



Queen
Beat
Fall

FALL-WINTER DOUBLE ISSUE

Welcome to our sixth issue of Queen Beat! It's a bumper double issue this time round, following a surprisingly very busy holiday period. So instead of skipping a season, we've decided to mush the two together into one Fall/Winter zine. Expect comfiness. Enjoy!

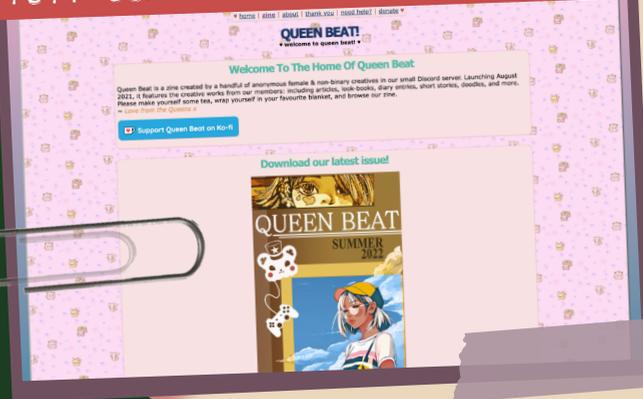
If you're new to Queen Beat, we present to you our back-story:

Not so long ago, and in a world quite like our own, there stood a kingdom more vast than all the oceans put together. This kingdom was a magical place; a sanctuary for all those within its borders, and it was run by a court of powerful Queens...

They had come from all walks of life; some running from certain ruin, and others simply looking for a place they could call home. Together, the Queens decided to pool their wide array of abilities to create this magical kingdom for themselves. It wasn't long before they opened their gates to Queens from far-off kingdoms, offering a place of safety and happiness to all those who promised to uphold the same for their fellow Queen. These Queens ruled together, laughed together, grew together- and now they open their gates once more, to you.

Welcome, fair traveller, to our kingdom of Queen Beat!

VISIT OUR WEBSITE AT [QUEENBEAT.MOE](http://queenbeat.moe)



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Online Now!

A Young Person's View On Nostalgia

AN ARTICLE BY PROPHIE-WOPHIE

LULZ

OMG WTF BBQ

add me

♡♡♡♡

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!

ROFL XD

wuu2

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As a young 20-something in this strangely postmodern age, I feel like I have 40 years' worth of nostalgia despite having only 15-ish years of true memories.

There was a speed at which my generation flew through life in order to catch up to their Millennial counterparts and distance themselves from the "cringey" Gen-Z kids that resulted in many of us growing up far faster than we should have. We engaged with everything voraciously, consuming information and blowing trends out of proportion faster than any teens before.

The expansion of the internet, and internet culture as a result, led to our generation quite literally inventing new forms of speech, slang, and non-verbal communication; new rules for interacting with each other in these new spaces. And to make things even more confusing for anyone not involved in online spaces, many of these terms evolved or were flat-out replaced in a matter of a few years or even months. In the two decades I've been on Earth, I've seen the births and deaths of platforms, communities, and concepts such as MySpace, Vine, and the various iterations of meme formats. Forums have long since been pushed to the wayside in favour of boards and threads, "ROFL" didn't survive past the 2010's but "LMAO" has thrived and gained new nuance. Neopets gave way to Webkinz just for both to slowly fade in favour of the new VR pet craze.

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The online world changes at an exponential rate, and for someone who has seen the immense growth first-hand, it can feel like you've lived a dozen lives simply from how much information is at your disposal and how quickly technology around you has evolved.

A video came up in my YouTube recommended feed called "Everywhere at the End of Time but for Gen Z" ^[1], and out of sheer curiosity and interest in the original project I decided to give it a listen. For those unaware, *Everywhere At The End of Time* is a musical project intended to simulate the effects of dementia as one progresses through the various stages. The original project was created with Baby Boomers in mind, so it includes exclusively music that would have been nostalgic for that generation. Immediately upon starting the video, I was hit with an immense wave of nostalgia as the first few notes of the 'Married Life' theme from Disney's "Up" began to play.

The first stage of the project is designed to feel as if you're retelling the stories of your golden years, looking back on your youth with fondness. The first few songs are overlaid with static and a grainy texture, giving some distance between the listener and the memories they're recalling as if listening to them on a record player or with a bad auxiliary cable. We, as the listener, are met with very familiar refrains - *Merry Go Round of Life* from Ghibli's "Howl's Moving Castle", multiple *Minecraft* background songs, "Hallelujah" by Jeff Buckley to name a few. It was only while listening to this that I realized how long ago those songs became core memories for me, how little I was when I first watched *Howl's Moving Castle* or how often I'd fallen asleep as a baby listening to that specific rendition of *Hallelujah*. It is in this state of recollection that I start to grasp just how long it's been since these things made an initial impact on me, and it feels so much longer than a decade when I look back at how much I've experienced.

Reading through the comments under this video seems to paint a similar picture; dozens of people straining to remember what it was like dumping hours into *Minecraft* worlds that have since slipped into obscurity, recalling their childhoods and wondering where the hell the time went. Some commenters shared their last memories with pets or family members, others philosophizing about the mind and memories and what it means to be human, others still sharing love and blessings with whatever strangers stumble across their words. Somehow, this collection of early internet staples has uncovered a bond formed across a whole generation - a web of shared experiences we didn't even know we had - and exposed just how influential the World Wide Web has been for this generation. ▶

1 <https://www.youtube.com/watch?v=PvUaMW4qgpw>



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Those of us who were born in the late 1990s or early 2000s are the first to have our childhoods practically immortalized online. We were the foundations of internet culture as it is today, and our actions as children and teens in this new, world wide digital space set in stone some of the spoken and unspoken rules followed by current users. Our generations pushed the limits of the technology we were given; found ways to make it better, faster, more inclusive, more lifelike even. Many of us "chronically online kids" lived entire virtual lives in spaces like *Second Life*, *Gaia Online*, *Skype* and online role-playing games. I personally was one of those kids, having spent most of middle and high school on Skype at all hours of the day and night chatting with friends all over the world. I had a whole relationship with someone from Australia (a 13-hour time difference) for multiple years and would often let Skype run for upwards of 24 hours as we fell asleep on calls with each other, waiting to be there when the other woke up. I lived this way while still maintaining a social life at school and an image for my parents, while coordinating to have what was essentially a stranger fly across the world to come visit me (which he did, it was actually a really nice time even though we'd broken up by the time the visit happened).

All these memories feel so far away now despite happening less than a decade ago. My life is entirely different,

and looking back on that time feels like looking at another person. I've moved half a dozen times to almost as many states, had many more relationships and gotten engaged, lost and rebuilt a family for myself, even found a whole new gender identity and name. In such a short time I've created a whole new person, on and offline. Half the sites and programs I used are either gone, obsolete or completely remodelled to the point of being unrecognisable. Skype has given way to *Discord*, Sony's "virtual life" platform *PlayStation Home* died in obscurity (I spent far too long in the Final Fantasy themed beach hub) just for *VR Chat* to nearly replicate the experience with new and improved technology. I don't even know what happened to that old "otaku" fan site an old friend used to frequent. So many virtual spaces I called home have come and gone that it almost feels like lifetimes have passed in barely two decades. And unfortunately, many of these spaces have been nearly erased from the internet and exist as only faint memories in the minds of few.

Despite whole portions of our lives existing online - where many claim "everything lasts forever" - we can't even access records of those experiences due to servers shutting down and systems inevitably failing. In a way, *Everywhere At The End of Time* is a perfect representation of not only the fallibility of the mind, but of the digital spaces we call home as well. As time passes and the

ROFL xD

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world changes, memories and communities begin to fade into nothing but disjointed notes from a song you can no longer remember. Years from now, Minecraft's iconic The End will be another relic of the past, buried by time and lost to a cloud service that no longer functions. In much the same way, our memories of the game itself will be drowned out by the static of a failing mind. In the end, we all return to dust.



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OMG WTF BBQ

B B

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Author Info

Article lovingly written by Prophe-wophie

Thanks!

B B



Fall & Winter Fashion Lookbook



SUSAN



PUMPKIN QUEEN RABIES



T SUNBUN

Fashion.jpg

More outfits on pages 26 to 30!
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♥ Kway's Pastels ♥

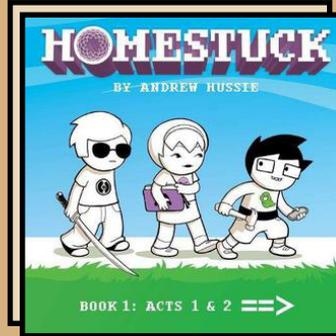
ABOUT HOMESTUCK

an article by Prophie-wophie



Introduction

Almost every person who has asked me about Homestuck has wondered why I'm such a fan of the comic despite the exasperation with which I seem to discuss it. In perfect honesty, it's because Homestuck is such a complicated piece of media to talk about- as much as I could ramble on and on for hours. And yes, regardless of the insanity or how poorly it aged, I still consider Homestuck to be one of my favourite pieces of media to date. The messages are relatable, the characters all endearing in their own ways, each one unique and with complex motivations. So, let me tell you about Homestuck.

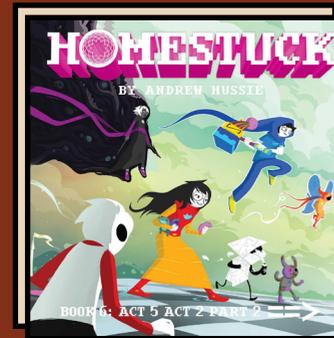


The Story, Summarised

In as few words as possible, Homestuck is a coming-of-age story about a group of misfits who found each other at just the right time. It's also a harrowing sci-fi thriller with alien empires, inter-

dimensional travel and technology unlike anything you've ever seen.

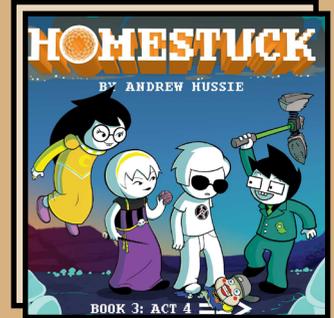
Through pages of comic panels, drop-down text boxes and short animations we follow the story of young John Egbert on his 13th birthday. It just so happens that, on this day of his birth, the game he and his online friends have been waiting for arrives. What at first seems to be a multiplayer simulation sandbox game (think: The Sims) ends up being far more than they bargained for. John and his 3 friends, Dave, Rose and Jade, are soon faced with impending death, quickly realizing that by playing this game named SBURB, they have doomed their planet and everyone else on it. Now sucked into the game world, their only hope for survival is to ascend to godhood and win a war they unknowingly started in order to beat the game. The grand prize? A new universe to continue the cycle, and live in as gods until the end of time.



Over the course of their journey the reader sees the perspective of not only the four original Kids (nicknamed the Beta Kids by the community, for reasons explained late in the comic), but also those of the 12 aliens (called Trolls) the Beta Kids befriend, a set of 12 aliens and 4 kids from an alternate timeline (The Alpha Kids/Trolls), and a handful of background characters that become heavily important later on in the story. Every single one of these characters plays an important role in the overall development of

the Game, each one acting as a single cog in a much larger machine.

Eventually the Beta Kids gain enough power and understanding of the Game to realize that their session of SBURB is irreparably corrupted, and therefore cannot support the creation of a new world to live in. Their game is impossible to win. They devise a plan to essentially blow up their old universe and hop to a new one that will be created in the blast, a journey that takes 3 years to complete. In this new world they find the Alpha versions of themselves and their Troll friends, who represent what the Beta kids would have become if the circumstances of their births had been slightly different. Through teamwork - and despite multiple catastrophic mistakes - John and his remaining allies are able to win the game by a technicality and create the new universe they were promised.



Now while this covers the broadest points of the comic, there is plenty more content there that could warrant its own book just to dissect and explain. There are multiple overlapping storylines and timelines that take some serious effort to properly lay out, and as such it's nearly impossible to create a solid timeline of events - and that's not even counting the multiple, in-canon retcons made by the characters, 4th-wall breaks or the incessant self-insertion of the author. There is literally a major plot point that only happens because Hussie's self-insert sets up two screens to face each other, and then decides to *not* mess too much with any

of the characters as they pass between said screens. SBURB couldn't care less about logic or reasoning.

The Background and History

It's hard to even pin down exactly *what* Homestuck is - is it a webcomic? Interactive adventure? A series of animations? A game? In some ways, the answer to all of those is "Yeah, probably". The series is complicated even further by the feral nature of its fanbase and the horror stories that come along with them; nearly anyone who's ever been part of the US convention scene has heard of the Bathtub Sharpie Debacle. For the sake of providing context, we're going to start at the beginning.



Homestuck's first panel was released on April 13th, 2009^[1] and featured our first main character, John Egbert. Below the image were a few paragraphs about the (at the time, nameless) boy, as well as a prompt: >Enter Name. If you were not one of the original readers who joined in prior to Act 4^[2], you would have no idea that the first three Acts of the comic were entirely reader-

driven. In the accompanying MSPA Forums (now dead),^[3] readers were allowed to submit actions for the main characters to take between each update. Andrew Huss (or as we affectionately call him, Hussie) would then compile all the submissions and select one for use in the next update; typically whichever were the funniest, most popular or that Hussie felt made sense for the plot. This sort of reader-driven narrative is the reason for the mostly nonsensical and winding path that the first few acts take; most pre-planned and edited works won't take six whole posts just to have the main character affirm that he does indeed possess arms. Thanks to the lack of narrative control, the first few Acts take a long time to actually *get to the point,* and may feel inconsequential in the short term.

It is not until Act 4 that Hussie takes full control of the narrative, and it quickly becomes clear that all of the random loose ends presented by the first three Acts do end up playing a role in the larger narrative. Here the comic becomes far more polished as the multiple overlapping stories begin to coalesce into a more concise plot. At the same time, the popularity of the comic led to an increase in the production team, adding on artists, animators, sound designers, and more to include new types of media in the comic. Homestuck at this point becomes far more of a creative experience, including more complex panel layouts, short-film-esque animations, music, even playable Flash games embedded into the webpage. The further you go into the comic, the more you can see the consistent progression of this project from a simple webcomic with occasional looping animations to a full-fledged multimedia experience.

After quite a few hiatuses of varying length (looking at you, Gigapause), the official comic ended on the same day it began, exactly seven years later in 2016. Since then multiple related projects have been released, including Paradox Space, The Epilogues, Hiveswap and Friendsim, and finally Homestuck^2 (which as of writing this is on an indefinite hiatus, beginning in 2020). For the sake of everyone's sanity, we won't be covering those here. They deserve their own dissertation.



Why Everyone Hates Homestuck

During the height of Homestuck's popularity, the community managed to earn itself a level of notoriety that to this day continues to influence convention rules and perceptions across the country. Due to the rather young target demographic, a majority of the fanbase was originally composed of readers between the ages of 12-18, an age group practically defined by low cognitive function and Bad Choices. This time period also saw a surge in the popularity of cosplay in the US, both at

conventions and simply for fun, which meant a disproportionate amount of inexperienced teens covering themselves in professional-grade grey body paint without any knowledge on proper sealing techniques.^{[4][5]} Combine that with the fact that most conventions are "standing room only", you're left with a lot of grey paint in places it very well should not be. To get around later body paint bans, one infamous fan decided to bathe for two hours in a mixture of Sharpie ink and alcohol in order to dye themselves grey (the fan survived, but suffered long-term complications).^[6]

In addition to accidental paint transfer, many fans were so enamored by their favourite characters that, while in cosplay, they would take on the personality of that character and often not drop the act, even when faced with serious consequences. This became a very large problem when these wannabe "method actors" latched on to some of the more chaotic or downright violent characters. I personally have friends who have had some close calls with these types of fans, some nearly resulting in serious injury. These issues also found their way into public and online spaces, thanks to fans turning into obnoxious caricatures of their favourite characters in and out of roleplay spaces. During this era it wasn't hard to come across someone on Tumblr using an incomprehensible "typing quirk" at all times, or barging into conversations as a character and generally annoying everyone involved.

The actions and attitudes of a minority of Homestuck fans single-handedly changed the way conventions function in the US; full-body paint is often banned, props have

1 <https://mispaintadventures.fandom.com/wiki/Homestuck>
2 *The comic was divided into multiple Acts and Intermissions, like that of a play.*
3 https://mispaintadventures.fandom.com/wiki/MSPA_Forums

4 <https://tvtropes.org/pmwiki/pmwiki.php/WhyFandomCantHaveNiceThings/Other>
5 <https://galaxa-13.tumblr.com/post/168032728035/person-here-whos-barely-been-on-tumblr-for-a>
6 <https://heritageposts.tumblr.com/post/632707515431452672/homestuck-sharpie-dying-horror-story>

very strict restrictions for how they can be built, panels surrounding Homestuck are often passed over for other guests, even fan-organized meet-ups are often required to be outside of the main convention halls. This reputation of the crazy, violent, and downright idiotic Homestuck fan follows the fandom to this day, and anyone who's heard of Homestuck will likely cringe at just the name, even if they've never interacted with the fanbase or comic themselves. On top of all this, the comic itself is the furthest thing from "politically correct" or PG even for its time, resulting in plenty of off-colour jokes and less-than-savoury topics. Many readers have a hard time getting past these points, especially as even more of the comic has aged terribly. Anyone averse to gore, swearing, or sexual themes would want to stay away from Homestuck as a whole.

For the fans following the comic live, a large



number were put off by the multiple hiatuses that the comic took, some lasting literal years. A majority of these pauses would go on for about

a month before a random page would drop, only for Hussie to announce that the pause deadline was being pushed again to work

on something else. For a long time, it felt as if he was working on anything except the actual comic, releasing games or teasers for side projects in-between. The frequency of hiatuses even became a meme within the community and led to fans making up names for all the pauses when Hussie stopped naming them himself. The longest completed pause to date lasted 900 days (a little over 2 years) and was dubbed the *Hellapause* - but I do believe the current indefinite pause on Homestuck^2 has met, if not beaten, that record at the time of writing this.

In my personal experience, around the height of the comic I noticed a large migration from the Hetalia fandom to Homestuck- the former of which was known to not only be a toxic group, but that housed literal Nazis due to the nature of Hetalia's content. Many a Hetalia cosplay was turned away from conventions due to historically accurate Nazi uniforms.

Answering The Question

What a lot of people who haven't read the comic don't understand is that there has never been, and likely will never be, a story so genuine and unabashed as to perfectly capture the reality of adolescence the way that Homestuck was able to. And frankly, I believe that's because no one likes to think about the awkward age of 13, and how spectacularly embarrassing it was for most of us.

As someone who was also a 13 year old kid in 2012, no other story was more deeply relatable than that of dear John, Dave, Rose and Jade.



They played games together, texted at all hours of the day and night, shared things with each other that they couldn't share with their families. All the same things I was doing at 13. And the choices they made as 13 year olds faced with the reality of death and the end of the world felt like the same choices I would have made at that age. No one can really say what it would feel like to stand upon a stone slab in an unfamiliar world and know that the only way forward is death and rebirth; but if I, at age 13, were faced with that choice? I can't say I wouldn't hesitate. That I wouldn't find some convoluted way to trick someone else into pulling the trigger, because I didn't have the stomach for it. And that's exactly what these characters did. They found ways to spare themselves from the awful realities they were faced with, the same way a child plays pretend when Mommy and Daddy won't stop fighting.

The choices made by these characters were never heroic, never graceful or without major consequence; because these characters are not practiced heroes who know the weight of their choices. They are children with no one to guide them, faced with challenges that most adults would struggle with. You watch these children stumble through one traumatizing event after another in a way that's so incredibly realistic, it's almost painful. You find yourself wanting to guide them, to just give them all a good hug because oh my god they need one so bad. You find yourself, despite how unsavoury they can be, caring deeply for every single one of these characters. You want to see them win, to see them grow up and have the normal lives they were robbed of. You want all of this, because you see so much of yourself in them that you can't help but empathize.

Homestuck is far from a perfect work; hell, it's not even finished. But I'll be damned if I let anyone say it's not a beautiful rendition of the classic Coming-Of-Age story, taking the familiar trope in an entirely new direction that faithfully depicts youth in their most desperate moments. Homestuck is raw, unpolished, and oftentimes very stupid, and yet I love it so much for everything it proves that visual media can be- interactive, complicated, messy, real, creative, and perfectly imperfect.

by Prophie-wophie

(This article is not sponsored nor endorsed by Sharpie™ Permanent Markers.)

SHIT AWAQ SAYS

hellobelle.indd on 21st October 2022

"the libreiruty of canned grass"

susan on 23rd October 2022

"it doesn't make much sense logically but i can tell???
like i know the Utena fans are gonna be chill fr
but if you have a Lain pfp you're sus for me"

pumpkin queen rabies on 16th November 2022

"TAKE ME BACK TO RED LOBSTER THEY CAN'T KICK US ALL OUT"

ozuchu on 11th January 2023

"Kids are great tbh
But I don't think I want them
Sex dungeon > raising children"

training beetle death on 14th January 2023

"Liquid shit hours"

Paulfrom30dayfiancé on 16th January 2023

"Bruh I had a dream that I was like madly in love with this dude was like 500 pounds, no job, and was like obsessed with Honkai impact. Then he like broke my heart and I told you guys about it and @training beetle death was like "wow you really liked a dude like that please be serious right now""

hellobelle.indd on 16th January 2023

"**death** really do be like "liking men in the first place? pathetic" yet she's the only straight queen in the server"

Paulfrom30dayfiancé on 20th January 2023

"I'm going to end up in the Yucatán working on a hacienda"

Paulfrom30dayfiancé on 20th January 2023

"Remember ladies, wash your ass"

chi on 26th January 2023

"the whole spanish team that was on call jumped off the call and we pretended to be on a meeting and just watched one of our team members cook meatballs for 20 mins instead"

Paulfrom30dayfiancé on 31st January 2023

"You can blow up my DMs like I blow up my toilet"

pumpkin queen rabies on 1st February 2023

"All Corporations Are Bastards"

Paulfrom30dayfiancé on 1st February 2023

"Apparently they had to touch the chests of the dudes and determine which was their son"

training beetle death on 3rd February 2023

"Someone tried to cite Joe Rogan today as an argument today in my art history class"

Paulfrom30dayfiancé on 6th February 2023

"Girls trip to the incel gulag"

Comfort Cat on 17th February 2023

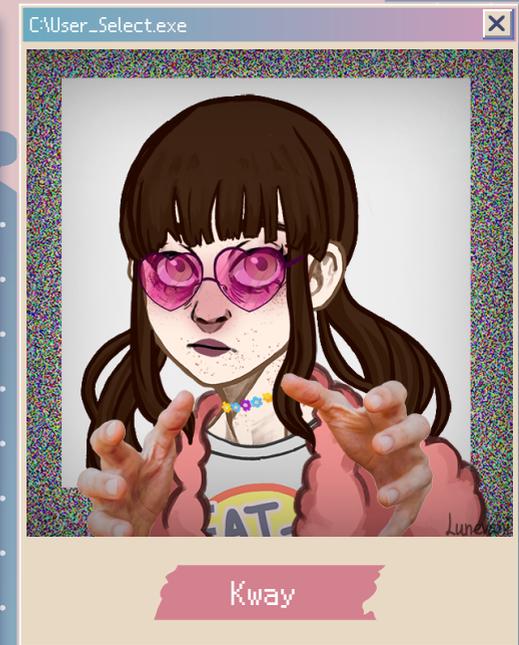
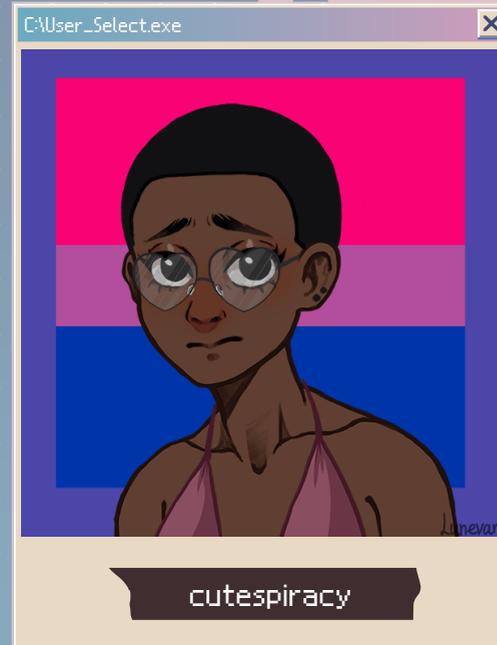
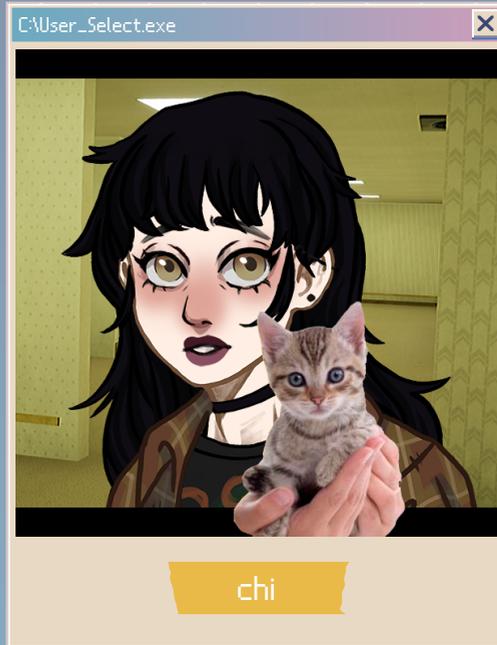
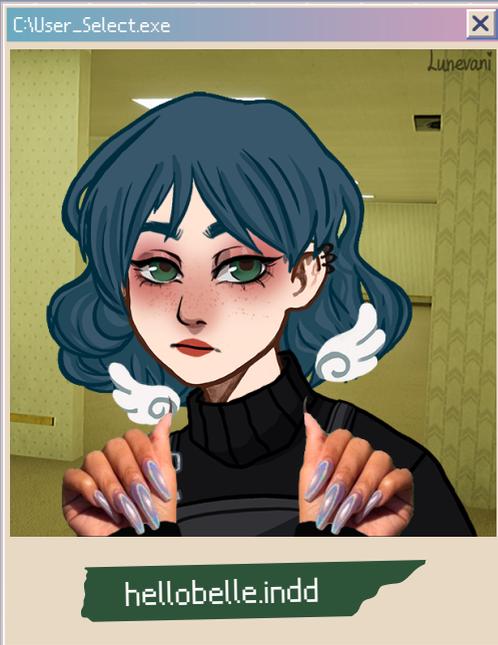
"Catch me at a fetish night in nothing but carefully draped worm-on-a-strings"

Picrew.me – Girlbossing in the Backrooms Edition

This issue's Picrew is "Ultimate Friend's Face Maker" by lunevani!

♥ Link: picrew.me/image_maker/1342558 ♥

♥ Instagram: [@lunevani](https://www.instagram.com/lunevani) ♥



what's in our bags?



TSUNBUN

1. Bag - Madewell crossbody that I got on sale
2. Wallet
3. Purse chocolate
4. Notebook & pen
5. Glass cleaning cloth from Daiso
6. Lactase pills :(
7. Lip products: Laneige glowy balm in grapefruit, Nivea chapstick, Tony Moly lip tint
8. Tony Moly hand cream
9. Earbuds
10. Hand sanitizer



HELLOBELLE

1. Fjällräven Kånken Mini Backpack in 'Ochre'
2. Bus times, Train info, Barista Handbook
3. Filofax Malden in 'Ochre'
4. Apple MacBook Pro, 14" 2021, M1 Pro
5. Vaseline with Aloe Vera
6. Apple iPad Air 3, Apple Pencil, and case
7. Beechmore Books, A5 Lined Notebook in 'Symphony Blue'
8. Hand Sanitiser & Padlocks
9. Sunglasses
10. Laptop Charger
11. Rilakkuma Zip Pouch (for tampons, pads, liners etc.)
12. Blue Q Weed Money Coin Purse (for painkillers)

New Year's Resolutions & 2022 Follow Up

pumpkin queen rabies

2022s Resolution: "My New Year's Resolution is to avoid establishing standards or setting expectations for myself which I will then inevitably fail & be disappointed by."
pumpkin queen rabies: "oh god"

2023s Resolution: "for this year, i'm going to pick something easier, like winning the lottery."

cutespiracy

2022s Resolution: "To get more fit and be more active"
cutespiracy: "OOF, i uh, I only lost 10 pounds lol. I've stopped gaining weight though! So that's good! My eating disorder stuff has gotten a lot better too! No more emotional eating!"

2023's Resolution: "Be a hot girl, make money, and start riding my bike more!"

susan

2022s Resolution: "This year I want to be more kind and helpful to the person I love, and more mean and assertive to people who try to take advantage of me"
susan: "being mean works. Would recommend"

2023s Resolution: "learn properly how to cook and bake"

Kway

2022s Resolution: "This year I want to focus on my overall health. Mental, physical, financial"
Kway: "i didnt even remember that LOL but idk I'd say that was successful"

2023's Resolution: "I want to focus on my hobbies that I've been neglecting and try to branch out into new interests. Also I would like to wear more blues and purples this year!"

hellobelle.indd

2022s Resolution: "My resolution for 2022 is to paint at least once a week, develop some good habits, and drink more water."
*hellobelle.indd: "I mean, I improved upon all three aspects of my NYR. I paint *more* than I did in 2021, but not once a week. I drink more water but could probably drink more. I read 75 books last year, which I suppose is a good habit! It kept me from doom scrolling on my phone a lot which is always a positive."*

2023s Resolution: "Look after myself and consciously make better choices, like going to the gym, eating healthy, reading books, etc. Engaging in my hobbies instead of letting myself get caught up in my phone or other trivial nonsense. Take no shit but do no harm."

chi

2022s Resolution: "This year I wanna be unapologetically me!"
chi: "It actually worked out! i started going out in the style i actually like, started cutting and dying my hair like i always wanted, listening to the music i liked as a teen, and not hiding my interest, instead displaying them thru my style and decor so id say it worked out quite a bit 🍷"

2023s Resolution: "As for my resolution for 2023, i'd say 🦖 i wanna be able to stand my ground, hold my own opinions and not let myself be influenced, i wanna become a mentally strong as fuck woman 🦖"

our holiday traditions

chi's holiday traditions

This is Catalonia specific, but we have a thing called *tió* which is a tree trunk with a face you hit with a stick while singing a song and it gives you presents, we always hand made ours, so we would pick up a tree and I would paint it and give it a nice blanket.

This year I've learned some traditions from my Czech partner's family, including breaking off a wafer, and for each piece you wish something for the other person to happen in the next year, then you eat the tiny pieces as you say it. Also you give fish scales to people to keep on their wallet to bring in wealth!

For New Year's in Spain we eat 12 grapes for the last 12 seconds of the year, but we also have some other traditions such as wearing red underwear for the new year if you want luck and if you have a partner you have exchanged rings with, you add them [the rings] to each others champagne and drink it to bring prosperity to your relationship.

This might be family specific, but everyone gets a coin from the year they were born and has to put it on their left shoe to bring in wealth. Also in my family we always bake a *Coca de Llardóns* to eat for every New Year's.

Then we have *reyes*, of course: it is also courtesy from the kids to leave some milk, cookies, and *turrónes* for the kings and the camels the night they come in their *cabalgata de reyes* to give their presents. As well as a nice hand written note where the "camels" might leave their hoof print. Then the *reyes* hide the presents all over the house so you need to gift hunt!

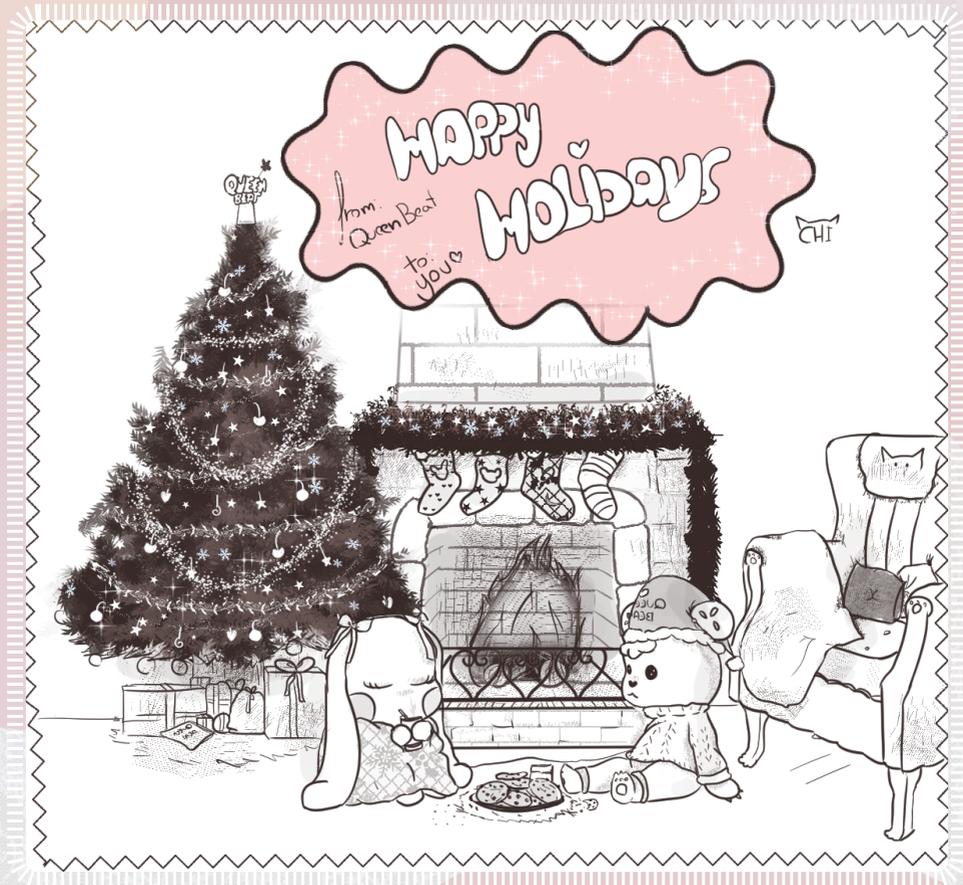
After that, and a nice lunch, you get *roscón de reyes*, you add figurines to it - the 3 kings usually, and a *haba* (bean), whoever gets the bean needs to pay for next years *rosca*. And whoever gets the kings will be extra lucky!

hellobelle's holiday tradition

I'm not sure how this tradition started, but every year on Christmas Eve, my family will order McDonald's for dinner. Possibly because of all the cooking that will be going on the following day!

This Christmas (2022) I was with my boyfriend's family, the first Christmas I've ever spent away from my own family. Getting involved in my boyfriend's family Christmas traditions like playing Trivial Pursuit and making Christmas Tree shaped Pizzas together was great fun! As well as eating *cosy rolls* (warm baked bread).

As much as I enjoyed playing board games and celebrating Christmas with my boyfriend's family this year, I can't wait to taste that McDonald's Strawberry Milkshake on Christmas Eve this year.



Kway's

Pastel Delights



Pastel Delights ✕

Kway a cute!?

YES!



FREE HAIR CLIP FOR OUR 1000th VISITOR!





WAIT, WHAT IS QUEEN BEAT?

Queen Beat is a quarterly zine made by the members of the All Women Are Queens Discord server that features seasonal stories, poetry, quizzes, look-books, Picrews, and more!

The AWAQ Collective strives to create fun and relatable content each issue that embodies the experience of being a femme-presenting creative regardless of background or orientation. Our members came together through various Discord servers associated with anonymous websites. Eventually, the All Women Are Queens server was born following the closure of the servers, and we have called it home ever since. Our server is invitation only.

We aim to keep profit to a minimum with this zine, with any profits donated to the World Association of Girl Guides and Girl Scouts where possible.

You can download PDFs of our zine on our website, queenbeat.moe. If you're interested in supporting us financially, check out our [Patreon](#) & [Ko-fi](#) pages.
Patreon: patreon.com/queenbeatzine
Ko-fi: ko-fi.com/queenbeat

If you have any questions, queries or juicy gossip related to the zine, please contact [hellobelle#0700](https://discord.com/users/hellobelle#0700) on Discord or email queenbeatzine@gmail.com.

C://Thank you!

Thank you for reading our Fall/Winter zine, our sixth zine and our first double issue. We hoped you enjoyed reading it as much as we enjoyed creating it!

Thanks once again to everyone that contributed, photographed, wrote, designed, discussed, laughed, cried, simped, and funded our sixth zine.

This project would be nothing without your constant support and feedback, I love you all from the bottom of my heart and I always will. I say this every zine, but I really mean it! And as always, thanks to those who are reading this - you're super special! If you bought a physical copy, thanks again! Your purchase helps keeps printing costs down, supports local businesses, and supports the World Association of Girl Guides and Girl Scouts.

With love,
The Queens

HAPPY NEW YEAR!
2023



Queen
Beat
Winter