

# *math* NEWS

March 19, 1993

Volume 61 Number 5



## Look Ahead

|                     |  |
|---------------------|--|
| <b>mathNEWS</b>     |  |
| March 24            | Issue #6 Writer's Nite<br>On system (Abel, Mobius,<br>Descartes labs) at 6:30pm<br>(Free Pizza!) |
| March 29            | Issue #6 production night<br>5:30pm, MathSoc (MC 3038)<br>(Free Pizza!)                          |
| April 2             | Issue #6 hits the stands   |
| <b>Math Faculty</b> |  |
| March 22            | I'm sure something has to be<br>happening this week  |
| April 2             | Last day of classes  |
| April 6-21          | Final exams  |
| <b>MathSoc</b>      |  |
| March 19            | Blue Jay Road trip<br>Meet 4:30 at Loading Dock  |
| March 20            | Math Grad Ball   |
| March 22            | Movie night should be coming   |
| <b>Co-op</b>        |  |
| March 16            | Job postings for second rounds start   |
| March 22            | Second round interviews start  |
| April 2             | Second rounds finished   |

## VapidFire

Reports of students fainting from the heat and humidity in the CS labs have been determined to be false. In fact, the students were merely suffering from sleep deprivation brought on by too many CS assignments aggravated by high load averages and low blood sugar levels. Further investigation has revealed that although little useful work can be done on them, the zeno machines do make excellent space heaters.

Graduating engineers held their Iron Ring Ceremony last week. As required by tradition, they adorned themselves with the most hideous, geeky garb available. However, no one noticed.

EvilCoop

## CSC Flash

Well midterms are over for most of us. Hope you are all getting ready for your finals. Sorry to mention them, but summer comes soon after.

The Ultra Arcade was postponed until further notice. Well, if anyone can find the time in between studying and writing exams, there are some interesting events scheduled by the CSC coming up. We have ...

- ACM Preliminary Programming Contest on Sat. March 20.
- Abalone Game Contest on Sat. March 27.

Also there will be an upcoming talk on C++ later this term. Hopefully, we will all get together this term for the ^D dinner. It has not been scheduled yet. If you are interested in going, stop by the CSC to see when we can all meet.

Calum T. Dalek  
Chairbeing

## The Zone

The Co-op department continues on its merry way toward Continuous Placement.

Please note that this reporter represents only himself. Any views in this column are his own, and not those of mathNEWS or any other organization!

The Co-op department continues on its merry way toward Continuous Placement. Mr. Klawitter was kind enough to present the plan to Math Society Council last Tuesday, bringing along several of his colleagues to answer everyone's questions. Which was nice, since it's better to get information to the public late than never.

They claim to be willing to listen to any better idea anyone may have, and this is believable. The Co-op department has had several people in many meetings (day-long, sometimes) for months. If any student can match that sort of effort, Co-op will listen.

Yet for all that effort, they have made several mistakes. Aside from keeping it secret from day one and actively suppressing information about the proposed changes, and aside from promoting it with a completely blind eye to the actual desires of their clients (the students), they are trying so hard to find benefits in the proposed system that the ones they do find are specious. ("...every student will get their number one choice," Mr. Klawitter? Only because it's one or nothing, at any given time.)

But these are not directly Zone matters. There are interesting goings-on within the hallowed halls of MathSoc as well. As it happens, last term's treasurer seems to have forgotten about the budgets of Math Society clubs. Although they have been allocated money, they never quite received it. Any of it. The treasurer, of course, claims the clubs simply misplaced every single record of monies received. Watch this space for more information.

Meanwhile, the couch in the MathSoc office—the one in front of the desk, not the useful one against the wall that people actually use—has been taking some interesting vacations. It has escaped at least twice, once to the Comfy Lounge, and once to the fifth floor, and has come back both times. As of this writing, it is being kept in the executive office, to fend off further Couch Wars. There is discussion about replacing the large table, to make room for both couches in the office in useful positions, but the outcome of that remains to be decided.

Office workers will have noticed that the tape player hasn't worked all term. Recently Gord Schmidt, Publicity Director, took the initiative, first to attempt to fix it, and second to bring in the unused unit belonging to the C+D. It is expected that full recorded sound will be available by the time this is published, with the added benefit that vinyl records will also be playable.

For all the meetings they have, this is the way things happen in MathSoc. Someone does them.

The Zone is written by a former senior councillor and idealistic troublemaker at MathSoc.

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Editor: Christina Caldarelli, Erich Jacoby

## PMC&OC Weekend Update

*pmc&oc roams the world and rules the world!!!!*

Firstly, we are, as usual, doing vast quantities of vastly interesting things. Such as: talks. We had a talk by professor Ragde recently on ramses theory. Fascinating discourse on the deeper relevance of all this to our coursework, although I can't tell you, as I was many thousands of kilometers away. More is planned, including recent developments in Fermat's theorem and it's applicability to quantum mechanics or something, but I don't really know much about it.

We faced the TSA again on Saturday night in the Grudge Re-match! Unfortunately, we did not have the massively fearsome horde we did for the Grudge Match...but with a few borrowed TSA players (and a big PMC thanks to Mimi, Liane, Kim and Chad...), we fought the TSA to a 1-1 tie! (Which really should have been a PMC victory, if not for some sloppy goaltending by a certain goaltender who would prefer to remain nameless (and who can, because I'm the one writing the article!!! HAHA-HAHA!!!! (DAMN!!!!))). Anyways, a big thanks to all the PMC gang who showed up. Next time, we'll win!

I guess that about wraps it up for now. Keep your eyes peeled for signs announcing groovy PMC happenings in the future...and I'll see all y'all somewheres or somethin'.

Be seeing you.

Tak  
PMC&OC Treasurer/Goaltender

## The Woes of Reality

Have you ever noticed that the more advanced our technology gets, the further we try to escape from reality? Consider television series, movies, books, games, none of which resemble real life.

Of the most watched regular television series, very few are set in the 80's or 90's. Those that are involve guns, or extra-marital affairs, or big trips into the wilderness. You turn on the television, watch a "bad guy" commit a crime. The good guy hunts him down, and shoots him. Next is a show about this woman who was first having an affair with her boss, but met her boss's gay lover, and now she and her boss's ex-lover have gone to a beautiful tropical resort only to discover that her husband is there with her boss's wife. Next is a story about two people who get lost in the rain forest, so they have to learn how to live like our ancestors did in order to survive until they are rescued.

How about all the shows on now that are set far, far in the future when we have space travel? Or all the ones about the "wild west" when men were men, women stayed at home, and your horse was your best friend? Our life has no romance, no room for adventure (except driving through downtown Toronto), no chance to ride off into the sunset, no going where no man has gone before. The only stories about this decade are comedies, and they are popular only because they make us look at our lives, and laugh at how pathetic they are.

Face it, reality sucks, so we hide ourselves in our books, our televisions, our movies, and our games. Well, I've had enough of reality, so I'm going to go home now and slash a couple of dragons to pieces. Then maybe I'll read my book about the child from Mars.

Remember, you should never see life for what it really is.

Snowflake

## Top 10 Potential Math Novelties

*That MathSoc should consider selling.*

10. Pink Tie Toilet Paper
9. MathSocks
8. mathNEWS Writer's Blocks
7. Top Ten Lists
6. Pink Tie Condoms
5. Pieces of the Natural Log
4. Pieces of the Rigid Tool
3. Honourary Lifetime Memberships
2. C&O 230 Credits
1. Kalbfleisch Patch Kids

I Think, Therefore I'm Hammer

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| <p><b>2 Medium Pizzas</b><br/><b>\$11.99</b> plus tax<br/>with 3 items<br/>Pickup or Delivery<br/>Coupon offer only, No additions<br/>Expires April 4/93</p>  | <p><b>Medium Pizza</b><br/><b>\$7.99</b> plus tax<br/>with 5 items<br/>Pickup Only<br/>Coupon offer only, No additions<br/>Expires April 4/93</p>                                |

## FeedBack

*"Continuous Placement has never been a secret"*

This letter should dispel the myth proposed by an 'intrepid reporter' in the March 5 issue of mathNEWS regarding the so-called secrecy of Co-op's Continuous Placement Program.

Continuous Placement is not a secret. It is a program currently under development by Co-operative Education and Career Services after its approval at the Senate meeting of February 12, 1993. Students Advising Co-op (SAC) has not 'only recently' been made aware of it, nor have students not been asked about it. Very preliminary discussions between students and the Co-op Department took place at a SAC meeting December 1, 1992. Present were three Engineering students, one Math student, one Environmental studies student (who will be the next Chair of SAC), a Science student (myself), and the Co-op department representative. The issue was discussed hypothetically in response to various questions, including "How could the Co-op programs be improved?" and "What would you think of a system whereby students were placed continuously over a four-month school-term instead of the current system?"

The issue was next discussed at the first meeting of the Winter Term, January 11, 1993. At that time, I, a student within SAC, on my own initiative, made a motion that the Secretary not print SAC's discussions of Co-op's Continuous Placement program until more details were available, so that the program would not be jeopardized by hasty, judgemental opinions formed on the basis of partial information. Moreover, all SAC members were advised to answer any questions posed to them by individual students regarding Continuous Placement, and forward any unanswered questions to the department. The motion was accepted, through a vote on the motion, by the members of SAC. As of the February 10 SAC meeting, the motion to refrain from publication in the minutes was rescinded by SAC. To the best of my recollection, at no time has the Co-op department acted to censor the minutes of any SAC meeting.

Continuous Placement has never been a secret. The student representatives of SAC have known about the program and have been involved in discussions regarding it with the Co-op Department. In the very near future, the Department will be briefing all student societies regarding the changes that will affect students. These sessions are intended for all students, so I would encourage them to find out when their society plans a session and attend it with their questions and concerns. Only with this kind of student input can the program succeed. If students have any further questions, they should find out who their SAC reps are and talk to them. As External Affairs Officer, I have office hours in the Federation of Students Office, CC 235, and can be reached at 888-4042, extension 2340 to answer any student's questions.

Neill M. Coad  
Students Advising Co-op Member

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## FeedBack

*SAC Was Asked Not to Mention Proposed Changes to Co-op*

Although Neill and I agree on several points, there are some statements in his letter that I believe need some clarification and, in some cases, correction. For example, Neill states that continuous placement is currently under development "after its approval at the Senate meeting of February 12<sup>th</sup>". However, the changes have not been approved; the Senate was simply informed that changes are being considered.

More importantly, however, Neill states that during the January 11<sup>th</sup> meeting of SAC, he, "a student within SAC, on [his] own initiative, made a motion that the Secretary not print SAC's discussion of Co-op's Continuous Placement Program until more details were available..." This is not true. What actually happened was that Randy Klawitter, Co-op's representative on SAC, explained that Co-op was considering changing the co-op system to continuous placement (which would be like going directly into second rounds at the start of the term) in order to increase placement. He asked the committee to strike all mention of changes to the co-op system from the minutes until they were public knowledge, to prevent students from worrying about the proposed changes and to prevent them from deluging co-op with questions about the changes before the details were finalized. The Committee agreed to do so.

He then asked the committee members to refrain from publicizing the proposed changes in any of the student newspapers. Neill mentioned that the SAC members could admit that they had heard about proposed changes if students specifically asked about them, and Randy agreed. (Of course, it is difficult to ask about the proposed changes if you don't know that there are proposed changes.)

Thus Neill is wrong when he says that "Continuous Placement has never been a secret." Furthermore, Neill may be misleading when he states that students have had input into the discussions regarding the proposed changes; in fact, it was only last week that students who are not employed by Co-op were given official representation on the committee which is formulating the proposed changes.

It is very important for the students to have input into the new co-op system. I urge everyone to learn as much as possible about the proposed changes and to mention any concerns to your student representatives. Math students should speak with Kathi Lai, the Vice President of MathSoc.

Betty-Jo Hill  
Students Advising Co-op member

## ultraCLASSIFIEDS

LOST!! 30% of algebra midterm mark. Lost in MC February 25. \$\$\$ REWARD \$\$\$ If found please return to me or prof.

Brayne Dhed

Stay-Puft, So when's the rematch? I'll take you, I'm ready!

Dr. Seuss

To Mk: Ho was that midterm that you wrote on the day from hell? When are you going to invite me over again? Let's do lunch... have your people call my people and set a date, okay.

SANJ.

## Changes to Co-op

We've had a couple of letters to the editor about "The Zone" in the last issue of *mathNEWS*. There's a fair amount of discussion going back and forth about who knew what and when about the proposed changes to co-op. The only problem with this is the fact that people are rapidly losing sight of the fact that there *are* proposed changes to co-op. So I, a lowly *mathNEWS* writer, have taken it upon myself to inform math students everywhere about these changes.

I've had some difficulty tracking down information about the proposed changes, so the following facts have been gathered from the co-op information session and from people who seem to have heard things somewhere.

Under the new system, jobs will be posted at regular intervals throughout the term (perhaps twice a week); there will be no deadline for job descriptions. Students will apply for the jobs as they are posted (instead of all at once at the beginning of the term). Students will prepare each package which is sent out to the employers; the packages may be customized for specific jobs. Interviews will occur daily whenever the employers decide to come to campus, provided that Needles Hall has enough room for everyone when they want to come. Once the employer chooses an applicant and offers him or her the position, the student will have 24 hours to decide whether or not to accept the job.

According to co-op, students will benefit under the new system because it will be more flexible, it will allow students to customize applications for specific jobs, it will make it possible for students to be placed early instead of going through weeks of interviews, and it will increase overall placement.

Unfortunately, the new system will have some real disadvantages. Applications will be much more time-consuming under the new system. Since students can customize their packages, they will be forced to do so in order to compete with the other applicants. More importantly, however, students will need to decide whether or not to take a job very quickly, and often before many companies have interviewed. For example, a student may wish to wait for MicroSoft and thus pass up another offer. And then, MicroSoft may never show up. There are a lot of potential problems here.

The important thing to remember is that the changes are still flexible. If you have questions, concerns or suggestions, pass them along to your student representatives. These include your MathSoc exec, the SAC representatives and the feds. Talk to them and don't freak out.

Katrianna

## Do you want to be a Movie Critic?

*Now you can with the amazing combination  
VCR-Food processor*

Here's a challenge for all you people out there with too much time on your hands and any other movie buffs. All I want you to do is to take the name of any movie, and write a critique about it. Sound easy? Well, there is a catch. The critique must be an anagram of the movie title, no more, no less. For example, *Hook* might be reviewed: Oh, ok. If there are any submissions that make me laugh or are just plain good, you might get a prize. So plunk yourself in front of the Movie channel and anagram away!

Brother of the Puzzle Bandit

## Profile of an Office Worker

It may have happened to you. You're wandering up to your lovely MathSoc locker and there's some guy over there with this huge pair of pliers cutting it off. The feeling might be similar to that of having your car towed. Of course, no amount of begging or bribing makes the guy stop, so you're left with no locker and this little twisted piece of metal with "Yale" engraved on the side.

What makes these so-called office staff do this? Just what motivates them? Are they even human?

Not long ago this *mathNEWS* investigative reporter accompanied an office staffer on his dastardly mission.

It started out peacefully enough. The office staffer (we'll call him/her/it OC here) started packing for the mission. A plastic bag, a piece of paper, a pen, and some masking tape. Only when OC picked up the dreaded Bolt Cutters of Doom (surely a stolen engineering artifact) did I begin to worry. Oh, it wasn't much. The eyes became a little more bloodshot. The hands started to tremble in anticipation. OC drooled more. Really, you wouldn't notice it unless you knew him.

As we walked towards the target, I took the opportunity to question OC about his motives.

*mathNEWS*: So, this is just part of your everyday duties then?

OC: Oh, certainly. We get a complaint about a lock, we have to go out and cut it. Simple as that.

*mathNEWS*: Have you ever cut a lock by mistake? I mean, even if there was no complaint?

OC: Well, it's happened. Not often. We try to keep it quiet, you know. Bad publicity.

*mathNEWS*: I see. How about for fun?

OC: Pardon?

*mathNEWS*: Cutting locks just for the hell of it. Ever done that?

OC: Um, well...oh, good, here we are.

We had arrived at the locker. It was a normal looking locker. Tiny, about the size of a double room in Village. You could see the lock start to cringe as OC hefted the bolt cutters.

*mathNEWS*: So, I guess this is where you cut the lock.

OC: Yeah, I guess this is it.

*mathNEWS*: No last words?

OC: I wish these cutters were bigger. *Snip!*

So that was the end of a faithful combination lock, having served its forgetful master for many years of high school, and possibly college. Its life cut in one fast snip by a homicidal MathSoc office staffer. Myself and the new owner of the locker bowed our heads for a moment, while OC scanned the interior for loot. He spent a few moments examining the few pieces of lint before we turned to leave.

*mathNEWS*: I noticed you didn't keep the lock as some sort of souvenir.

OC: Yeah, well, I would but I'm running out of room. I only bother with the really good ones, like Master or Yale.

*mathNEWS*: Ah. So, um, what deep psychological need does this kind of thing fulfill for you and others like you?

OC: I never got any bolt cutters as a child. I thought for a long time that Santa didn't recognize my true calling. Then I came to U(W), and discovered this.

*mathNEWS*: Well thanks for your time.

OC: Say, you wouldn't mind putting your finger in this, would you? Just the first knuckle...

Suicidal Press

## profQUOTES

"The real world is highly foreign to me..."

Hare, CS 372

"He got a grand total of 2 on the midterm — he can't even bullshit well."

Hare, CS 372

"It doesn't matter if you don't know PDEs. All that stuff you learned in Applied Math is useless anyways."

Peter Forsyth, CS 374

"Nobody taking a class about stereos should contract mono."

Phil Eastman, SCI 205

"Even the arts students know that two negatives make a positive."

Phil Eastman, SCI 205

"The answer to your question is 'Yes' or 'No', depending on how you word it."

F.O. Goodman, AM 251

"I'm touching this. I know I'm not supposed to, but call me crazy."

R. Bobocel, PSYCH 338

"Teacher's College continues these days to be a complete wasteland where useful information is concerned."

R. Cardey, PSYCH 357

"These big classes... It's hard to get people's names."

Brown, STAT 241 (class of 3)

"Some of the jobs are very high priority — the operator writing a letter to grandma, ..."

Becker, CS 340

"I know because I used to work on that program... in a former life."

Becker, CS 340

"You might say it's a contradiction — I would say it's a simplification."

Ng, PMATH 343

"Are you hissing at me again?"

Duley, PHYS 253

"First time I did this experiment, the copper wire turned red hot, dropped down on the table where my notes were, and they caught fire!"

Eastman, SCI 205

"Life is just one big ordeal until you get a good job, lots of money and die of a heart attack."

Small, STAT 230

"You don't get a rest; you're a co-op."

Small, STAT 230

"...all reasonable well behaved functions that you bring home to your mother."

Best, Math 237

"But Mum can't handle functions."

a student, Math 237

## Down

by Paul Prescod

There,  
it waits:  
The gateway to freedom.

Yet,  
A note  
Of caution tempers my joy.

Where  
Are the others?  
That seek its treasures too?

Word;  
Two words  
The words unlock the door.

Inside,  
There is nothing.  
No motion, no thought, no life.

Outside  
There is anguish  
Pain, confusion, hurt

Silent,  
As a tomb,  
No message escapes the darkness.

Alone  
Without contact.  
No news, no touch, no talk.

Lilies'  
a comfort  
A substitution for that great loss

Knowledge:  
An awakening.  
I know where the others are.

For,  
Without it,  
there is no learning  
there is no communication  
there is no me.

Without it I have no identity.

For my name is papresco  
I stand alone in the lab,  
And Descartes is down.

## How YOU can help mathNEWS!

*Yes, this theme again.*

Yes, I know... you're sick to death of reading all of those whining articles crying "Please write for mathNEWS!" and "Please type for mathNEWS!". I can relate to that. I'm lucky if I write more than one article a month for this rag. But I still eat my fair share of pizza on production night without guilt or shame, because I do other work that I know is just as vital to this magazine:

I'm the Ad manager.

(Well, I also help with typesetting. But really, anyone who knows a little bit about  $\LaTeX$  can do that—hell, anyone who can spell  $\LaTeX$ .)

What does an Ad manager do, you ask? I keep track of our advertisements, what did you think I did? How can you, the loyal mathNEWS reader, help me in my task, you ask? Well, you can't. There ain't enough work for two people, and I'm very possessive besides. So why am I writing this article in the first place, you demand?

### Music Review

The following two CDs aren't *very* new, but they're the only new ones in my collection that I care to write about...

*Shadow Weaver*  
*THE LEGENDARY PINK DOTS*

**Play It Again Sam (BIAS 225-2)**

I've never been one to pay much attention to shoe-gazing music. However, when one group leads to another, its inescapable. The chain of music I followed was from Skinny Puppy to The Tear Garden to The Legendary Pink Dots.

This is sad music. This is music for the 4AD lover. It is music that suits the 1982 cult classic movie, "The Keep".

*It's-[Sh]It*  
*THE SUGARCUBES*

**Elektra/Warner (9 61426-2)**

This wasn't supposed to happen. The Sugarcubes were doing fine, and everyone loved them. This wasn't supposed to happen.

What am I talking about? I'm referring to the new Sugarcubes compilation, which butchers all of their great, moving, raw music into cheesy dance beats. Excuse me, but I never intended to dance to "Birthday" or "Water". These songs were just too serious to be given-over to rhythm. On some of the tracks, there is only a negligible whisper of the original song - some self-centred DJ made a stupid dance track and stamped the name of a Sugarcubes song onto it. This compilation is in such bad taste that it would be best ignored.

I would have preferred a "Greatest Hits" album without the original tracks so mercilessly corrupted.

Pilot in Hell

"Unfortunately, most rubella children live... I'm not saying that right."

Seim, PSYCH 213

"Every special case, is, of course, a special case."

Goodman, AM 257

Because I don't think you people are noticing the ads we print, that's why. I can walk through the Campus Centre and see copies of Imp'tint torn up by people looking for Subway coupons and stuff like that. Hey, look around... we have coupons too! Real coupons, that you can actually trade for discounts on *real stuff*! Incredible, isn't it? We had a great Gino's Pizza coupon in the last issue; it was so good one of our editors actually commented on it, and if you can get our editors to express an opinion you must be doing something right. Did you actually notice that wonderful offer?

If you use our coupons more, our advertisers will be really happy. And then we can get more advertisers by pointing out how happy our current advertisers are! And then MathSoc will be really impressed with our happy advertisers, and we'll be able to butter up MathSoc for more pizza and stuff. So look for our coupons, and make everyone happy!

The Not-Wizard  
(wearing his Ad Manager hat)

### And Now For Something Completely Different... Vagon Poetry

*A Tribute to Douglas Adams and a Selection of mathNEWS Writers*

Oh, Guelph Erronious, how you gyrate to groovy go-go music.

As R. Wilco does the hop, with plunger and mop, at the Big Bop.

Fear not MacGyver, thou shalt live on in the immortal re-run.

And Fuzzy Wuzzy, that's been done, but what does thou do for Fuzzy-fun?

Poor EvilCoop, exorcised, now just a ordinary coop with big red eyes.

Pilot in Hell, do tell, if you please, doth it freeze.

There's the King of the sea, Flipper with a attitude, in another bad mood.

Token Artsie, what doth thou see, looking at the DC, modern art or feces.

And the Watbard sings, songs of better, wetter and bigger things.

Enter the Dragon, Ahmoras by name, has gone insane, playing the game.

Wizard of Not, thou art sought, to write a plot, make 'em laugh a lot.

Searching for what, looking for who, what else is there to do.

Hammer, ye of so many names, is it to say, thou has an identity fray.

Then Moses parts the sea, of fan mail and gratuities, but all is a dream.

... and see if I don't.

Author Dent

"Remember that old Beatles song, 'I Can't Get No Satisfaction'?"

Burris, PMath 330

## Pacifist Terrorism

*Who do these guys think they are, anyway?*

The modern Pacifist Terrorist is a warrior on the front lines of "normal" society. His mission: to break rules, spread chaos, confuse authorities, and have fun. All in a non-violent manner, of course. Most of these people come from tragic situations: boring childhoods, Catholic high schools, or worse. The same factors which cause some people to form Grunge metal bands and others to bathe regularly in oatmeal also lead to the proliferation of Pacifist Terrorists in our society.

*Do these people have names?*

Of course they do! What do you think they are, Topologists or something? Geez...

Note, though, that they would not necessarily want their names to become common public knowledge. Many Pacifist Terrorists have day jobs or college careers, and may have bosses or deans-of-certain-faculties-which-shall-remain-nameless, who may not appreciate the value of Pacifist Terrorism to society. Therefore, many of us use pseudonyms to hide our true identities. For example, you can call me "Beret."

*But I thought that your pseudonym was Guelph Erronious...*

It is. I have several. Can't be too careful.

*Might I have ever heard of anything you've done?*

Once again, no. If I'm hiding my identity from people, then why would I bother making my accomplishments known? I know the next question - if no one knows about what Pacifist Terrorists are doing, then what's the point? Well, I think that it has something to do with intrinsic achievement. You do not enter this line of work for money, or power, or babes, or France. You

do this for the direct-effect change you can make, the opening of bored minds, the humiliation of American Vice Presidents. That is what Pacifist Terrorism is about.

*What exactly is it that you do?*

Shadow puppets. Political debate. Media manipulation. Performance art. Drive-by mimings. Whatever it takes to get the job done. I've heard rumours of a radio show coming to St. John's in May, but don't quote me on that.

*What is the message that you're trying to give people?*

Baboon. *HUH?!?! Exactly.*

*How many people are involved in this? I mean, should I be getting worried yet?*

Right now, there are a maximum of three and a minimum of thousands of people working in this field. No, you shouldn't be worried.

*What can I do about this?*

Sit back, enjoy it. Or take part in it. Whatever you want.

*This has been... interesting. I'll talk to you later, Guelph. Beret. Whatever.*

Yeah. Later.

That's all for now. Beret Erronious signing out. Chunga. And try to have a bit of fun out there...

Guelph Beret

## The Great Math Magazine Hunt

In the last issue of mathNEWS, the idea of a math-mag was brought up. It said, and I quote, "Yes, there may soon be a new WEEKLY math magazine in your future!"

What would it be? What would it contain?

Well, we asked YOU, the faithful mathNEWS readers, to select among the TWENTY-TWO possibilities, the one(s) you liked.

It said, and I quote (again), "Don't bother including your student ID...or restricting yourself to only one vote for your favourite mag. If you care enough to vote 1000 times for a particular magazine..."

Here is a summary of what we received:

| Magazine | Number of Votes |
|----------|-----------------|
| mathFUSE | 1               |

Well, we asked YOU, and we got ONE. Yes, count it, ONE response.

mathFUSE-for CS/EEE...and even they don't have time to read it! So, basically, our great mathNEWS that has quite the "financial windfall" cannot expand in the "near future" because some people didn't respond to a simple request!

Ticked off-but I didn't submit a vote either!

## Compiler Crazy

*The toils and troubles of CS 241*

Compilers, compilers, I just don't know

Why it is they hate me so

I work all day, and work all night

In hopes my Ada will compile all right

I wait and wait, just sit and stare

They don't even seem to care

My screen is frozen; no work is done

I feel my heartbeat begin to run

Maybe it's a joke, one of really bad taste

As I see days of work go right to waste.

Three days pass by, and nothing goes

I shudder with fear as my anger grows.

What bothers me and makes things worse

Is the uncontrollable marker's curse

They never know the hell we endure

Yet they deduct all those marks, that's for sure!

Compilers, compilers, I cannot see

Why they over-aggravate me

I know when I'm done, and through all my pain

Another assignment will start it again.

A Victim of this Insanity-with thanks to HammerRhyme



# The Fed Hall Drinking Game

*Not for the weak of heart*

A couple of weeks ago, while sitting around at Fed during the MathSoc Pool Party with a couple of friends (actually, we were barely able to stay in our seats, but that's besides the point), the topic of drinking games came up (actually, we were swapping "I was so drunk..." stories, but that's besides the point). EC made the observation that it would be easy to base a drinking game on Fed Hall (actually, he said it would be easy to get sloshed at Fed, but that's besides the point). Anyway, after discussing the finer points of Fed's atmosphere (actually, we were talking about the babes they have working there, but that's besides the point), we came up with these few, simple rules for the Fed Hall Drinking Game. **WARNING:** only regular patrons of Fed with high tolerance for alcohol will want to play (actually, only those who want to get wasted will want to play, but that's besides the point).

- Drink once for every piece of ID you show upon entering (if you didn't show any, chug your beer — this includes if you get there before 4:30pm)
- Drink 1 for every drunken underager someone else points out (drink 2 if they're not wearing their button)
- Drink 1 every time the barstaff rings The Bell™
- When there is a sports event on the Big Screen™, drink once for every point scored (eg. 1 for a goal, 4 for a grand slam homerun, 6 for a touchdown, chug for a hole-in-one, etc.)
- Drink 1 for every drink/beer/etc. on the dance floor (drink 2 more if it breaks)
- Drink 1 for every couple making out on the dance floor (2 for dry humping, 3 if you see underwear, garters, or other such apparel)
- Drink every time your see someone get bounced out of Fed (if he's escorted with the help of Kampus Kops, finish your beer)
- Drink one for every rap/hip-hop song the DJ plays (this rule alone should get you hammered)
- Drink 2 for every disco song played (chug your beer if it's the Village People)
- Chug a beer for every slow song played
- If the DJ plays any Billy Ray Cyrus, keep drinking until you get alcohol poisoning, then drink some more (and if you see people doing the line dance, save yourself the time and just kill yourself)
- Drink 2 for every birthday the DJ announces (2 more if he announces your birthday regardless of whether it's your birthday or not)
- Finish your beer every time the DJ mentions a U(W) Varsity team

EC  
Token Artsie  
EdiFuzz

Uncool Larry and the Assignment



## The Work Term

*High Adventure! Low Sodium!*

Aaron Silverblade, professional adventurer and pure mathematician extraordinaire, surveyed the valley before him. This was where he would serve his first co-op workterm as a Dragon Slayer, a career field which he had not previously considered but was now feeling pretty excited about.

As he descended into the forest, he noticed that the tops of most of the trees were charred. This was supposed to be a good indication that there were dragons nearby. As he stealthily crept along, he failed to notice any dragons, but found something else worthy of note: a small group of other co-op students in a heated argument.

"This is not how you bait a dragon trap," shouted a large brute wearing an Act Sci jacket.

"I've done this before! I should know!" shouted back a slightly shorter man with an exceptionally strong accent. "This is too the way you bait a dragon trap!"

"Gentlemen, please! Stop fighting! This is not going to look very good on your work term evaluation," shouted the woman. This seemed to calm down her two companions a bit.

"Hey, who's this then?" asked the large one, noticing Aaron for the first time.

"Yeah," said the smaller one. "He's not supposed to be here. Get rid of him; I don't like him."

Desperate to make a good first impression on his colleagues, Aaron decided to introduce himself. "Hi there," he said. "My name's Aaron. I'm going to be slaying dragons here for the summer."

"No, you're not," responded the smaller one. "There are supposed to be three and only three dragon slayers in this valley this summer, according to the Want Ads, and here we are. Go find your own dragons."

This made Aaron furious. "Listen here," he shouted. "I got this job in first rounds. If anyone has to leave, it's going to be one of you three." He then proceeded to sit down territorially on a section of grass, hoping that they would be intimidated by his act of silent defiance.

"Actually, I'm not going to be slaying dragons," said the woman. "I'm here for S.A.D.S., Students Advising Dragon Slayers. So I guess that you are all supposed to be here."

After that, she made Aaron and the other two shake hands and apologize to each another. Aaron learned that her name was Katharin, the small man was Gawain, and the large man was named Fistantalus but everyone called him Barry. It was beginning to look like this work term wasn't going to be so bad after all.

The companions then began the task of waiting, hidden, beside the trap, for a dragon to show up and accept the bait. The silence was broken only occasionally, as Gawain and Barry started arguing over the correct way to attract dragons. Fourteen and a half hours of waiting later, it was beginning to look like Barry was right.

"... I told you that you were doing it wrong but would you listen? Of course not. No-one ever does. Makes me wonder why I bother even trying to work with people like you. Next time, I hope that I'm treated with a bit more respect..."

"Can he keep this up for very long?" Aaron asked Katharin.

"Sometimes for hours," she replied. "Don't worry, you'll learn to block it out, eventually."

Suddenly, Gawain's face lit up. "Look! Look! It's going for the Oreos!"

The bewildered students turned around to see that there was, indeed, a large green dragon going for the plate of cookies which

they had laid out to attract it. "Quick!" shouted Aaron. "Somebody differentiate that sucker!!!"

"It's not gonna be easy," said Barry. "This here's one of those curly Oriental dragons. I was only counting on dealing with European ones. We might have to do some trigonometric approximations..."

"Count your blessings that it's not an American Indian Fire Dragon. We could be here all night just trying to figure out whether or not it's continuous," commented Gawain.

"Stand back," shouted Katharin. "I'll deal with this! I'm a leibnitzagian!"

"A WHAT?" asked Aaron, before his common sense told him that it would be wisest to hit the dirt.

Katharin took from her satchel a massive box, the dreaded HP-42,000,000. Aiming it carefully at the dragon, who was still busy munching Oreos, she pressed a few dozen buttons, and averted her eyes. Everyone fell silent.

A moment later, the silence was broken by the sound of lively Russian music.

"How about that," she said. "Someone erased all my formulas and replaced them with 'Tetris'. I guess this is pretty useless, now." She threw the calculator back into her pack. The group exhaled a collective sigh.

"This is stupid!" cried Barry. "Work officially ended five hours ago. I'm leaving, we can slay the dragon tomorrow."

"Where do you think you're going?" demanded Gawain.

"It's still another hour and a half until last call," he answered. "I figure that that's enough time to get a good drunk."

"Fair enough," said Gawain, and joined him.

Katharin then turned to Aaron. "So," she asked, "how did you enjoy your first day as a dragon slayer?"

"Well," he said, "it's definitely not like the examples we did in class."

"Care for a drink?"

"Why the hell not!"

So the last two dragon slayers left the forest, and the night continued on uninterrupted. Later, as the trees turned silver in the growing moonlight, all was silent. Except, of course, for the ongoing sound of a dragon licking the middles out of its cookies.

Guelph Erronious

## Do You Wanna Party?

*It's Party Time*

It's about that time of the year when everyone's libido drops, tension heightens, and blahs become a permanent feature of one's personality. What you need is some spice, some culture, or 'bottom line' some DIRTY DANCIN' and DRINKIN' EVENT to release that shoulder tension. Coincidentally enough, I found just the recipe to hit the spot in a cookbook my parents got me in my first year called *Cooking for Fun*. Under the section "Chilling out and Heating Up" it suggests: one scoop of a HOT and STEAMY PARTY combined with a cup of refreshments and a cup of dance. Miraculously, someone already seems to be planning such an event at Weaver's Arms co-operative residence, 268 Phillip St. This event is taking place March 19th from 9 pm to 1 am and will include a great DJ, prizes, and a few other surprises. What luck, huh?! See you there!

Sponsored by  
Numerous Cultural Clubs of the Federation of Students

## The Ten Most Common ST:TNG Plots

or Season Seven: *It Was a Dream. A horrible,  
horrible dream...*

**One** A time distortion affects the crew of the Enterprise. This may be something as simple as repeating the same sequence of events again and again. The crew eventually notices when things seem to suddenly happen again. [The fans have evidently noticed that things seem to suddenly happen again - Haven't I seen this plot before? And before that? - Fz — Ed.]

**Picard** Engage!

**Riker** You know, I swear I've heard you say that before.

**Picard** Of course, dammit! I always say that!

**Riker** No, no. I know that, it's just as if I feel as if we're stuck in some dimensional time rift. I'd like to take a security team down to the planet and search for clues.

**Picard** Agreed. Make it so, Number One.

**Riker** You know, I swear I've heard you say that before.

Of course, it could be something much more serious like something from the past going wrong thus averting years of peace with a powerful alien ally in which case no one would know, would they? Who's to say that this hasn't happened already?

**Two** Data's head pops off his body. This is pretty straight forward. The Enterprise/Federation/All life as we know it is in danger and Data feels compelled to do something stupid like stand out in a storm with a new fangled lightning rod in order to save the {whatever needs saving} instead of just using something else.

**Data** Captain. I am trapped in a room with a giant laser that is currently blasting through solid superduperanium until it destroys the box within containing the last known recipe for non-synthetic alcohol. I am going to attempt to avert the recipe's destruction by shielding it with my body.

**Wesley** Data, couldn't you just press the off switch over there?

**Three** Our favourite omnipotent being, Q, shows up and makes things difficult and then seems amazed that the crew of the Enterprise actually figures things out after Q gives them the answer.

**Four** Wesley saves the day. 'Nuff said.

**Five** A time distortion affects the crew of the Enterprise. This may be something as simple as repeating the same sequence of events again and again. The crew eventually notices when things seem to suddenly happen again.

**Six** A member of the original crew drops by, does something to boost the ratings of the show and leaves.

Next time, on Star Trek: the Next Generation: Riker attempts to seduce Kirk in an evil love triangle! Will the Enterprise survive, and does the ship's computer have a pattern on file for a condom?

**Seven** A strange malfunction occurs on the Enterprise, and Data is forced to play the roles of forty-seven different characters. These are typically the better shows. As far as I can tell, Spiner and Stewart are the two best actors on the show. Maybe some alien will force them to do a two-man version of Dicken's a Christmas Carol sometime.

**Eight** I never thought they would, but they actually did a show that used only clips from old shows. This was so cheesy I had to mention it here. I imagine that it will happen again, and you can bet your Franklin Mint limited edition pewter Enterprise that they will have clips from that show in the the new one.

**Nine** The Romulans subvert the alliance between the Klingons and the Federation. These sort of shows usually involve a lot of makeup. Typically, Worf is the one who gets to save the day. At least he gets to kill people.

**Ten** Troi gets overwhelmed by some emotion somewhere. There was one exception to this rule, when she met Debanani Rahl. She couldn't read him at all and about thirty seconds later he's oiling her down. Where was Riker while this was happening anyways? Maybe he was off with Rahl's women.

Anyway, more often than not, Troi would fall unconscious which would immediately tip off the rest of the crew as to a possible problem. In the show I remember, when she woke up, she had an incredible headache. It turned out that she just drank too much the night before and passed out in Ten-Forward.

LittleBoy with help from Biff

## mastHEAD

Welcome to the first on-line issue of *mathNEWS* — that's right, no cut and tape! (Well, just a little). You are holding history in your hands.

*(Productionist's Note: Cool, eh?)*

Some of those who have helped, along with their favorite kind of cough are: Rob Leitman (troff. . . oh, you said cough!); Christopher Calzonetti (The sickly blood-filled cough you get when shot in the neck); Eric Sutherland (The kind that gets in and feels like sandpaper. . . ooh, I hate it when that happens); Kivi Shapiro (Whooping. Whoop. Whoop.); Jennie Hawkes (Ahem?); R. Gordon Schmidt (Gochu); Betty-Jo Hill (Any cough I've already had and so am immune to); Brian Spencer ("Turn your head and cough"); Peter Milley (Coughs I give to other people before getting better); Caryn Babstock (The one I got over last week); Mike Hammond (Corn-on-the-cough. Oh, wait. Nevermind); Mala Krishnan (The Hand that Coughs the Cradle); Dale Wick ("The Tough Coughs as he Ploughs Through the Dough" — but it doesn't rhyme); and Ian Goldberg (No time to cough. WAY too busy!).

Sorry to anyone who got left off the masthead. I kind of misplaced it. And, of course, thanks to Marion at Graphics Services.

Fuzzy (Cough due to trying to hide inappropriate laughter)  
Christina Caldarelli (Embarrassed cough due to losing the masthead)

## Compiler Options We'd Like To See

- g grab memory. Don't even ask for it. If the memory manager gets in the way, grab it too.
- sd search and destroy mode. If anything else on the system even moves, terminate it with extreme prejudice.
- sim determine what the program SHOULD do, then simulate it. Useful for finalizing those just-in-time programs which work, but not quite the way you expected.
- ai determine exactly what the programmer is thinking about, and pump it out. An extension to this command would "reach out and touch" someone - ANYONE - who knows anything at all about Ray Tracers or Accursed Descent Parsers. Guaranteed to attract attention.
- sml reduce the executable to the minimum possible size. If necessary, hide some of it in a disk partition.
- lrg increase the executable to the maximum possible size. Nobody knows why you would want to do this, but it's going to cost you \$50 to get it when you upgrade.
- se scorched earth. Like -lrg, but permanently "free"s anything even remotely associated with the program. Stand back from the terminal when you use this one.
- o optimize. Does all of the above, but using methods which are, to say the least, impenetrable. Amaze your friends. Even the TA's won't be able to figure out this one.

Bingo

## Puzzle Page Comments

Well, we, The People with too Much Time on our Hands, obviously aren't the only people with time to kill. We received two attempts for the puzzle page (Hammer and Phage + 2) and five tries at the logic puzzle (phage + 2, RudeGal, Amber, Hammer, and the Nishman). Congratulations to phage + 2 for their winning submission (prize available in the MathSoc office). Answers are posted on the MathSoc door.

Have fun with this weeks' puzzles. Hopefully this issue will be 100% error-free. (It's amazing how much harder these puzzles get when the question is wrong.) There will, once again, be a prize for the best submission.

People with too much time on their hands

## 10 Ways To Spot A Cult

It has come to our attention here at mathNEWS that the engineering faculty is actually a strange and bizarre cult, something we had hitherto only suspected. Consider the evidence we have compiled with the help of the Fed's "Cults on Campus" pamphlet. And remember:

IT COULD HAPPEN TO YOU!

1. CONFUSING DOCTRINE - Encouraging blind acceptance and rejection of logic through complex lectures on an incomprehensible doctrine. ( $\pi^2 = 10$ )
2. DRESS CODES - Removing individuality by demanding conformity to the group dress code. (Hard hats)
3. DISINHIBITION - Encouraging child-like obedience by orchestrating child-like behaviour. (Playing in the mud and then walking through Math)
4. GAMES - Inducing dependence on the group by introducing games with obscure rules. (Scunt)
5. GUILT - Reinforcing the need for salvation by exaggerating the sins of the former lifestyle. ("You want fries with that?")
6. CHANGE OF DIET - Creating disorientation and increased susceptibility to emotional arousal ... (Beer)
7. SLEEP DEPRIVATION AND FATIGUE - Creating disorientation and vulnerability by prolonging mental and physical activity and withholding adequate rest and sleep. (20 hour labs, 100 hour projects, 40 hours of classes per week)
8. CHANTING AND SINGING - Eliminating non-cult ideas through group repetition of mind-narrowing chants or phrases. (Tool! Tool! Tool!)
9. VERBAL ABUSE - Desensitizing through bombardment with foul and abusive language. (Tool! Tool! Tool!)
10. FINANCIAL COMMITMENT - Achieving increased dependence on the group ... by donation of assets. (Tuition, "Voluntary" endowment fund, etc.)

MacGyver



"Mathematics was my worst subject in high school."

Kalbfleish, Dean of Math

# SUBWAY

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# The Puzzle Page

## Drog's Scramble

Unscramble the following sets of letters and then use the boxed letters to create an answer to the clue.

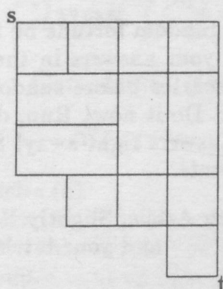
I B Y T A L I    - □ - - □ □ -  
 T I N C O F U N    - □ □ - □ - - □  
 J O E T R C P    - - □ - □ - □  
 S L O V E H    □ □ - - - -

The Devil's favourite key on a calculator...

- - - / - - - / - - - - -

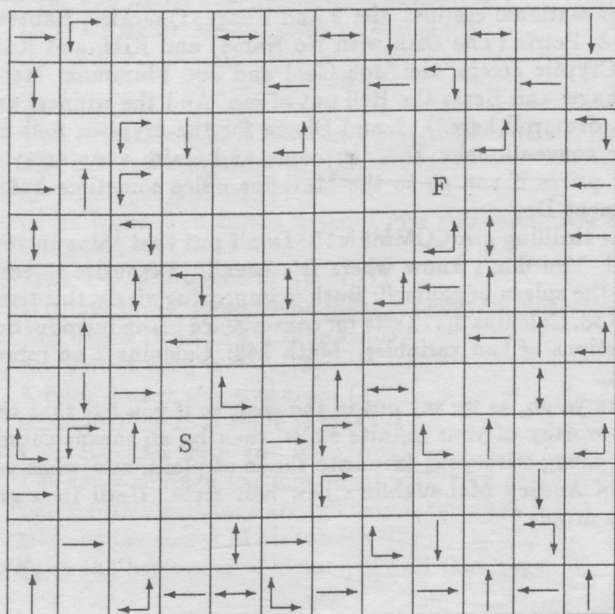
## How Many Paths?

How many paths from s to t can you find if each move must be to the right or down?



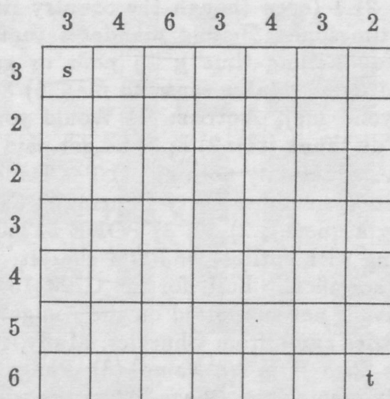
## Maze Game 2

Move from the "S" square to the "F" square, always obeying the arrows. That is, from "S" move North, South, East, or West until you reach a square with another arrow. If that square has a single arrow, you must move in that direction, but if the square has two arrows you may choose which direction to go.



## Maze Game 1

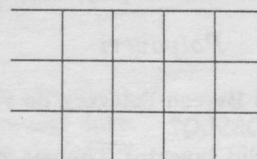
Start in the top, left square and create a path going to the bottom, right square using only vertical and horizontal moves. The number beside each row (above each column) represent the number of squares that must be used in that row (column).



## Logic Puzzle

Charlie was playing basketball in his father's den again, when he accidentally knocked over the curio shelf. Miraculously, none of the 12 knick-knacks broke. But now he can't remember where each one belongs in the cabinet. Given that the shelving unit has 5 columns and 3 rows, and the following clues, can you determine the correct position of each dust collector?

- No two of the same thing are in the same row or column. (This includes empty spaces.)
- The model cars, being on wheels, are not on either edge, because they might roll off.
- One of the vases and one of the ceramic cats are as far away from each other as possible.
- There are no fake animals in the bottom row.
- The conch shell from Hawaii is on a higher level than the blowfish, and to the left of the ugly clay ashtray that Charlie made in Grade 2 and his father pretends to love, even though he doesn't smoke.
- There is a model car in each row.
- The vases are all to the right of the clay ashtray.
- The wooden duck decoy (which is in the same column as one of the ceramic cats) is not in any of the spaces surrounding the candy dish (which is not in a corner).
- The conch shell is directly above one of the cars.



People with too much time on their hands

## mathNEWSquiz # 5

*So, one phage says to another, "Eat me."*

The answers to last issue's quiz are: Quotes: 1) Big; 2) Casual Sex; 3) Steel Magnolias; 4) Beauty and the Beast; 5) Lethal Weapon; Potpourri: 1) 153 B.C. (previously, New Year's Day was in March); 2) 1 (even though the country itself *geographically* spans 5 timezones, Beijing mandates that the country set its clocks to "Beijing time"); 3) pods or gams; 4) Milwaukee (Pizza. Beer. Makes sense to me); 5) 89 (89 curtain calls?? It's beyond me); Actors: 1) Would you believe Bill Murray? (Who'da thunk it?); 2) 8; 3) he got paid exactly what he was wearing... absolutely nothing; 4) The Dancing Cuckoos; 5) Patrick Swayze (remember Dirty Dancing?); C64: 1) Linked lists (specifically a queue); 2) 10; 3) POKE 53280,0; 4) VIC-II registers (starting with sprites) or ROM charset; 5) GEOS has disk protection specifically built for the CBM 1541 drive — in general, this drive is not supported on the Amiga.

The three entries came from Chuckles, Muffy, Kiki, Babette, and Petrie (*The Dish With No Name*) (8); Phage & 2 (8); and, RudeGal (2). By a coin toss, Phage & 2 is the winner! Pick-up your quizprize in MathSoc.

*Movie Slogans (name the movie)*

1. You will believe.
2. The mother of all movies.
3. When Jenny cheated on her husband, he didn't just leave... he split.
4. The adventures of an ordinary man at war with the everyday world.
5. A burglar, a spy, a fugitive, a delinquent, a hacker, and a piano teacher... and these are the good guys.

*Cartoons and Comics Strips*

1. What are the names of the young husband and wife who own Lady in Walt Disney's 1955 animated classic "Lady and the Tramp"?
2. What kind of animal was Bambi's friend Flower?
3. What school does Charlie Brown attend?
4. What is the maiden name of Blondie Bumstead, the comic strip wife of hapless Dagwood Bumstead?
5. What did Bugs Bunny drink to become invisible?

*Games and Sports*

1. How many *post*-season points did Kareem Abdul-Jabbar score in his 20-season career?
2. In the game of Jacks, how many prongs are there on a jack?
3. Who was the only rookie in baseball history to be honoured as Rookie of the Year and Most Valuable Player in the same season?
4. What popular game gave the English language the word "debut"?
5. What baseball team introduced the sacrifice bunt, the squeeze play, the hit-and-run play, and the double steal?

*Potpourri*

1. What U.S. Census Bureau category do you fall into if you are classified as POSSLQ?
2. What nicknames did inventor Thomas Edison give to his first two children (Marion and Thomas Jr.)?
3. What Batman Arch-villain's real name is Edward Nigma?

4. The diet of what mythical monster periodically included seven youths and seven maidens?
5. The winter sleep of bears and other animals in cold climates is known as hibernation. What do we call the summer sleep of desert snails and other creatures in excessively warm or dry climates?

*A-Team*

1. What are the proper character names of each of the 4 team members?
2. Who is the guy that chases them everywhere?
3. What is BA's favourite drink?
4. What are the names of the 2 reporters that travelled with the team?
5. Describe the basic plot line of every show.

*Fawlty Towers*

1. Who are the main characters in the show (4)?
2. What was the name of Manuel's pet?
3. What was its pedigree? What was it really?
4. Name three names for the hotel as seen in the opening shot.
5. What are the names of the 3 oldest residents?

May your measure of random fortune be favourably enriched. ie. Good luck! Submit your answers in the BLACK BOX or e-mail it to mathnews descartes before sundown next production night (see Look Ahead). Do it now! Run, don't walk! If you're out of town, mail your answers right-away! Skip Calculus... the quiz is just too important.

Token Artsie, Slightly Hammered, Squiz-EC  
and your bitchy host, Pilot in Hell

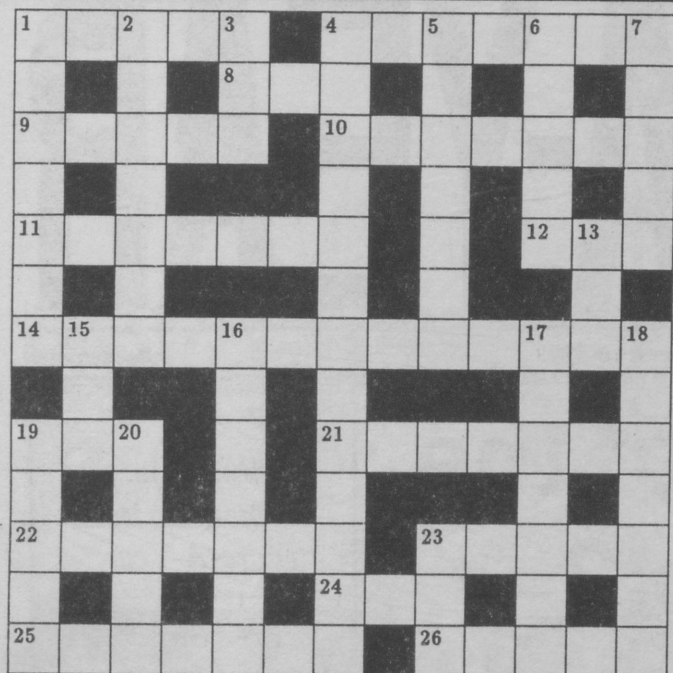
*gridCOMMENTS*

Well, considering that some people were complaining that the last cryptic was too easy, it seems that all of you got one wrong!! I'll admit it was a little strange, but I was looking for xenocide as 2 down, (xenon + cider with the ends removed), but I guess the clue was a little bit strange. Oh well. Sigh. There were 4 submissions for each grid, and some people were actually right! The conventional cretins: Me; 2 and Phage; Chuckles, Babette, Muffy & Petrie (*The Dish with No Name*) and Kiki; and Rude Gal. Cryptic creeps are: Joe Cool and Joe Flummox; Me; 2 and Phage; and Beats the Hell out of me. And the winners are: (insert drumroll here..) 2 and Phage for the crypt-ec and Me for the conventional. You can come and claim your array of terrific prizes if you go to the MathSoc office sometime before Judgement Day.

Some thrilling *gridCOMMENTS*: Don't put that thing in your mouth! You don't know where it's been!!!; Favourite internal organ, the spleen of course!!!; Buck is improving nicely this term; Math 138, Calculus 2... Tests for convergence... an introduction to functions of two variables. Math 148: Calculus 2 an inbred version.

There ya go, as we say out in the east, so if you feel that this grid is worthy of your infinite skills, then by all means submit a grid, along with your favourite shade of plaid, and what you think of Audrey McLaughlin's new hair style. Until then grid 'til you drop!

Grid-EC



### Grid Clues (CryptEc)

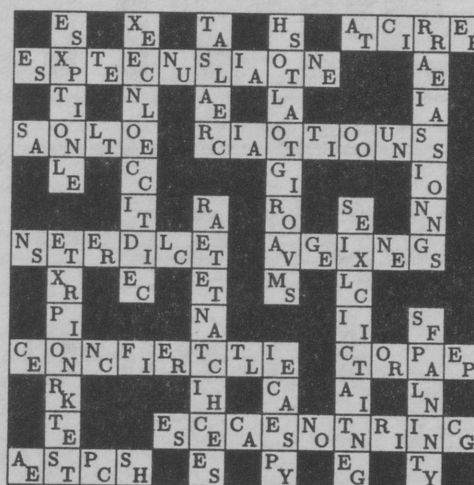
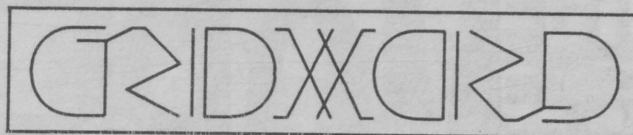
*This Issue: Completely Bad-free Clues!*

*EC-cross*

1. EC's play is precise.(5)
4. Certify it's correct.(7)
8. In debt to Jupiter's moon and you.(3)
9. Turn over the toupée to us and get your spiritual leaders.(5)
10. Spare time in whole! I sure hope it is.(7)
11. Plays in waterbed. Slab is rotten.(7)
12. Send final.(3)
14. Greet with confusing chit chat to get it by the tail.(5,3,5)
19. Golfer's letter.(3)
21. Rate my wit evilly to give plant life.(5,2)
22. Centurian has headless arrow in air.(7)
23. Greeting to Lucifer's world is nothing.(5)
24. Flower string is heard to recline.(3)
25. Fear and dread ark. Not a stop signal!!(4,3)
26. In petty quarrels, you grasp at words.(5)

*Down*

1. God is in Eric and is randomly placed elsewhere.(7)
2. The oat and crab is off to the circus.(7)
3. Sit wrong, it is short.(3)
4. Older whore and slut is without love and takes over everything.(5,3,5)
5. Trick EC into mixed up sport.(7)
6. Without quiet, naughty Saddam is being employed.(2,3)
7. Sick dye is ill and then submit.(5)
13. An endless need is born.(3)
15. A poor dinner was consumed.(3)
16. Mishap! Pier 10 is more joyous.(7)
17. The ape cares for a grill with love.(7)
18. The sun's charged particle mixes with food supplies.(7)
19. The motto "weddings are in" gets taken away.(5)
20. Mistake the sound of air roaring?(5)
23. From the beginning of history, it's all that guys'.(3)



### Grid Clues (Conventional)

*EC-cross*

1. Joined with a thread.
4. Without sound.
8. not me.
9. To deliver a speech.
10. Force to serve another.
11. Train, bus, for example.
12. Scottish boy.
14. The time of the Scarlett Pimpernell.
19. Aye! There the \_\_\_.
21. Often.
22. ph.d. Bmath, M.B.A., etc.
23. Waldorf, Ritz.
24. In debt to you.
25. One of Newton's laws.
26. Lingerie.

*Down*

1. He pays for T.V. shows.
2. Questioning one's identity.
3. Changes colour.
4. Catherine I, for example.
5. Give an idea.
6. A path in a forest.
7. Stop until it's clean.
13. A long time past.
15. Aussie bird.
16. Not take care of.
17. Ideas that have something in common.
18. The king, queen and duke.
19. The spokes of a circle.
20. Army wake-up instrument.
23. Primitive shelter.

# THE LEARN MORE-A-YEAR

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Waterloo, Friday, March 19, 1993

Section, eh?

## Replacement of the Ribbed Tool?



EngSic considers a new, more appropriate Engine-Fearing symbol!

*In this issue of  
the I-Earn  
More-A-Year:*

*Prez Spews,  
VP Finance Hurls,  
VP External Blows  
Chunks:*

*Photos inside!*

*Ernie the Engine-  
Fearer Transfers to  
Math (and Loses his  
Virginity!)*

*Find out why our  
Photos Print so  
Badly!*

*We Whine About  
mathNEWS*

*we Capitalize even  
More words  
Inconsistently!*

*Ads, Ads, and more  
Ads!*

