5 street soccer mode, which was removed this year. While the “Rush” mode might be fun for a few matches, it quickly loses its appeal and feels out of place in a game focused on realism.

One feature that didn’t need to be fixed for this game was the passing and shooting mechanics. The revamped passing and shooting mechanics claim to offer more precision, but they ultimately come



Photo courtesy of EA

across as inconsistent. Furthermore, the new accuracy system sounds promising but fails to deliver consistently, leaving players frustrated rather than rewarded for skillful play.

For fans of Ultimate Team, the Division Rivals and the reward system changes make the grind feel as repetitive and rigorous as ever. Furthermore, the shift from progressing by wins to a points-based system makes Ultimate Team less satisfying for players.

Ultimately, while EA FC 25 might look better on the surface with its slightly improved graphics and minor features, it feels like more of the same. This game, like its previous installments, reinforces the idea that EA is just slightly adjusting an outdated formula rather than reinventing it.

# STAFF EDITORIAL: Student Wifi Struggles

BY EASTON CROUSE

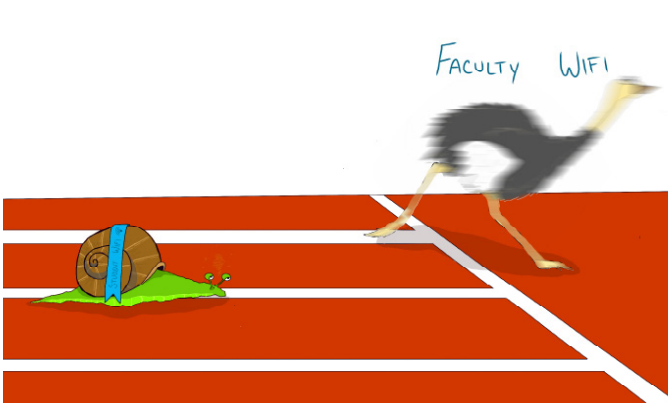
The school WiFi networks have been a sore topic for Mount Michael students and admin for the past few years. The student body has expressed extreme displeasure with their “Student WiFi” network, saying that it is too slow, that it barely works when multiple students are using it, and that it rarely works in the Benedict Building. The last point is particularly important topic for boarders.

When attempting to do their homework, the boarders have noticed that accessing documents saved to their OneDrive becomes nearly impossible due to the WiFi never loading and poor connection. Having to resort to their cellular data should not be necessary for boarders to get their work done. Emailing teachers and accessing Canvas is not even on the table with the “Student WiFi” network. As their solution, the students resorted to using the faculty network because it was much faster and more reliable.

However, the administration of Mount Michael have seen this as an act of defiance, which has led them to tracking down faculty network users to block them from the network and to confront them as to why they used the “incorrect” network, which they claim has the same performance as others.

This has led to students having to suffer through the struggles of a slow, unreliable network for their school-work. In the past, students have been unable to turn in their homework on time or at all due to the network being down or just not working.

Therefore, the students need a new, and most importantly improved network so their work can be done without the worry of progress not being saved or turned in.



# Valas Brings Variety to Fall Season

BY BRIAN OSTRANDER

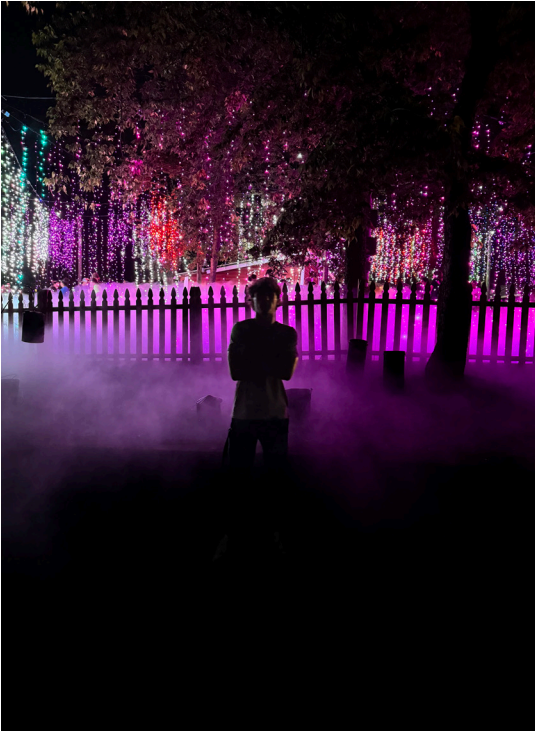
In recent years, Vala’s Pumpkin Patch has made some advancements to their attractions. Vala’s was founded 40 years ago in 1984 by Tim Vala. Vala grew up in Omaha, Nebraska and attended Nebraska Wesleyan University. The pumpkin patch has been home to many traditions that families have been partaking in since the pumpkin patch was founded, such as pumpkin harvesting, bobbing for apples, caramel apple making, and so much more.

Just this year, Vala’s has added a rollercoaster designed for children, but accepts any age that wishes to ride. They have also added a ride called “Cousin Lauren’s Racin’ Pigs.” It is a ride with seats that spin around as the whole ride spins in a circle. The Pumpkin Patch has been open for a lucrative 40 years, raking in an average of 300,000 people per season, making around 3.4 million dollars annually. Although the lines are long, the newly added attractions are definitely worth the wait if you are younger than 14 years old. The rides are not the most exciting for the average high school kid, but the children enjoyed them.

In addition to the new attractions and Vala’s, in the recent years, the pumpkin patch has integrated weekly live shows. These live shows include the pig racing, which has been around for a while, there is also the pumpkin-eating dragon show with the renowned dragon named Xander. The Stung Dog Show includes a series of talented rescue dogs showing off their skills. They also have Peter’s One-Man Danger Circus Spectacular. This thrilling attraction includes Peter juggling real fire and other glowy objects in addition to walking on a tightrope. The Candy Cannon Show is a child’s dream including daily blast-offs at 12:45 p.m. and

6:45 p.m. There is also an additional 3:45 p.m. show on Saturdays and Sundays. The Harvest Moon Cinema is a fan favorite for all age groups, giving visitors the ultimate movie experience. The shows are usually around 15 minutes long playing every night at 8 p.m. at the Cider Silo.

Vala’s Pumpkin Patch will always have a special place in the hearts of all children that grew up in the great state of Nebraska, and they are sure to delight the generations to come.



Shining Lights Brian Ostrander '26 poses for the camera under the hanging string lights in the graveyard at Vala's Pumpkin Patch.

# 2025 Yearbook QR Code



## The Mount

The Mount is a monthly publication of the students at Mount Michael Benedictine School. Opinions expressed do not necessarily represent those of the entire school.

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