



“IF THERE WERE A THREEQUEL TO HOLLOW KNIGHT, WHAT WOULD IT BE CALLED?”

On February 14th, 2019, Hollow Knight: Silksong was first announced. Since then, anticipation for the sequel’s release rose to a feverish level, making it the most wishlisted game on Steam, with nearly twice as many as Battlefield 6, which is in second place.

The wait is now over, though, as Team Cherry deviously and maliciously released the game on September 4th—one day after classes started, and two days before job postings began for Cycle 1. This brilliant evil scheme is sure to wreak havoc on sleep schedules across the globe. I happen to share Steam libraries with my roommate, who has been playing it 24/7 since release, preventing me from falling into its clutches (for now).

It’s a good thing, too, because this is my first term as a **mathNEWS** editor! I have been in awe at the magical job this publication does since I first read issues from the ‘90s. It really seems like the exact feeling of being a student then is preserved in those issues, and I’m glad I get to carry on the tradition of archiving the vibes. Also, like, people who never speak have shared experiences every time they read a **mathNEWS** issue, and have been doing so for over *50 years*. Someone my age could have grandparents who met at a **mathNEWS** prod night. We are surrounded by stuff like this all the time, and I know nothing I’m saying is especially profound or even slightly novel, but I still think it’s important to look at stuff whimsically sometimes.

In other news, it’s fall! The geese are still roaming, the classes of ‘29 and ‘30 are here, and the final glimpses of summer can still be caught. If you can escape the Silksong vortex for a moment (or, like me, you have resisted its pull thus far), then check out our excellent first issue of this term! We have a reflection on the human condition, some very informative lists, and reviews of everything from residence food to video game characters. Also, this is the first issue with articles from our new crop of students! Find out what your fellow firsties are thinking... or remind yourself how ancient you are.

Best of luck with this term!!

contentED
Editor, **mathNEWS**

GALLERY	BELL BEAST
ABELIANK	WYJIBO Pablo
VALLIE	pale king
YALEVOYLIAN	Cottonchant
PISS SHIESTEY	Hollow Knight: 10 Years This Time
LICH	HoIIow Knight (That's three capital i's)
GRAPHICMATROID	Simpsong, Silkbong, Siltsand, Sandsoot, Milkson, Builtwrong, Longgone, Hongkong, Pingpong, Wukong, Knack 3
BSGCG	Solid Knight
AMIRDADP	Hollow Knight: The Way of Lace
ESCAPED	Super Ultimate GOTY Version Definitive Director's Cut: Hollow Knight: Silksong EX Plus Infinite Remastered 4K Unlimited
TERMINAL	Hollow Knight: Tokyo Drift
JOCHEMIST	Rough Crown
SKINBRAG	Hollow Knight: Milkson 
APHF	Tokyo Drift
LARS NOOTBAAR	Halo Knight
MOLASSES	there's a second hollow knight??
DOLLAR STORE PERSON	they lose all creativity and name it M3
ERALOGOS	Absysteas
USMAN!	You'll find out in 10 years
SNOWDOZER	Hollow Bishop (chess reference)
ABSTRACTED	It's Always Hollowest Before the Knight
BARKED	Hollow Knight: Team Scary
CONTENTED	Minecraft 4
REVIVED	Silksong was announced when the firsties were in Grade 6. Do your bones hurt yet?

ARTICLE OF THE ISSUE

Congratulations to Doublewhip for winning AOTI with their outstanding article, Create Your Own Superhero!. Come by the **mathNEWS** office, MC 3030, to collect your prize.

contentED
Editor, **mathNEWS**

What is a “silk song”?

NOAH NAZARETH, **mathNEWS** EDITOR FOR FALL 2025
ALONG WITH SARA NAYAR, SASHA NOVIKOV, AWAB QURESHI, TOM SI

WEEN AND WEED: CHOCOLATE AND CHEESE REVIEW

Ween, the musical force behind “Ocean Man,” is notorious for being a stoner band, so to truly “get it,” I figured I would venture to the roots of Ween and attempt to get as stoned as they were (a feat I later found to be impossible). So I got high, ranked the songs, and here we are.

Take Me Away: It was pretty good, but it wasn’t phenomenal. I would listen to it again, and I already have. It doesn’t hit NEARLY as hard as other songs on this album. It just feels kinda blasé. I’ve heard it before. **5/10.**

Spinal Meningitis (Got Me Down): I wasn’t expecting to like this but somewhere around the halfway mark, the sativa really kicked in and I felt like I locked souls with Gene and Dean and felt like we were all mushrooms in a forest sharing information. I got it somehow. **8/10.**

Freedom of ’76: It was good, but the vocals just didn’t hit with the instrumental for me, so I can’t give it much higher. I can see however how this would be popular, because it’s overall quite normal. But if I liked normal, would I be listening to Ween? **6/10.**

I Can’t Put My Finger on It: When I first listened to this song, I thought it would be my favourite song on the album, but then I kept listening to the album and I suddenly couldn’t choose. The crunchy metallic sound of the vocals is fucking phenomenal. **10/10.**

A Tear for Eddie: I wasn’t expecting to like it since it’s an instrumental, and I was tempted to skip it because of that. But once I got into it, I found myself on some kind of intergalactic train ride. I can’t believe two people could make something like this. **10/10.**

Roses Are Free: Man this was awesome. It’s like this psychedelic trip. It sounds so CRUNCHY. I got a headphones volume warning from Apple while listening to this cause I turned it up so high. **10/10.**

Baby Bitch: Initially I didn’t think I would like this, with the vocals taking me aback. But I locked in on the melody, and I let it guide me through the song. And for some reason, I kept leaning into the song to try and guess where it was gonna go, and I never could. **7/10.**

Mister, Would You Please Help My Pony?: I thought I would like this more, but I didn’t really like the vocals with the instrumental. But it started to grow on me, so I have to give some credit where it’s due. **8/10.**

Drifter in the Dark: I also thought I would like this more than I did. Maybe it’s just too slow for me, but I think you would like this song if you liked camping. It has slow campfire vibes, especially with the harmonica part. I don’t like camping. **7/10.**

Voodoo Lady: I can see why this song is popular. It’s fun, makes you wanna dance, and has me bouncing around. There’s fun bongos happening, and the effect on the voice sounds so good. It feels like the song is circling around in my head, and it’s so exciting while also being so relaxing?? The noises near the ending are a little strange for my tastes, and ruin an otherwise perfect song. **9.8/10.**

Joppa Road: I really like the calming nature of this song. It’s something you’d hear on those aesthetic TikTok videos showing elderflowers and meadows. I love the bass, the instrumental, the bit of psychedelic that comes in at the end. This will probably be a song I listen to 100 times in the next week and then rediscover 2 years later. **10/10.**

Candi: I don’t love everything that is happening, all the little noises and the bass and all the random shit that’s going on. The lyrics are few and weird, but I fuck with that. They also say “chocolate with cheese,” which is basically the name of the album. **5/10.**

Buenas Tardes Amigo: Not one I thought I would really like at first, but I started to fuck with it. This was the song I smoked another joint to, and it served as a great soundtrack for that purpose. I think the lyrics are supposed to be deep, but I’m too high to tell. However, I am high enough to feel something that no other song on the album has made me feel. **10/10.**

The HIV Song: This was, obviously, strange. It sounds like I’m stuck in a carnival with iDubbbz. It’s not that it’s too weird, it’s that it’s not the right kind of weird for me. **4/10.**

What Deaner Was Talkin’ About: Goddamn. I had to replay this so many times. It has some psych, some really amazing sounding vocals, and it just feels like I’m in a field on a warm summer day drinking lemonade and doing my laundry, but in an aesthetic way. I really really wish it was longer. **11/10.**

Don’t Shit Where You Eat: This song was the perfect ending to this album, with some calm vocals and a perfect instrumental to accompany it. I could listen to this for hours, and I probably will soon. Thank you Ween for Chocolate and Cheese. **10/10.**

Overall: Wow. What an amazing album dude. Even the songs I didn’t like I still enjoyed enough to smile after. When listening to the album, I kept saying “ok, this one HAS to be my favourite!” only to be disproved a few times. Truth be told, I still can’t pick a favourite song. I love the psychedelic funky experimental sound on the album, which has Latin elements and carnival sounds and industrial music and random ’70s–’80s dance synth sounds and??? It’s just amazing. 10/10 album, I already miss that I’m not listening to it.

WHAT'S UP WITH THAT?

THAT'S WHAT'S UP

basically I saw a tik tok a while ago of two guys saying "what's up with that?" and "that's what's up" to say something's good or bad and I can't stop saying it. so here's what's up:

- mc balcony being open (that's what's up)
- the new york times mini being behind a paywall (what's up with that?)
- campus tunnels (that's what's up)
- all nighters (don't do this guys its not cool) (what's up with that?)
- subspace test (that's what's up)
- exploring off campus (that's what's up)
- temperature jumping 20 degrees each day (what's up with that?)
- the ion (that's what's up)
- smallmouth bass (personal reasons) (what's up with that?)
- spending time outside in nature (that's what's up)
- midterms on the friday night before reading week (what's up with that?)
- getting involved on campus (that's what's up)
- ml's diner (that's what's up)
- talking loud in quiet study (what's up with that?)
- '80s music (that's what's up)
- the chairs in mc 1085 (squeak SQUEAK im going to fall off) (what's up with that?)
- using semi-colons; (that's what's up)
- spending time on hobbies (that's what's up)
- completing the square (what's up with that?)
- spending time with friends (that's what's up)

anyways guys, no matter what's going down, remember to stay positive and try to have a good time. it'll all turn out. that's what's up.

smallmouthbasshater

STOP ASKING IF I'M GOING TO WRITE MORE EROTICA <3

BABYGIRL PLEASE, NO MORE

as tempting as it is (like stop tempting me babygirl), i must not. i must not write shitty erotica in a student publication blessed by the gods for possibly 17 year olds to see guys pls pls let me be normal guys pls let me branch out to other things pls I CAN WRITE OTHER THINGS TOO please babygirl let me convince you i can write other things too please babygirl please bridge smut is in the past, let's make a better future together

Dollar Store Person

TOP TWO DIRECTIONS

1. Left
2. Down

GraphicMatroid

WHAT IS YOUR FAVOURITE CHAIR IN MC?

- PMC couch right next to the fridge
- The one in my office
- David McKinnon (x2)
- The trivial chair
- MC comfy chair next to hallway window
- MathSoc chair spring '25
- Never been to MC (x2)
- Any front row chair, cuz I never get to sit on them.
- The desk
- The one in level 3
- This one corner chair in the ISA office (MC 4066)
- 1st floor south side very east table inner left chair
- I preferred it back when all the chairs were removed to encourage social distancing. MC is not a building to be relaxed in.
- If I told you I'd have to give you hemorrhoids so you couldn't sit in it (x2)
- The real based answer is actually the couches in AL. Trust.
- Chairs on the balcony. Absolutely fire. (x2)
- I only sat on one seat
- MC comfy couches (x3)
- One closest to the outlet in the lounge
- MC third floor ones right outside the stair doors (the weird circle ones)
- The plastic booths in Math CnD
- The couch in the **mathNEWS** office (x2)
- The third chair from the right in the second row from the front in MC 4059
- MC 2017, second row, all the way on the right
- MC comfy squiggly benches
- My ISA office chair
- **mathNEWS** office red chair
- Middle of the floor in CnD at noon
- MC 2056, the chair at the front table
- Idk I just got here
- S chair on 3rd floor
- Any chair that one of the other execs hasn't made lean back in the exec office
- Balcony tall chair
- That one pole in C&D that was covered in caution tape for a year
- ISA office \$1000 chair
- 6th floor couch

N EXPERIENCES FROM WATERLOO WEEK 1!

IS IT TOO LATE TO BACK OUT?

As a first-year Waterloo student with no real idea what I am doing beyond math is now letters, I have gotten to see and experience many... interesting things that make Waterloo, well, Waterloo. Below are some experiences from my first week!

- Business pitch on day one for a new AI startup (Who needs friends when you have ChatGPT)
- LinkedIn Warriors galore
- Take the ION the wrong way until you're at Fairway and don't know what to do now
- Meeting 100 people once and never again
- Hearing everyone complain about the REV Caf
- Locked eyes with a furry from across the SLC Green
- Forgetting your water and having a dry mouth the whole day
- Dancing in the hot sun for the Math Dance (Did I join a cult?) [Editor's Note: Yes]
- Lecture room getting changed and not knowing until 15 minutes in
- Speaking of, leading two friends to the wrong lecture hall
- Commuting friend missing their bus :(
- Getting locked out of my dorm (you **will** pay, Nick)
- Start planning April Fools' against my roommate
- Friend spending 40 minutes in line for shawarma (Nick paid!!!)
- Jaywalking
- The Pokémon Go horde (gotta catch 'em all!)
- Questioning if you are smart enough (you are smart enough monarch)
- Getting your first assignment back... (I am not smart enough)

So what I learned from this is Waterloo, I couldn't escape if I wanted to! (Please help I cannot escape, they locked me in the CnD cafe... it's good but help!)

MrBllueSky's Bizarre Adventures

FAKE STRING INSTRUMENTS

- Guitar
- Bass
- Ukelele
- Guitar
- Banjo

mugenheiwa

THE MEANING OF LIFE IS TO LIVE AMONG SQUIRRELS

OR SOMETHING LIKE THAT.

according to my middle school teacher (hereby addressed as mr g), the meaning of life is a lot of different things. at the end of every covid school day, he'd ask if we had any questions and we always asked the same question—**mr g, what is the meaning of life?** here is a list of some of my favorite answers, in no particular order.

- to live among squirrels
- "be like tree!" set down your roots on fertile ground—nourish your soul and watch yourself grow, branch out and explore new things... **just leafing you with that thought.**
- **it has no meaning**
- live
- shovel my driveway and you'll have the true meaning of life. any takers?
- give
- hang on a sec is this a way to get out of phys ed? the meaning of life in one word is to be **RESPONSIBLE.** get out!
- there is a meaning... **you can't force the nugget.**

this is a certified sqlr banger

flyingsqlr

N THINGS PEOPLE SAID AFTER THEY HEARD I WAS GOING TO WATERLOO

- Congratulations
- Nice
- We'll miss you
- Don't forget to give me money when you are rich
- Don't forget to come back to Edmonton
- Like, from the ABBA song?
- Didn't Napoleon go there?
- Isn't that the place with the student ID glowdown?
- But... why?
- Don't play too much League of Legends
- Remember to shower
- Don't go bald
- Remember to touch grass
- gg

papayabird

EVERY COURSE STEPHEN NEW HAS TAUGHT SINCE 2001

F25 IS HIS LAST TERM OF TEACHING.

1. PMATH 331, Fall 2025
2. AMATH 331, Fall 2025
3. PMATH 367, Fall 2025
4. MATH 138, Fall 2024
5. MATH 247, Fall 2024
6. PMATH 333, Fall 2024
7. PMATH 336, Spring 2024
8. PMATH 347, Spring 2024
9. SYDE 311, Spring 2024
10. MATH 247, Winter 2024
11. MATH 245, Fall 2023
12. PMATH 450, Fall 2023
13. PMATH 650, Fall 2023
14. MATH 148, Winter 2023
15. PMATH 467, Winter 2023
16. PMATH 667, Winter 2023
17. PMATH 348, Spring 2022
18. PMATH 351, Spring 2022
19. MATH 247, Winter 2022
20. PMATH 370, Winter 2022
21. MATH 245, Fall 2021
22. PMATH 351, Fall 2021
23. PMATH 321, Spring 2021
24. PMATH 351, Spring 2021
25. MATH 148, Winter 2021
26. PMATH 365, Winter 2021
27. AMATH 331, Fall 2020
28. PMATH 331, Fall 2020
29. PMATH 453, Fall 2020
30. PMATH 753, Fall 2020
31. MATH 245, Spring 2020
32. PMATH 340, Spring 2020
33. PMATH 351, Spring 2020
34. PMATH 347, Fall 2019
35. PMATH 465, Fall 2019
36. PMATH 665, Fall 2019
37. MATH 247, Spring 2019
38. PMATH 464, Spring 2019
39. PMATH 764, Spring 2019
40. PMATH 333, Winter 2019
41. PMATH 450, Winter 2019
42. PMATH 650, Winter 2019
43. PMATH 863, Winter 2019
44. MATH 145, Fall 2018
45. PMATH 352, Spring 2018
46. PMATH 450, Spring 2018
47. PMATH 650, Spring 2018
48. MATH 145, Fall 2017
49. PMATH 352, Spring 2017
50. PMATH 360, Spring 2017
51. PMATH 333, Winter 2017
52. PMATH 441, Winter 2017
53. PMATH 641, Winter 2017
54. MATH 145, Fall 2016
55. ECE 206, Spring 2016
56. PMATH 352, Spring 2016
57. PMATH 360, Spring 2016
58. MATH 145, Fall 2015
59. ECE 206, Spring 2015
60. MATH 245, Spring 2015
61. PMATH 330, Spring 2015
62. MATH 146, Winter 2015
63. PMATH 336, Winter 2015
64. MATH 147, Fall 2014
65. MATH 245, Spring 2014
66. MATH 247, Spring 2014
67. PMATH 441, Spring 2014
68. PMATH 641, Spring 2014
69. MATH 245, Fall 2013
70. MATH 245, Spring 2013
71. PMATH 330, Spring 2013
72. PMATH 347, Spring 2013
73. CO 250, Winter 2013
74. MATH 118, Winter 2013
75. MATH 138, Winter 2013
76. MATH 137, Fall 2012
77. PMATH 352, Spring 2012
78. PMATH 740, Spring 2012
79. CO 250, Winter 2012
80. MATH 239, Winter 2012
81. PMATH 345, Fall 2011
82. MATH 245, Spring 2011
83. PMATH 330, Spring 2011
84. PMATH 336, Spring 2011
85. MATH 245, Fall 2010
86. MATH 235, Spring 2010
87. PMATH 336, Spring 2010
88. PMATH 351, Spring 2010
89. AMATH 332, Winter 2010
90. MATH 138, Winter 2010
91. PMATH 332, Winter 2010
92. MATH 135, Fall 2009
93. MATH 237, Fall 2009
94. MATH 148, Winter 2009
95. PMATH 467, Winter 2009
96. PMATH 667, Winter 2009
97. MATH 135, Fall 2008
98. MATH 218, Fall 2008
99. MATH 138, Spring 2008
100. MATH 148, Spring 2008
101. MATH 128, Winter 2008
102. MATH 127, Fall 2007
103. PMATH 330, Fall 2007
104. PMATH 499, Fall 2007
105. MATH 128, Winter 2007
106. PMATH 330, Winter 2007
107. MATH 127, Fall 2006
108. MATH 148, Spring 2006
109. PMATH 336, Spring 2006
110. PMATH 340, Spring 2006
111. MATH 128, Winter 2006
112. PMATH 467, Winter 2006
113. PMATH 667, Winter 2006
114. MATH 114, Fall 2005

115. MATH 127, Fall 2005
 116. MATH 138, Winter 2005
 117. PMATH 330, Winter 2005
 118. MATH 137, Fall 2004
 119. PMATH 464, Fall 2004
 120. PMATH 664, Fall 2004
 121. MATH 118, Spring 2004
 122. PMATH 336, Spring 2004
 123. MATH 138, Winter 2004
 124. PMATH 330, Winter 2004
 125. MATH 137, Fall 2003
 126. PMATH 330, Fall 2003
 127. MATH 135, Spring 2003
 128. PMATH 330, Spring 2003
 129. AMATH 332, Winter 2003
 130. PMATH 332, Winter 2003
 131. PMATH 336, Winter 2003

132. MATH 135, Fall 2002
 133. MATH 128, Spring 2002
 134. MATH 136, Spring 2002
 135. PMATH 334, Spring 2002
 136. AMATH 332, Winter 2002
 137. MATH 130W, Winter 2002
 138. PMATH 332, Winter 2002
 139. MATH 115, Fall 2001
 140. MATH 127, Fall 2001

P.S. If you are sneezing and reading this, please let us know of any errors. (mathNEWS's email: mathnews@gmail.com) We are possibly missing some courses in the W24 term. Moreover, for consistency, we have double counted different course codes of the same lecture sections.

sOLD and 0.423

SUMMER REMAINS

Every summer for as long as I can remember, there are a select few nights, usually around 10:00 PM, where I'll find myself out at night and breathing in a phenomenal and evocative smell. A sort of piney, woody, grassy, warm, maybe allergy-inducing, perhaps post-rain, (wildfire smokey?) fragrance that no matter how hard I try, I can't pin down.

When it fills the air, I search my mind to find what causes it, or at least where I've felt it before.

A July night in the mid-2000s when my mom carried me outside our house, swaddled in a Buzz Lightyear blanket, pointing up at this gorgeous view of the Big Dipper, perfectly framed on our street. I think there was a smoke alarm going off faintly in the background. I can't even say for certain that it happened. I think I might've still been asleep.

Another couple nights in August 2016, walking back from the soccer field down the street. We figured out how to open the electric box for the floodlights, and they'd stay on until 11 PM. Once those shut off, we'd hang around a bit longer, musing on the fragility of the moment and how mischievous we were to be using the city's power. Talks about some of the goals we scored, and the life goals we had at the time. Goals that today have either been long surpassed or long forgotten. Lofty, reckless ambitions. I remember sliding and fishtailing with a borrowed skateboard on scattered gravel and asphalt, more concerned about the fact that my door will be locked and I don't have my key, as well as the fact that there's technically a curfew in my neighbourhood; all good though, it generally went unenforced.

After that, the memories blur a bit. A handful of summer memories fold into each other.

Breathe in, close my eyes, and I'm lying on rooftops. Or running around the block with my boy who'd just come back from two months of camping. On 2 AM Tims runs, back when

they were actually 24 hours. Eating ice cream at a cottage in Gatineau. In the parking lot of my workplace after spending a whole month's pay online on a pair of shoes. Falling in love again and again and again and again, just about every night since one of these summer nights.

I'm 24 now, and while this is no ancient age, I still feel that the catalogue of experiences my memory has built associated with this sensation will wane and want in the coming years. But this feeling, this rosier world that the air paints in my mind is so vast. Everywhere I walk in this landscape, there are moments I held so dearly with people that were equally dear to me. Relationships building and breaking like Jenga towers, or in some cases like countryside castles. It's all still dear to me. I hope they can appreciate it too.

I was thinking to end this with something like a grand comparison, something about the monumental unfathomability of life and the brilliance of mundane things in it. But no. I'll keep walking around at night and be reminded that I'm home and right where I should be.

aGhostInTechnicolour

CRASHING OUT AND IN

Nah bro, I ain't crashing out. I'm crashing in, crashing in yo mama's pussy that is

snowdozer

mathNEWS

CREATE YOUR OWN SUPERHERO!

THIS IS NOT JUST A TITLE, IT'S AN ORDER

Follow the instructions to make your own superhero! Circle the appropriate options, or write them down as you go. You can break the rules, but if you do then I will do the :(emoticon in real life.

There's also a google form for the options, the QR code is at the end. If you use that you should still read this article though, cause it includes extra details.

For the parts that need dice, if you don't have dice or a random number generator, ask somebody nearby to yell a number within the range and use that.

Alright, let's get to it!

First you'll need your Super traits! **Choose one** from the list:

1. Flight
2. Strength
3. Telekinesis
4. Speed
5. Energy blasts
6. Money
7. Turn into <animal of your choice>
8. Nothing

If you chose Nothing, in one question of your choice where you are asked to roll, you may instead treat it as a choosing question. You may do this before or after you've rolled for a result, but not after you've moved on to a later question.

If you chose Money, and do not immediately donate the entirety of your wealth to various charities, then that makes you a **villain** and you have failed the quiz.

Next, **roll 1d12** for another Super trait from the following list:

1. Breathe Underwater
2. Immortality
3. Invisibility
4. Expert at every martial art
5. Super intelligence
6. Laser eyes
7. Talk to <animal of your choice>
8. Read minds
9. Teleportation
10. Turn people to stone
11. Heal physical injuries (not your own)
12. **Roll 1d8** for random power from first question

If you got option 7, the animals will understand everything you say and vice versa, but they might not do what you tell them.

If you got a random power from the first question and it's the same one you already have, that makes you especially good at it. Additional stipulations of that question still apply.

Now you'll need an awesome costume to protect your secret identity! Or if you don't want a secret identity, then just to look cool. Either way, **roll 2d10** for two colours to be your costume's primary theme!

1. Red
2. Blue
3. Black
4. Green
5. Pink
6. White
7. Yellow
8. Purple
9. Orange
10. Prominent colour of your shirt

For all options except 10, you may choose the shade as long as it doesn't resemble another option.

For 10, if you are not wearing a shirt or equivalent top, either put one on or use the colour of your eyes.

Not all heroes wear capes! They could also be wearing any of these other items. **Roll 1d10** and **choose one** for two total elements to be the most noticeable in your costume.

1. Cape :P
2. Tall boots
3. Large letter on chest
4. Utility belt
5. Armour
6. Emblem that you have 10 seconds to draw, go!
7. Shirtless
8. Jetpack (not functional)
9. Spandex jumpsuit
10. Jeans

If you get option 7 with option 3 or 6, the letter/emblem is a tattoo. If you get option 7 with option 5 or 9, you just have armoured/spandex pants. If you get option 7 and got option 10 on the colour question, that's funny.

Optional: If you want some headgear to conceal aforementioned secret identity, **choose one** from here:

1. Goggles
2. Domino mask
3. Full face mask resembling <animal of your choice>
4. Full face mask (human shaped)
5. Hood
6. Knight (or similarly styled) helmet

- Now you're sounding pretty amazing! We might need to nerf you a bit. **Roll 1d8** for a weakness that your enemies can exploit to really add stakes to your battles!

1. Direct sunlight
2. <Least favourite animal>
3. <Least favourite colour>
4. Bullets
5. <Least favourite mineral>
6. Insults
7. <Least favourite food>
8. Someone touching your nose

If you can't think of a least favourite for an option, ask somebody nearby to name a random thing from the category and use that. If you do this for options 2 or 3 and get something already used in an earlier question, ask them to name a different one.

If you get option 4, you are weak to bullets when you touch them regardless of if they have been fired from a gun or not.

Almost done! Now all you need is a name. Something that sounds real heroic! **Roll 2d8**, then **choose which number** goes to the list of the first part of your name, and which goes to the list of the second part.

First part:

1. The
2. Super
3. Amazing
4. <Colour of your choice>
5. <Animal of your choice>
6. <Material of your choice>
7. <Adjective that starts with first letter of your name>
8. <No first part>

Second part:

1. <Animal of your choice>
2. <Inanimate object of your choice>
3. <Noun related to your gender/age> (if you roll two 3s but don't want this option, you may roll again)
4. <Your name>
5. <Weapon of your choice>
6. <Noun describing your job or program>
7. <Body part of your choice>
8. <No second part>

If you get option 6 for the second part but have never had a program or job, ask somebody nearby what theirs is and steal it for yourself.

Now put it all together!

Name: _____

Powers: _____

Colours: _____

Costume: _____

Weakness: _____

And that's it! You are now a superhero! Go out and make the world a better place. Thanks for participating!



LINK TO GOOGLE FORM FOR THE OPTIONS!

Doublewhip

ISSN 0705-0410

UW'S BASTION OF ERUDITE THOUGHT SINCE 1973

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HOW TO SELL YOUR SOUL TO CORPORATE AMERICA

Whether you like it or not, your soul is for sale on the open market. Most of us pay attention, and target a specific buyer, but others are patient, waiting for a deal to catch their eye.

The biggest buyer out there is Religion. The problem is, selling to Religion is like entering a marriage: it becomes difficult to close a deal with another interested party. So, a lot of people turn to other clients, ones that deal in currencies beyond the spiritual.

PRICING

We all have different values, but everyone has room somewhere in their heart for the holy grail of currencies: money. You see, spiritual wealth can't buy you money, but money can buy you a hell of a lot of things that look like spiritual wealth.

Eventually, you're going to have to name a price.

Those married to Religion usually name infinity, calling their decision easy. After all, marriages are meant to last forever. If instead you've sold shares in your soul to Family, Fun, or even Fame, you'll surely have a few left over for the one and only buyer that pays in cold, hard cash.

CORPORATE AMERICA

Every buyer requires an initial time investment, a trial period before the vendor can begin reaping the promised rewards. Common investments include prayer, relationships, and especially, work.

Corporate America, if you are to do business with it—and get real returns from your investment—demands initial capital in the form of employable skills, connections, and rich parents. What you lack in one, you can make up for in another. With the eyes of an eagle and measure of a banker, sooner or later Corporate America's attention will fall on you.

On that day, you'd better look as profitable as you can muster.

CLOSING THE DEAL

Half a decade of sharpening on the grindstone of higher education is considered, to some, a worthy investment of capital. Yet, Corporate America denies many who try to enter through these narrow gates, and the cries of those who fall echo across the plains of early life, dissuading the weak at heart.

If you have resolve, however, there is a place reserved for you.

It may take years or even decades of work before the opportunity to cash anything in, quietly stripping your soul of its limited shares. If you are not fortunate, you may die before your offering is ever received. But if you are lucky, and

your resolve does not falter, the day will come that Corporate America will choose to do business with you.

ONE HUNDRED THOUSAND DOLLARS

At last, your unrelenting efforts did not go unnoticed. A decade of focused study brought you your first deal, but it's not enough for the life you hope to live.

You've mastered the game, and your velocity is high. You want to keep pressing on, doing what you do best, all the while knowing the market has no finish line. As your soul bleeds gold, Corporate America circles above, hungry for more.

It's a dark world. You take a moment to think. You could cash out now, and trade in your earnings with another buyer. Maybe Family. You know it could lead to a better life, but you can't know for sure. Yet it doesn't matter, you tell yourself.

The decision can always wait.

no pun indented

I AM FUNCTIONALLY OBSOLETE

The time has finally come; technological displacement has come for my job. Not my co-op job, as much as I wish, but rather my self-assigned job of publishing Campus Geoguessr in **mathNEWS** every term or so. I have been made aware of not only one, but at least two University of Waterloo Campus-specific Geoguessr-like web games forcing me into retirement: uwguessr.com and watguessr.io.

It's not like this is a bad thing either. Geoguessr is, in my very objective opinion, one of the best games of all time,¹ and it is great that there are other players on campus. In fact I encourage people to play the two games as an exercise in campus geography. Am I slightly upset that I did not develop this myself? Perhaps. Am I planning a comeback? Also maybe perhaps.

After contributing Geoguessing articles to issues 154.6, 157.1, 157.4, and 158.4, all good things must come to an end. Before I forget, the answers to the *Campus Façades Geoguessr* (158.4) are, from top to bottom and then rightwards, MC, LIB, AL, RCH, E2, PAS, EV1, and DWE. Anyway, now I am going to need things to shitpost about to fill this void...

Whole Number Haver

1. Subject to change depending on pricing, how many repeated UI changes there are, and whether I go Spain on Chile again

CHAT, ARE WE COOKING?

AND I'M BACK ON MY GRIND

Jochemist here, back at it again writing for **mathNEWS**! It's only been three days of university and in terms of course load, I'm cooked. And I'm a communications major! I can't imagine how the engineers feel right now. But honestly, I've been pretty happy these days. I have friends everywhere. Literally! At Base Church, I have my girlies, in class; I have people I've had classes with before; Film Club is still a based and amazing part of my life; and there's even a new guy (friend) in my life to smile too wide over. My outfits and mixtapes continue to be fire, my lipgloss is popping, the gains are showing (PAC is a top three place in my life I won't lie), and my hair is red for the fall. And! I have new glasses so I can clearly see what my professors are writing. The future is mine; I shall strive to craft the perfect semester for me.

Now that the intro is out of the way, I can talk about cooking: I love to make a veggie stir-fry with baked chicken (I do a 24 hour marinade with honey garlic sauce, and every spice in my cabinet), and I eat it with instant noodles. I AM a student, after all. Also two boiled eggs for the aesthetic and extra

protein. I also loveee my pasta dish: rotini and meatballs in a homemade tomato sauce (extra spicy because I'm a person of colour; if it's not spiced, put it on ice). For my Nigerians reading, I make rice and red stew with beef kidney or chicken or (if I'm so fortunate) goat meat, and fried plantain. My final main staple is... eggs. And by eggs, I mean either scrambled or broiled eggs, with onions, tomatoes, jalapeños, and mushrooms in the same pan, and bread (homemade or toasted brioche), and baked beans, and Italian sausage on the side. I rotate through these for meals and it's a hit every time. And since I'm autistic and love a routine, I don't really get tired of it. Next term, I'll be able to branch out, and maybe I'll learn to master: the humble potato. Watching MasterChef growing up, I know a potato's potential. Be like a potato, everyone: loved by all and adaptable. A show I recommend on cooking is an oldddd British comedy titled "Chef!". You won't learn anything, but you will laugh at British people. 10/10.

Jochemist

HOW TO DO THINGS BY YOURSELF

Contrary to popular belief, this is not a guide to doing things by yourself. But it does contain my sprawling and rambling thoughts on the matter, which I hope can still be useful.

Recently I went on a trip to Halifax by myself. I'm impressed by people who travel/backpack around by themselves for months at a time. It can't be that all of them are simply more outgoing than me (though I suspect that's definitely true for some of them, I'm reasonably introverted). But I was away for only five days and I was starting to feel... lonely? I was going to say "untethered from the world" but that's WAY too dramatic. Untethered from community? Maybe?

I was staying in a hostel for the first time. I feel like you tend to hear only the horror stories, but it was clean, recently renovated, and all-around pleasant. The one thing was that I didn't really talk to people, and they didn't talk to me. Could I have? Probably. But I was already feeling awkward enough that I didn't want to push it.

I think traveling by yourself is mostly an exercise in enjoying your own company. Have you ever eaten at a restaurant by yourself? It's a uniquely awkward experience. I had some amazing food, and all of the servers were honestly really great, but there's this moment after you order and they take away the menu and the table is empty except for your water glass and its many rings of condensation and you remember that now you just have to wait and there's no one to pass the time with except your own brain. Bring a book, you say. Great idea, if you remember to bring a book.

When I was visiting the Citadel, I met someone who was also travelling by herself. She was in her late forties or early fifties, and it was her first trip by herself. She seemed impressed that I was getting out and doing things in a way that she hadn't until now. It reminded me that I was lucky to get to do this, and also that it was a somewhat brave thing to do, at least to some people. The room we were in had historic outfits that you could try on, and she asked me to take a picture of her dressed up and holding a sword, and then offered to take a similar picture of me. That's another thing about travelling alone—try to remember to take pictures. You're going to want something to show people when they ask you how your trip was.

In your day-to-day life, you can do this too. Do things by yourself. Go to that show you wanted to go to. Eat at a new restaurant. Go to a National Historic Site and take a picture in every single outfit.

But maybe bring a friend. Or make a friend. Crazy idea, I know. Invite them to go see that new movie. Share a pizza. Go to a museum, any museum, so you can talk about the exhibits if things get awkward.

Just remember that it's your life, and you can do literally whatever you want. And no one is going to think you're weird if you're alone in the corner of a restaurant staring off into space. Probably.

normalparameters

N MORE WORDS I LEARNED BY PLAYING SCRABBLE

JOIN SCRABBLE CLUB BTW

- Abaxile—Situated away from an axis
- Agenesis—Absence or incomplete development of a body part
- Bagnio—A brothel
- Belike—Perhaps
- Betatron—An electron accelerator
- Coff—To buy
- Crenel—The space between raised projections in a battlement
- Daidzein—An isoflavone (which gets its name from the Japanese *daizu* meaning “soybean”)
- Djebel—A hill
- Enteritis—Inflammation of the small intestine
- Eupatrid—A member of the ancient nobility of the Greek region of Attica
- Fartlek—An athletic training technique (so named in part because *fart* means “speed” in Swedish)
- Felucca—A traditional sailing boat used in the Mediterranean
- Gardyloo—An obsolete expression used by people in medieval Scotland to warn passers-by of waste about to be thrown from a window into the street, and which came from a corruption of the French “gardez l’eau”
- Gratineed—Baked with a crust on top (this is notable for being one of the few words with three of the same letter in a row)
- Hogg—A young sheep
- Ibogaine—A psychoactive compound found in some plants
- Jabiru—A bird of the stork family
- Kyak—A variant spelling of “kayak”
- Laogai—The use of prison labor and farms in China
- Millihenry—One thousandth of a unit of electrical inductance
- Neatherd—An archaic term for a keeper of cows
- Oeillade—An amorous glance
- Orpiment—Naturally occurring arsenic trisulfide, used as a yellow dye
- Procaine—~~Cocaine that pros use~~ A local anesthetic used in dentistry
- Quomodo—The means to do something
- Rugola—A variant spelling of “arugula”
- Sandwort—A plant (there’s an absolutely massive number of plants with names ending in “-wort”)
- Tsutsugamushi—A form of typhus transmitted by tropical fleas
- Uintaite—A type of asphalt from the Uintah Basin of Utah
- Vaward—Toward the front
- Waterloo—A decisive defeat
- Xylocarp—A woody fruit
- Yautia—Another name for the cocoyam
- Yoof—Perhaps the silliest variant spelling I have ever seen, supposedly for “youth”
- Zoster—A viral disease

- Zymurgy—A branch of chemistry concerning fermentation

If you want to possibly use some of these words in a game of Scrabble, consider joining the little-known UW Scrabble Club! We have a Discord server that you can find in the University of Waterloo Student Hub, and new members are always welcome. We have meetings every other week, tentatively on Thursdays. Join the server for more information!

yalevoylian

HAIKU ABOUT WANTING TO PLAY SILKSONG BUT NOT BEING ABLE TO BECAUSE THE MATH COURSES ARE TAKING TOO MUCH OF MY TIME

*IT'S NOT EVEN 145 THAT'S DIFFICULT, IT'S 147,
AND I DON'T EVEN HAVE JERRY WANG 145*

want to play silksong
140s are really hard
cannot play silksong

crimson

COOL THINGS TO USE AS VARIABLES ON ASSIGNMENTS

(note that you need to use the `{marvosym}` package, and the symbols from the package need to not be in math mode)

“Let $\backslash\text{Mobilefone } \$:X \rightarrow Y$ be continuous”

“Suppose $\backslash\text{Bicycle}$ and $\backslash\text{Football}$ are disjoint open sets”

“Let $\backslash\text{WomanFace}$ and $\backslash\text{ManFace}$ be Banach spaces. Then, a linear function $\backslash\text{Bouquet}: \backslash\text{WomanFace} \rightarrow \backslash\text{ManFace}$ is continuous iff its graph is closed”

The TAs will probably hate me for this

easty

FORMER VAÐMARKDAGAN MILITARY OFFICER TURNS SELF IN FOR ARREST

(Author's note: This is a news article set in a fictional world.)

June 21, 2040

Ovoðberg, Vaðmarkdaga (AP)—A former Vaðmarkdagan military officer who is allegedly connected to multiple cases of human right abuses was arrested in the country's capital on Thursday, officials confirmed.

Anastasia Kolettis, 49, who was an officer in the Vaðmarkdagan military during the country's 17-year military junta rule, turned herself in at the headquarters of the Ministry of Justice.

Kolettis was previously thought to have been killed in 2037, during the fighting that ended the junta's rule. A spokesperson from the Ministry of Justice explained that there had been no active warrants for Kolettis's arrest nor any charges against her at the time she turned herself in, as she was believed to be deceased. The first charges against Kolettis are expected to be published by the end of next week, and additional charges may be added in the following months as more evidence is processed.

Although deceased individuals suspected to be connected to human rights abuses were not target for prosecution, the Division of Historical Transparency and Records was established shortly after the fall of the military junta regime to collect, examine, and publish reliable records of violence against civilians by military forces, collaborators, and rebel forces. Originally established as a branch of the Ministry of Culture, it was transferred to the Ministry of Justice as the records became instrumental in the prosecution of human rights abuses. Records published by the Division are held to a similar standard of factual accuracy as evidence used in criminal proceedings, however, the Division also maintains confidential records until they can be corroborated or disproven. Additionally, the Division does not establish intent, which the prosecution must do to convict.

Some of the public records from the Division allege that Kolettis was responsible for the killing of 10-year-old Prince Peter of Vaðmarkdaga during the coup in which the military deposed the monarchy and took power. Kolettis is also alleged to have tortured and killed Laila Hajjizadeh, a rebel sniper and journalism student. In her role as an officer in the Capital Security Forces, where she commanded a High Value Targets Acquisition Team and was oversaw the pre-trial detention of her arrestees, Kolettis is also implicated in hundreds of cases of physical abuse and deaths within the Capital Detention System.

The reappearance of Kolettis came as a "huge shock" to many, said Dr. Marita Stavanstonik, Director of Harbour of Dignity, a non-profit that provides mental health supports and therapy to survivors of military violence and their families. "Knowing

that the person who killed or left physical and mental scars on your loved ones died without facing justice is not exactly closure, but it's what many families have come to accept. Finding out that Anastasia Kolettis is still alive, and has lived free for years, is another layer on top of the retraumatizing that survivors already experience every time a trial happens."

On the night of January 2, 2020, the Vaðmarkdagan military stormed the royal palace and overthrew the monarchy. Citing the security situation, the military instated martial rule and delayed or canceled elections for the next 17 years. The capital city, Ovoðberg, was overtaken by rebel forces on March 18, 2037, after two days of intense fighting. An election was held in May 2037.

The government of Vaðmarkdaga estimates that 30,000 to 80,000 were killed directly or indirectly during the military junta's rule, and there are records for more than 220,000 individuals who have been imprisoned for threats to public security under martial law.

Vaðmarkdaga has been commended by international human rights and legal organizations for its timely and rigorous prosecution of crimes committed during military junta rule. The Office of the Prosecutor of the International Criminal Court (ICC) has determined that the requirements for an ICC investigation have not been met, as genuine national proceedings are taking place within Vaðmarkdaga. Despite this, experts say it may take over a decade before prosecutions conclude, and the impacts of military rule will be felt in this country for generations to come.

RapidEyeMovement

"I DON'T CARE"

I can't be the only one who hates when you say "I don't care" about something and some goober jumps in to go "UUUMMMM askshually!! 🙄 🙄 if you REALLY didn't care you wouldn't be replying!!!"

That's not the point! "I don't care" is an expression of derision!! I'm not telling you I'm apathetic about your opinion, I'm telling you I do not value it! I have heard it and am deliberately not considering it because it sucks!

And yeah sure you can go ahead and be pedantic and say that the literal words "I don't care" DO signal apathy but that falls apart the moment you remember that "I don't care for (xyz)" is literally an expression of dislike! It's a stupid gotcha that is deliberately ignoring the point and I don't like it.

mobpsychofan

mathNEWS ARTICLE TURNED INTO AWARD-WINNING PLAY COMES TO WATERLOO ON SEPTEMBER 21ST

Sunday September 21st 2pm at KWLT my play $\notin \{0,1\}$ *Sandwiched* will be playing. Tickets are free and available here: <http://kwlt.org/sandwiched>

You should come see this play if:

- You enjoy reading **mathNEWS**
- You have strong opinions about how to define a sandwich
- You have ever felt sandwiched between two binary categories, be it gender or something else
- You want to see one of the best queer shows from the Ottawa Fringe

The play is an adaptation of my **mathNEWS** article *I am too lazy to come out as non-binary; so I wrote a whole essay instead* published in **mathNEWS** 148.5 on March 18th, 2022. It was previously performed at the Ottawa Fringe under the title $\notin \{0,1\}$ *Trop paresseuse pour faire un coming out donc j'ai créé une pièce de théâtre*.

More details can be found at the link above. Hope to see you there!

Beyond Meta

BOARD GAME REVIEW

Tea Garden—Worker-placement/engine-building. Visually beautiful. Some strategies are less risky and more rewarding. Somewhat luck-based.

The Vale of Eternity—Engine building game. I like the variety of cards/creatures. Reminds me of *Seasons*. Very luck-based.

A Few Acres of Snow—Historical wargame depicting the conflict between the British and the French in North America. The setting was very cool and the gameplay required strong hand-management skill.

Clank! Legacy 2—Another legacy game. A deck-building game on the surface but a risk-management game to the core. Requires 12 sessions to finish the campaign so we are not sure if we can finish it. Tearing cards apart was oddly satisfying.

Foundations of Metropolis—A tile-placement game. You are a construction company looking to purchase land rights and building structures to score VP and earn money. Every decision matters, and it feels competitive.

Moon Colony Bloodbath—We played it right after *Shut Up & Sit Down* did a review of this. Exactly like their review, it is an engine building and engine breaking game. Try build a colony on the moon and survive as long as you can.

Wondrous Creatures—A worker-placement game featuring lots of fantastical creatures. There might be a very optimal strategy. Might need more playtesting to polish the gameplay.

Flip 7—Finally a party game! Very luck based.

Innovation Ultimate—A very cool engine-building game that uses only (many) decks of cards. Your perfect civ simulator on the table.

Shackleton Base: A Journey to the Moon—A very innovative worker-placement game. I really like its game design featuring a variety of strategy, and all strategies can play out well. Very competitive.

Deep Regrets—Your perfect fishing game featuring Lovecraftian horrors. Set sail, cast your rod, reel it in and ready for san check! I like both the art and the gameplay.

eralogos

10 BIRDS

NORTH AMERICAN BIRDS

1. Green Heron: it has a long neck and wading birds are really cool.
2. Cedar Waxwing: it's colourful and unique. And they get into really big groups!
3. White-Breasted Nuthatch: it is really cute when it looks up.
4. Great Blue Heron: it has a long neck and it is big. People love seeing it!
5. Downy Woodpecker: woodpeckers are super cute! They are really active and downies are really visible.
6. Northern Cardinal: classic bird. It's nice to see a pop of colour in the winter!
7. Turkey Vulture: how great is it that they are scavengers! Plus, they are so common, it's fun to point them out.
8. American Goldfinch: yellow :]
9. European Starling: they are invasive, but at least they're pretty in the spring!
10. House Sparrow: they are invasive and outcompeting all the local sparrows. Bad bird!

CRASHING IN AND OUT

DISCLAIMER: I'M FINE NOW

every day feels sinusoidal to me.

i wake up, i don't want to get out of bed. the dread hits me violently and the sand gets trapped in my fingernails. i should take a shower.

i brush my teeth, wash my body, and condition my hair, but my anxieties linger in the steam with my other everyday thoughts. i mean, what if my worst fears became true? i need to use less shampoo. do i like so-and-so? what if everyone secretly hates me? hm, what time is it? why am i so stupid? why are we even friends? i should get out of the shower now. mm, what should i wear today?

i go back into my room and finish my routine: moisturize my face, oil my hair, pick out an outfit that makes me somewhat happy for the mood i'm in. at this point, it depends.

i head downstairs and grab the breakfast i meal prepped. i pack myself lunch of more meal prep and scurry back upstairs, ready to enjoy my oats with a cup of tea and a side of scrolling.

at some point, after i've been sucked in long enough, i head outside. it's colder than usual but sunny, so i wear a small smile on my face, basking in the morning sunlight, waiting for the oh-so-late bus.

getting on the bus is what starts to drain me. so many people trickle in alongside the quiet thoughts creeping on my shoulder. the self-hatred after yesterday, or some other day i should hate myself for, or some other worry that i keep to myself. i still seem fine, since i'm at baseline. it's like i'm on the lake shore, stepping on rough rocks that scratch my callouses, but at least the view is pretty, right?

i walk on campus, with DC in my front view. the light bounces off the blue shiny windows as the beams stand high, everything's fine. or at least, it seems fine to even myself.

i open the door, trudge up too many stairs and enter emptiness. the white walls surrounded by muffled conversations remind me of my shower tiles and thoughts. pressure builds in my heart, tension fills the air in my lungs and apprehensions flow incessantly as it's high tide. i check my phone too many times for non-existent notifications, hum a song part of me wants out of my head, debate annoying my friends with a text or 7, and stare into nothingness for a bit. i know it'll wash away at some point, but it feels like forever knowing it'll crash back in the same way it left. the pain oscillates around the x -axis, and it won't converge to 0. what's the point of this?

lunch brings me back to reality. eating warm food and having the occasional social interaction keeps the worst at bay, but a film of fluid still clings onto my brain. of course it does.

the productivity comes back, i'm rejuvenated and everything is fine as it can be. sure, the feelings are slowly creeping in, and the blank bricks enclosing this room are certainly not helping, but it's manageable for now.

as the clock stands still, time passing just as usual, i can squeeze in some work (if there is work to do) before it floods my system once again. all my regrets and mistakes come back to me, and there's no eraser for it. it sits in front of me, the raw, open wounds filling with the ocean's salty water. god knows it's not healing any time soon; it's been there for a while. even seeing doctors and wearing bandages has not done much to heal it. the most i can do is book another appointment and pray for a better ointment, but the salt is sucking the hope out of the gash.

my anxious brain subsides as i entertain my evening meetings. you would think my mind would continue to wander to the void, tracing the edge of the foggy hole, but the stress keeps me focused. everything feels okay, because i'm not really thinking about it. okay maybe i'm thinking about it a little bit, but it's on low on the back burner; it's not going to boil any time soon.

soon enough, i close my laptop. i'm free to pass by the rock garden on my way home, the fragrant breeze catching in my hair. walking in the dusky light grounds me, even when i'm no longer walking, but rather standing at the bus stop. i board the bus and get to sit in minutes of peace, bright blue lights shining in my face as i'm unbothered by my previous worries.

i get back home and am greeted with LEDs and yesterday's, or some other day's, mess. some days, i clean it up; other days i'm too tired, and in between the two, i start to clean, only to fail and call it a day. my feelings are on the same continuum: maybe i'll numbly enjoy a couple YouTube videos or maybe i'll fall asleep right when i hit my bed. maybe i'll be sobbing on a call to my friend like a pathetic little child losing their favourite stuffie, or maybe i'll try to write unexplainable feelings out to my notes app. maybe i'll be drinking alone on a friday night contemplating if i have a problem, or maybe i'm doing that sober. maybe i'm contemplating darker things, or maybe i'm setting my usual thoughts on spin cycle.

regardless of the details, i pass out at some point. next thing i know, i am awake, and the wave is back. it ebbs and flows on the coast, at times brushing my toes and drenching me whole. one day, its shore break might crash too hard into me, a rip current might pull me in too far, or i just decide to accept the sea's destiny.

but for now, maybe i'll just bring a life jacket.

Dollar Store Person

TRIAL THE OUTDOORS

AN ALTERNATIVE TO TOUCHING GRASS

Waterloo campus is the perfect place to start your free trial of being outside (which lasts, usually, as long as you'd like). There are simply too many open spaces with random seats available for you to not give spending time outside a try! It's easy! No matter how much you think you appreciate nature, it's not enough and more of your time needs to be dedicated to the outdoors.

If you have time before a class starts and nothing to do, why are you standing in a hallway staring at your phone? Stand *outside* of the building and doomscroll away, with fresh air in your brain and the sounds of others hustling to remind you how great it is you're early to this lecture. Need to study somewhere, or sit down to comprehend that one problem you still don't get before the test starts? Sit on a bench *outside*, and the new perspective might finally wedge it into your mind. Have any problems at all? Sit on the Math CnD balcony with a muffin and somehow it goes away.

It's important to note, this is not the same as being told to "touch grass." Touching grass is about grounding yourself after spending too much time online. Yes, being outside is very good for grounding you, but I am here as the Lorax of nature appreciation and remembering that being outside is not the "in-between" of two insides; it is an activity in itself and worth spending more time on. You don't always have to be getting somewhere on campus, sometimes you just need to be a little

cheesy and think about how cool the world around you is. It makes everything feel a little less intense, especially when most buildings here make the world feel zoomed in on you.

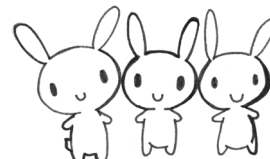
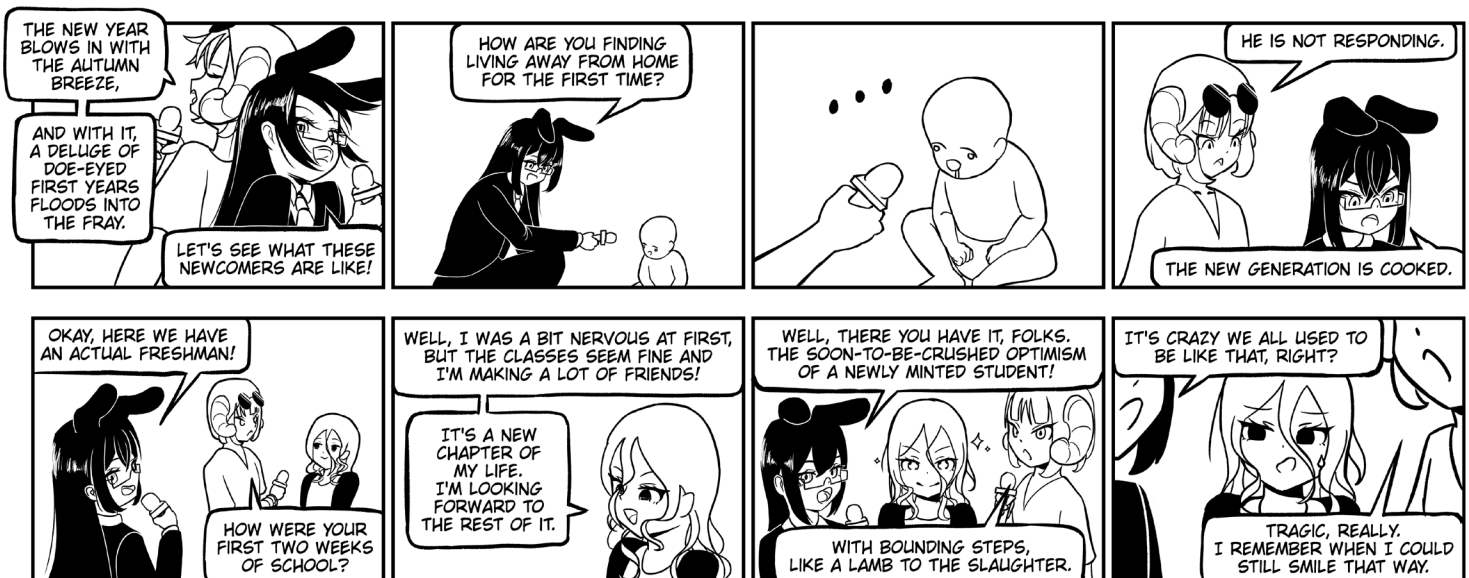
If you start to hate being outside, that's okay. Maybe it's too cold or too hot and you're not always built to live in the woods (my dream). However, you *should* find some appreciation for having a campus built for being out and about and give using that space a fair shot before it gets too icy. All I ask is that you spend a week trying to be outside more often than you usually do. The trial is free, I won't even ask for your credit card information.

A couple of my favourite spots to sit, study, and exist outside on campus include:

- Muskoka chairs outside of DP
- Math CnD balcony (more Muskoka chairs...)
- BMH Green picnic tables
- Peter Russell Rock Garden
- The roof of any building that lets you up there
- Columbia Lake
- That hill behind SCH
- Literally any random bench you stumble upon while walking, there are so many!!!

BeesKnees

mathNEWS netWORK 4.5 AND 4.6



snowdozer

THEORY CRAFTING THE LONGEST mathNEWS ISSUE POSSIBLE

For as long as I can remember, I've had issues with the deciduous and I've felt conned by the conifers. That is to say, much like you, I have always held great disdain for trees. They just sit there, look down at us, and then expect me to feel bad when they decide to burn down and haze everything up all summer.

Anyways, here's how I would print the longest **mathNEWS** issue ever.

Base rules first. I can't just wait around until every single undergrad at this university publishes War and Peace 2 in one issue of **mathNEWS**. I am sticking (loosely) to reality here. This issue has to be (arguably) printable.

We need the maximum number of contributors to maximize this. I'm going to say that's 50 unique people. With that set, here are the steps I would take to ensure the longest issue feasible.

- Eliminate the word limit
 - Everyone gets to write multi-kiloword articles. No need to spread your long-running fanfiction out over whole volumes when you can be done with it after just one issue!
 - If the word limit is sacred to you, that's fine. Currently, despite famously being worth a thousand words a pop, pictures do not count towards the limit. Everyone submits screenshots of their several-thousand-word C++ commentaries
 - This gets us around four pages per author times fifty authors
- Secondary articles
 - Everyone gets a secondary article. Around half a page each (a good secondary article shouldn't be too long)
- Poly **mathASKS**
 - In volume 145, the editors had a stroke of **mathNEWS** longrunning genius when they realized they could ask multiple people the same questions and combine the answers into one big **mathASKS**
 - The subsequent **mathASKS** with the incoming WUSA execs was seven pages long
 - I lied, that was just part 1. It had to be split into two parts and was twelve pages long. That was one third of the entire issue
- Big **gridWORD**
 - Orientation issue 2024 had a 50x50 crossword split into four 25x25 quarters, printed across four variants of the issue
 - Instead of doing that, we'll print the 25x25 quarters back to back to back to back
 - Easy eight extra pages

- Bring back old **mastHEAD**
 - Before it was done through the character-limited Google Form, **mastHEAD** was a simple table in a Google Doc, which every contributor had editing rights to
 - On the occasions with the longest **mastHEADs**, a whole column of a later page would have to be designated for **overFLOW**
 - For us, this is an easy extra-half page
- Add filler
 - By my estimation, around a tenth of an issue by area is filler, i.e., **blackBOXes**, doodles, ISSNs
 - If we are allowed to have a tenth of our issue dedicated to filler, we can increase the issue length by 11%
- Run the 2022 April Fools' issue bit again
 - Around a fifth of the issue was premium content. The reader had to subscribe to **mathNEWS++** in order to unlock it
 - Jokes are always funnier the second time. With a fifth of our issue dedicated to premium content, we net an extra 25% issue length. Huge
- Have a printing ga e
 - In issue 157.1, editorship elected to print an entire issue without any "ff"s
 - Instead of having **mathNEWS** contributors fill them in by hand this time, we'll just reprint the issue
 - This effectively doubles the length of every issue
- Rank campus newspapers by their SSL lab scores
 - In 143.4, a writer wrote an article ranking campus newspapers by their SSL lab scores. In a dark deal doubtlessly done with the devil, it took up one sixth of the entire issue
 - That was a whole 3/18 pages!!
 - This ratio of ranking-paper-by-SSL-score to issue length would hold constant, meaning we get an extra 20% length

Altogether, after the reprint, this means each issue would effectively be 820 pages long!

This is certainly a good starting point for a longest issue possible (not to mention being miles better than our current output), but I am very open to suggestions on how to improve further.

aphf

TEST

Hello world

profQUOTES

CO 446: PETER NELSON

- “ The way he died was quite incredible.
- “ There are going to be some awkward moments of me handling chalk.
- “ I was writing the assignment and it dawned on me that I shouldn't do this to them.

CO 471: LEVENT TUNCEL

- “ On my way here, some students ambushed me with a tray of cupcakes. Fortunately, they were kind enough to let me go.
- “ Thinking burns a lot of calories, so does banging your head against the wall.

ENGL 346: KEVIN MCGUIRK

- “ I know what YouTube is.
- “ If you still like graphs after all of this...
- “ I make fun of this paper mostly because I know the authors.

CO 342: MARTIN PEI

- “ If you take my class and I don't take a selfie *[of the class]*, I don't like you. But I like you guys.
- “ If you don't want to be in the selfie, you can pretend that you're sleeping.

CO 250: MARTIN PEI

- “ Isn't that how you make friends? Talking to random people? I don't know, I don't have any friends.

PMATH 352: XUEMIAO CHEN

- “ *[In the middle of a final exam]* This is hard, right? Just calm down.

STAT 231: MICHAEL WALLACE

- “ All exams will be open book (...) you can bring your favorite book, if you are really cocky and think you'll finish early (...) although I think it would be really badass if you were just reading War and Peace during the exam.

CO 439: OLIVER PECHENIK

- “ I'm not actually taking attendance in a useful way, I'm just trying to bijet names to humans.

PMATH 965: RUXANDRA MORARU

- “ Don't tell that to my analyst colleagues, they'll be scandalized.

STAT 341: JACK DAVIS

- “ Last semester, my laptop up and died mid-lecture. This might be worse.
- “ I like how I can just fatfinger an entire AI prompt.
- “ A few bits of language, then I will shut up and leave you alone.
- “ I don't know why I highlighted the whole screen. When you highlight everything, you highlight nothing.

CS 350: KEVIN LANCTOT

- “ This is available for free online... well, all things are available for free online, but this one's legally free!

CS 145: TROY VASIGA

- “ Don't follow *[the ISAs]*, even if you are sexually attracted to them.

CO 485: SAM JAQUES

- “ I don't need to motivate you for this course, because you're stuck here.
- “ Doing these inequalities causes me pain, so I'll just write it in words.

PMATH 930: RAHIM MOOSA

- “ I just pretend that I'm a human being all the time.

CS 466: SEPEHR ASSADI

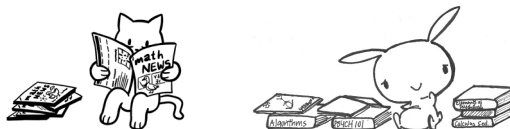
- “ *[Student: That's how it works in American English.]* So how does it work in real English?

MATH 145: MATTHEW SATRIANO

- “ *[Talking about the Riemann hypothesis]* There are easier ways to make a million dollars... like robbing a bank.

MATH 147: BLAKE MADILL

- “ What's the meaning of life? Let's not go there.



ASK LINDA LARK: A STRAINED SUMMER

AN ADVICE COLUMN

It's an oft-repeated adage to never give advice unless asked. Unfortunately, I possess a bone-deep desire to be involved in other people's lives. I have graciously borne this cross for many years, but it has recently occurred to me that it's an unnecessary one to bear, since people who want someone to tell them what to do can often be found in abundance. A couple weeks ago, I asked my friends to go and solicit advice-seekers for me. This is what I got:

Hi missivadvice,

I need your advice. I've been really busy at work lately and I've been spending all my time outside of it socializing with friends/family and having a bit of a summer fling. I've been so behind on actual life responsibilities or even replying to emails or important messages and I have a hard time convincing my brain that it should prioritize this kind of work during my limited free time. I've never had this problem this bad before. How do I make sure my life doesn't fall apart this summer? Is it fine as long as I pay my credit card and hope the other emails aren't too important? Should I just give up on paying my tuition on time?

Best,

TooBusyToMakeMyTuitionDeadlineOops

Dear Too Busy,

You sent this to me a couple of weeks ago, and I suspect this is something that only needed advice a couple of weeks ago; I apologize for any tardiness on my end. As financial advice, I'd certainly recommend that you pay your credit card and tuition on time, but who among us hasn't slipped up once or twice? To me, doing work, socializing with friends/family, and having a bit of a summer fling qualifies under the umbrella of "actual life responsibilities." I'd urge you not to be so hard on yourself; I know plenty of people, including myself, who have accomplished far less this summer!

I think over the summer in particular, it's easy to feel as if time is slipping you by, or that it's being squandered because of all the things you didn't do. It's important to remember that even though the hours of sunlight grow, the hours you have in a day don't. It seems like you've done a lot with the twenty-four you have, and that's formidable.

However: are there things you're doing with your time that make you less happy than what you consider your responsibilities? Are there ways you can cut down on the time you spend on those things? That's not always possible, and that's okay. I'm not going to be gauche and quote the Prayer for Serenity to you, but I will say this: I ran out of black thread when embroidering a shirt yesterday, so I switched to brown. The shirt's a little uglier.

For more practical advice: I'm certainly in no position to cast aspersions on your email response times, considering how late

I'm writing this, but the only way I've found I can consistently respond to messages is to consistently be on my phone. Of course, I cannot prescribe this as advice and would actively advise against it. Your friends are hopefully understanding of your other commitments and will be patient with your response. If there is someone you really do want to respond to, though, I'd advise setting an alarm for a random time you'll be free; I do this with all manner of mundane tasks that you shouldn't need to set an alarm for, but it works!

Also: unsubscribe from things! Maybe you don't have this problem, but recently I noticed a bulk of my emails are coming from things I hastily subscribed to in high school. If you're anything like me, a lot of your emails *were* unimportant. In practice, of course, this doesn't reduce the amount of important emails to respond to, but a peaceful inbox is a peaceful mind.

TL;DR: Keep your chin up. Fall is coming and you'll want to face it head on.

Impressed,
Linda Lark



what's a null pointer

Sorry, can't help you with that one.

If you're looking for advice, shoot me an email at missivadvice@gmail.com! I'll try to answer.

Linda Lark

WORKING IN ERC

AT REVIVED'S REQUEST

For reference, ERC is the building behind M3.

My comments on working in ERC:

- it is very, very quiet
- everyone keeps their doors closed
- every other floor has a multi-stall gender neutral bathroom
- there are **WINDOWS** and they overlook interesting construction or the SLC green
- there are comfy chairs
- the water tastes normal, idk man
- walls are kinda yellowy, but in a good way
- so. many. offices. Much more office than lab, which I guess makes sense.

QUAAAAAAAAACK

PLEASE HELP I AM USING TOO MANY PLANNERS

WHO USES THREE DIFFERENT PLANNERS? (ME, THAT'S WHO)

So picture this: I'm a first-year student trying to figure out where to display my schedule. So I bought a cute pocketbook planner from the W Store that's SPECIFICALLY made for the 2025–2026 academic year. Then, my aunt gifted me a weekly planner that requires you to rip off a page and put it wherever for display (I placed mine on my cork board).

So how did I honour both such purchases, you may ask? Welp, by resorting to abandoning both for my online iCalendar and letting the monolithic tech corporation, known as Apple, desperately latch onto yet another soul.

I still kind of use the weekly planner sheets, but I barely even glance at them, so I don't even know why I bother sometimes. So, so far here are my options:

iCalendar	Weekly planner sheets	Pocketbook planner
• Only one I'm really using • Boring • When I open my iPad I only have Genshin on mind.	• I barely look at it when I finish it • I can make it <i>aesthetic</i> sometimes	• I haven't used it yet • But I really want to :(

So here's the big question that I'm sure you're thinking of: How does this random person's rant about their own disorganization affect me?

Well, my dear reader, the answer is it probably doesn't. Let this serve as a cautionary tale not to buy *oh so fancy* planners only to desert them for the most soulless yet convenient option. This is but a rant of a first-year's first ever article on here so I hoped you enjoyed it.

So anyways, tell me your thoughts. We're not allowed to share any personal info here so you're just going to have to find me by meowing aloud in MC's 3rd floor lounge and searching for whoever meows back. If that fails, look for whoever looks the most visibly stressed and confused.

xoxo floweryyy_

WHEN YOU'RE HALF-WAY UP A MULTI-PITCH TRAD CLIMB IN SQUAMISH AND THE CODE THAT CHATGPT WROTE FOR YOU TAKES DOWN YOUR EMPLOYER'S PRODUCTION SERVERS AND SO YOU DROP A "WILL MERGE A FIX BY EOD!" IN THE SLACK AND GET TO WORK WHILST DODGING THE CRAZY STRONG SIMULCLIMBERS

I HOPE THEY STILL RATE ME OUTSTANDING 👉👉



thirdoffaaaAAAAAAAAAAAAAive

I wrote for mathNEWS → I get free pizza

A mathNEWS EDITOR WITH SOMETHING TO PROVE

XENOBLADE CHRONICLES 3 REVIEW

SPOILER-FREE

SYNOPSIS

Join Noah and Mio, members of the two opposing nations of Keves and Agnus, on a heartfelt journey through a warring world with a dark secret. Traverse massive, fantastical landscapes and master seamless real-time RPG combat as you expose the true enemy pulling the strings.

REVIEW

As the final game in the Xenoblade trilogy, this is, arguably, the best game in the series. They took the best aspects of both previous games and also made large and necessary quality of life changes to the game. The story is amazing, and one chapter in particular had one of the best moments I have ever witnessed in a game, and as a gamer that's saying a lot.

I will preface this by saying you HAVE to play Xenoblade 1 and 2 to truly enjoy it. Xenoblade 1 and 2 can be played in any order, but you have to finish both of them before playing 3 to get the best experience, and also 3 will include spoilers for 1 and 2. In particular, the DLC Future Redeemed is a satisfying end to the trilogy.

Now, what makes this game so good? Firstly, let's delve into the quality of life changes. For context, Xenoblade Chronicles 2 was one of the worst games I have ever played in terms of navigation and item collection. The navigation is just a mark on a compass that tells you the direction the objective is, but not how to get there. And in a world with multiple levels stacked vertically winding paths, it makes navigation an absolute pain, especially in the first major area of the game. It does get better in the later stages of the game, but initially, it is extremely hard to navigate around. Another issue is the item collection. Each blade (weapon) has a level associated with specific item collections, and every time you go and pick up an item, the game does a "level check," which takes about 2–3 seconds, to determine how many materials you get. This makes item collection extremely annoying, which discouraged me from doing any of the sidequests, since most of them were item collection quests. Now, in XC3, they improved all of that. For the navigation system, they now have a line on the ground showing you the exact path to your objective, and coming from the second game, this is one of the best features I have ever seen. You can get to your destination effortlessly. Further, items are scattered all over the world, and to pick them up, all you have to do is run over them and your character will immediately pick them up with no delay. This incentivizes you to pick up items, which meant that I almost always had all of the required items for item collection quests. In short, Monolithsoft learnt from all of their mistakes and have delivered an exceptional player experience.

Story wise, though there is one exceptional chapter, delivering one of the best cutscenes I have ever seen story wise, the other chapters don't really live up to that. The story is good overall, as I would place it #2 in the series with XC2 being #1, but

after experiencing the peak cutscene, none of the other story moments hit as hard. There is a lot of philosophical moments though, and there are a lot of moments which made me think about how a lot of the conflicts the characters are going through can be paralleled to the current political climate. The main message of the story is that instead of living in the endless now, we have to push through into the future. As someone who wallows in regret daydreaming about the past, this message really hit home for me.

The characters are also well developed. There are six main characters and throughout the main story, each of the main characters are fully developed, and a lot of character plot points are especially resolved in their side stories. However, there is one character who I wanted to see more of, and whose side story really felt like another character's side story. Most of them except the main two characters aren't necessary, but it is definitely recommended to do them. One of the best things about this story is that you can see their growth throughout the game. From their attitude shift to addressing and overcoming each of their insecurities. Further, a lot of the side characters, like the Heroes, are also extremely fleshed out as they have two quests fully dedicated to fleshing them out and also side quests which flesh out their character and their environment.

In terms of combat, I have mixed feelings about the game. For one, you use each of the 6 characters in combat, and you can choose an optional 7th character. Personally, I love this as you don't have to think hard about which of the main cast to include in your team. Instead, you use them all. The customization feature in this game is the classes. There are over 20 classes, separated by attackers, healers, and defenders, and each class has their own skillset. Further, if you level a class to 10, you unlock special passives and skills that you can use in your other classes, which incentivizes you to continuously switch classes. I LOVE this system. The amount of freedom to test and create any team composition you want is one of the reasons why I keep engaging in combat. However, one major gripe about this is that they don't give enough defender classes. The classes are mostly of the attacker archetype, followed by healers and lastly defenders. As someone who wants each of my characters to max all of their classes, this is annoying as at the end of the game, I mostly maxed out all of my defender classes, so I usually had one or no defenders tanking and the rest of my team was all healers or attackers, which meant that my team was getting killed very fast. I wish they replaced some of the attacker classes with defenders to make this game more balanced.

VERDICT

10/10

Fried Rice

HOW TO BE A PERFORMATIVE MALE MANIPULATOR

PART III

It's fall term, which means it's time for a special studying edition for male manipulating! In this guide, you'll find out how to be your best, most manipulative self on campus, and hopefully get some huzz along the way!

- Find a good study spot with lots of women: a cafe is your best bet.
- Pack your tote bag. Aside from your studying materials and devices, you need extras that will let your performative self shine! I recommend a good piece of feminist literature, some Sony XM4s, your round-framed glasses, and any other quirky items you own.
- Wear your best nonchalant fit. Something that screams overly formal for a cafe, but just casual enough that you can get away with it.
- Get to the cafe early, so you can get a nice table spot. Order yourself a matcha drink or a hot coffee, something in a cup provided by the cafe. You'll look really fancy and mysterious drinking from a ceramic cup.
- Prepare your studying setup. Matcha or hot coffee on one side, feminist book proudly laid out on another—clean and untouched. Your laptop will sit in between, proudly displaying your STEM assignment that you **think** is too complicated for silly little Arts kids to understand. Instead of an iPad for writing, go for a small journal and a pack of MUJI pens for bonus points!
- Let's get some music going! Open up Spotify— or YouTube Music if you're feeling different—and find yourself a good beabadoobee or girl in red playlist. Have this playlist open while studying so the other women in the cafe see you listening to it. Trust me, they'll all **definitely** be looking over at you.
- By this step, you're probably drowning in huzz. But just in case you aren't, this is where you make your move. Find a girl sitting alone studying and approach her. Hit her with a "Hey can you watch my stuff?" Head over to the bathroom, count to 30, and come back. Now is your time to hit her with an overly long conversation. She might sound like she doesn't want to talk to you, she might have her headphones on, but keep yapping. Don't let her talk. Tell her a long story about the time you adopted your cat, or ask her what she's listening to. Don't. Stop. Yapping.
- Make sure to specify that you're not like other men. Throw in some jokes about how all the men you see in classes behave in a certain toxic or ultra-masculine way. You need women to understand that you know them and their pains. Throw in a little "dude, women have it hard." Let her know that you're an empath.

By the end of the day, you should be leaving with a couple of IGs, which means you'll need tips for sliding in those DMs! Stay tuned for that next time, my students!

Usman!

YOUR FREE NYT SUBSCRIPTION

Once you're done reading this wonderful free newspaper with its wonderful and famous crossword, what if you wanted to read ANOTHER free newspaper with a wonderful and famous crossword?

Good news! WUSA has partnered with the New York Times to offer students free access to the New York Times subscription. My dear student, that means *you* get free access to:

- The New York Times articles your prof links to despite their paywall
- The New York Times crossword (best played on a projector with friends)
- All of the other New York Times games!
- And more!

To claim your free subscription, simply log in to member.wusa.ca and find your promo code for one year of free access.

Happy reading :)

i am in fact walking here



N THINGS THAT MADE MY BACK TO UNI WEEK BETTER

- not trying to unpack all at once
- coming back after taking a week-long vacation
- making one calendar with everything in it so I can just look at that to see where to go next
- actually going to classes lol (huge thanks to my calendar)
- attending events and talking to the people around me in the line
- inviting people to sit beside me during class and introducing myself
- going to my seminar class to vote on class reps and learning about the cohort memes in the process
- making a massive document that goes week by week with all of my assignment deadlines and quizzes in it

- sharing that in the cohort Discord
- getting more involved in clubs that interest me
- actually cooking (or at least preparing) my meals instead of eating out all the time
- answering questions in the class I did well in last year to ~~feel like a god~~ make a good impression and refresh my understanding
- having an actual sleep schedule (truly this does wonders trust me)
- taking a step back from trying to keep up on every political situation
- trying to be more optimistic overall

Sexy_Software_Babe

HAZEL

Last month I went to my aunt's funeral. My aunt is not a relative, but myself and my entire family felt a strong need to go. I hadn't seen her in probably 7 years, but I still remember her kind words and her frail body enveloping me in a hug.

She passed away at 94, long after many of her friends, but 150 people still made the time to attend. Listening to the eulogy, my appreciation only grew for her. She was born in difficult circumstances in New Brunswick and came all the way out here alone very young. She never exceeded 5 feet in height, and got shorter over time, but lived a long and vigorous life. She was resilient, but despite that, she was one of the kindest and most generous people any of us had ever met. She would stop anyone she knew on the street and wouldn't let them

go without chatting for at least 10 minutes, she would always bring your favourite dessert without a second thought, and she made many sacrifices for her family, including returning to work later in life to provide for them.

That is a way to live life, to keep fighting, but also to keep giving, even when things are tough. I hope I can honour her memory just a little bit by trying to do the same.

Lars Nootbaar

Credit to aGhostInTechnicolour, for their article *SPACE BETWEEN HELD HANDS* in allowing me to reflect on my Aunt's life.

THINGS TO ENJOY SOLO

1. Go on a run
2. Listen to true crime podcasts
3. Laugh
4. Journal
5. Sit on the curb and people watch (judge others)
6. Look at yourself in the nude
7. Drink wine and clean the house
8. Cry
9. Stalk your ex's new girl on LinkedIn
10. Eat pizza and make a list of toppings you like
11. Categorize books by region
12. Remove your cuticles
13. Learn card tricks and impress no one
14. Dance to britney spears
15. Doomscroll and feel bad about yourself → do 8.
16. Get bangs
17. Do your makeup and sleep
18. Learn to do a handstand and fall and injure yourself
19. Talk shit about others

Anyways, enjoy your own company :). Fortunately or unfortunately, you're gonna have to live with yourself for the rest of your life.

saras

**mathNEWS is the
best thing that's ever
happened to me.**

A 100% SINCERE mathNEWS EDITOR

PRACTICE REAL-LIFE ARTICLE FOR NEW EDITORS

(This parody was written by an “actual writer” and contains unintentional errors for editorial training purposes.)

I spent the weekend working on my CS 246E assignment, and let me tell you—it was something. I stared at the screen for hours trying to debug a template metaprogram that was supposed to return the factorial of a number. I wrote:

```
template struct
Fact {
const int value = N *
Fact::value
};
template <>
struct Fact<0> { const int
value = 1; };
```

But it kept throwing an error! Eventually, I realized I forgot to indent and declare the field as static. Sigh. Such is life.

This is when I thought, “Man, time to write a **mathNEWS** article about how C++ sucks,” if you get what I mean. At least I’ll get pizza!

I took a break to work on some PMATH 440 problems, which turned out to be even worse: they asked me to prove that $\pi(x) = \text{Li}(x) + O(\sqrt{x} \log x)$ using epsilon-delta. It’s like, “Bro. It’s literally obvious.”

Somewhere around 3 AM, I remembered something my prof said—“Everything I say, or mean to say, will be on the midterm, probably.”

This reminded me of a hilarious moment in class. The prof said, “You’re going to want to pay attention to this. It’ll be the only problem on the final.”

And then the man wrote the most incomprehensible, messed-up equation I’ve ever seen on the board. It had like $*$ and ∇ everywhere—bro, it was crazy, for real.

Anyway. I finally submitted my code, but only after rereading the C++ standard about eighty times. The errors I was getting were nonsense, but eventually I realized it was because I named a function `operator new`—which, apparently, is already defined by C++. This language will let me redefine internal functions. I think. Or maybe it doesn’t, and I just have a skill issue. I’m not sure. But anyway.

In case you didn’t see it, go check out my last article in 158.6! I talked about my experiences getting trapped in an elevator.

So then I saw this lovely poem at the end of the original practice article by *awED*:

Racket code sings
Like recursive dreams—
Define me anew
Through syntax screams

Crazy poem, right? Ik. *awED* is L’artiste. Like, truly this era’s Eminem. Soon. “Emphasis on the screams, btw”—*awED*.

terminal

FUN AND HOW WE LOST IT

Have you ever forgotten how to human? When you walk into a room, and forget why you’re there? When you are in someone’s way on the sidewalk and do the shameful shuffle trying to get out of their way? We all experience these moments where we’re less functional and logical as we think ourselves to be. But moments later, our humanity is regained. One part of the human experience that is enjoyed, is fun. Seems obvious, but doing things we enjoy for the simple pleasure of doing them, is good. The ends are the means themselves. However, 21st-century living takes issue with our ideas of fun. Because of cost of living crises, we are told to monetize our hobbies, to the point where some make full blown careers from it. Not that that’s bad per se, but making what was meant for recreation into a job, an obligation, takes the purpose out of the principle. We’ve become so jaded as a people that anytime I go on social media to escape the horrors, I get more horror! People complaining about game drops that actually look enjoyable, or everyone having a think piece on the latest new media when we should be simply enjoying it. Where is everyone’s sense of whimsy? TOUCH GRASS. Just because the world’s on fire doesn’t mean you don’t roast marshmallows if you can’t

help put it out. AND MIND YOU the people setting the fire don’t give two fricks (had to censor myself) about what you think about. Your misery only sends the message that you’re being burnt. And absolutely, you don’t have to suck it up. Your feelings are always valid. Just know that maybe releasing what you’re feeling by doing something you like could help.

Might be fun.

Jochemist

YUNSHANG RICE NOODLE

Please bring back the mushroom dish please please please I’m begging you it’s the only reason I bought the lifetime membership I literally can’t eat anything else there and it was so good please I love you please

sunrise parabellum

MOVING IN AGAIN!! :)

I woke up and accomplished more things in one day than I had done in four months. Rushing to move back in, I kept myself very busy, stacking things in their familiar places, unpacking and organizing every item—clothing, bedding, dishes, kitchen utensils. I bought new cleaning rags, a recycling bin, garbage bags, and paper towels. Sorted all the glass containers, ran the dishwasher once, washed the bath mat. Picked up groceries—blackberries, raspberries, vegetables, rice, sauces, snacks, baking ingredients, all sorted into their logical place. Vacuumed, wiped down surfaces, cleaned out the fridge, tossed things that were left behind. I handwashed each measuring cup. I dusted the tops of all of my shelves, bought new shampoo and conditioner, and ran a small load of laundry.

It was 10pm by the time I finished dinner. With all that work, I was anxiously awaiting the moment when everything would be calm and ready. As I sat on my couch looking at a familiar view of Lester, I knew that moment had finally arrived. With no immediate work left to do, I struggled to do anything at all, feeling slightly disturbed by the stillness. It felt unreal to be back, like I did all that organizing for fun, for someone else, and I wasn't really going to live here. At 10pm, all the buildings lit up their windows with familiar colours. They stood collected and solid, minding their business, like they didn't notice I was gone and wouldn't care that I was back. The air was quietly flowing in through my window and slowly wrapped around my ankles. It was nice, but too sly to fully trust. Maybe it was the way in which it offered comfort too fast, or felt too warm, but it left me feeling on edge. Unsettled. Feeling like there was something in my head, ominously knocking on the walls, demanding to be acknowledged. Then the air took the form of a well-built ghost and punched me in the face.

The smell of fall coming in through my window hit me, my senses heightened, the faint noise radiating from the street amplified. I could remember every conversation from last fall and the one before, every heartbreak, every brutal exam, every walk I've had with the people I missed and what we were talking about. Another fall in Waterloo. I could remember which corner of which building I stood in when I was talking to you, falling deeper every second, which corner you stood in. Outside, the temperature dropping. Your facial expressions, your voice, your eyes and how they moved, depending on what you would ask and how I would reply. I remember the feeling of deafening relief, the world feeling right and exciting, the deep pain and grieving. Walking around campus, feeling a lasting, reverberating, empty loss. The emotional and physical exhaustion. Twelve hour study days, early labs, someone kindly sitting in my bed at night to make it feel better. The early nights, when the sun retired faster and faster, the first slight chill and the loneliness of all the naps in the dark. Waking up to the blowing cold and the sun already set, seeing the faint orange glow of the street lamps outside. The warm pumpkin flavoured muffins and coffees. Walking through the thick fog covering the closest buildings, going to get my hair cut. Then later, the snow. The blankets of snow

on the empty parking lots, impressed with my travelling footprints, when I was thinking about what you were doing, and I knew, without a doubt, I crossed your mind often as well. Blinking snowflakes out of my eyes and feeling the wind shake me to the core. Nervous and restless. Without a doubt, I knew you were thinking of me, and it was a piercing, intoxicating realization.

Tired, I fall asleep in my old bed that I haven't seen in four months and have a rough but familiar sleep. There is a dull pain in my chest as I remember these memories are old, and I cannot recreate them. I can bring all the same people back, those that I'm thinking about, put them in the same room, repeat the same conversations, and it would still not be like how it was. Another fall in Waterloo. Next year, the breeze will deliver the same blow to my face again, and you will cross my mind more vividly than usual, almost as forcefully as you did the first time. And I'll always let you pass by without a struggle, since I realized a while ago, after a long time, that this is out of my control. Change settles in carelessly, demanding to take over my old room, and the only thing I can do is push my things around, again and again, in a desperate attempt to try to live with it.

S. Hat

MSPAIN DOG



COMPLETE WITHOUT ISSUE

Many video game platforms like Steam and PlayStation have an achievement system, an external list of objectives to complete in a video game. They serve as an extrinsic motivation to play and beat the game, and complete optional content and challenges. Players use them to track their in-game progress, engage with various aspects of the game, and showcase their accomplishments. But some games use these systems to enhance their narratives and themes in unique and unconventional ways.

In *Wandersong*, you play as a Bard on a journey to find the Overseers, and learn the Earthsong, to save the world from its end. However, the Bard is told many times they should just give up on this fruitless endeavor, and let the Hero kill the Overseers instead, to hasten the cleansing of the world, to end it all quick and painlessly. Or, more succinctly: the Bard isn't this world's protagonist, the Hero is. The Hero is the one chosen and directly guided by the Goddess's messenger, the one who can successfully wield the Sword and use its powers, the one with the overpowering electric guitar riff leitmotif, the one everyone praises and worships, and the short segment where you do play as the Hero feels like it was plucked right out of her own game, starring her. One of the best ways this is shown is through the achievements, as every single one is attributed to the Hero. Early on, the Bard comes across an empty boss arena with a giant crab corpse in the middle, earning the achievement "**Scourge of the Ruins**—*Defeated the boss of the Ruins.*" Similarly, you earn the achievement "**Bolt from the Blue**—*Killed Queen Chaos*" as the Hero makes her first on-screen appearance, instantly slaying the Overseer before the Bard can talk to her. In one village, you hear rumors of someone leading citizens to safety in the capital, earning the achievement "**Refugee Rescue**—*Helped victims of war find a safe place.*" More blatantly, as a certain band finishes performing your composition, the achievement "**Slow Clap**—*Did a slow clap at an appropriate time*" is earned as the Hero walks onto scene. Later on, when your witch companion fends off the Hero to give you time to talk to the Overseer, achievements like "**Dash x10!!!**—*Did 10 dashes*" can pop up mid-conversation. All of these achievements are tied to the Hero, and highlight how this world revolves around her. The jingle begins to invoke dread the more you hear it, the Overseers falling to her blade before the Bard can learn their parts of the Earthsong. Each achievement, another permanent scar she makes on this dying world. She's the destined Hero, and you're just a side character, a NPC, an obstacle, and the very world, the very game itself says so.

With the recent release of *Deltarune Chapters 3-4*, the PS4/PS5 version was required to include Trophies, the console's own version of achievements. With Toby Fox apologizing for including the required Trophies in *Undertale*'s PS release, and the actual Trophies and Xbox achievements being notoriously easy or uninteresting to obtain, *Deltarune*'s trophies must be unique in that regard as well.

Well, they are, in a different way. They are written in a bizarre, detached tone, like "**FAILURE - MEET AN END**" and

"**CUTLERY 3-A—ACHIEVE A SUPERIOR RANK**" with odd wordings and all capital letters, similar to how the glowing voice speaks in the avatar creation sequence, in game over screens and during the ending credits of Chapter 4. Some trophies have names that seem to reference certain soundtrack names, parts of the in-universe Prophecy, or other strange, specific words. For instance, "**SWORD—EQUIP A WEAPON**" is also the name of the song that plays in the sequence after obtaining the Sword in the backstage video game (one of the ways to get this trophy) and is also among the list of words that can appear in an ACT against a certain enemy, many of which show up in the soundtrack too, and a few in the list appear on their own in the Prophecy as well. Additionally, many trophies have multiple unrelated methods of obtaining them. For example, the trophy "**ERASE—CLEAR IT AWAY**" can be achieved by either deleting a save file, choosing the dialogue option that leads to unplugging the controller from the backstage video game, cleaning the bloodstain, or watching the foggy window drawings get wiped away. That, and their low difficulty makes these trophies quite hard to miss, so instead, the challenge is beating all four chapters without obtaining a single trophy. This involves avoiding trophies like "**PAIN 1-A—RECEIVE PAIN 4 TIMES OR MEET AN END**," and "**CONSUMER 2-A—CONSUME ITEM**," which essentially makes this challenge a low-hit speedrun that also collects each chapter's secret Egg to prevent trophies like "**CHAPTER 4 END—COMPLETE WITHOUT ISSUE**" from being awarded. If you do manage to complete it, the glowing voice's dialogue at the Chapter 4 ending credits changes, remarking on how you failed to attain any "marks," expressing fascination, and a desire to see you continue this challenge. Given that "**CONNECTION—ACHIEVE ALL ELSE**" is the platinum trophy, awarded for getting every other trophy, it seems that the voice might be using these trophies to track your "connection" to *Deltarune*, your suspension of disbelief, your adherence to the "intended experience," to the Prophecy. Deliberately avoiding gaining any "marks" could be interpreted as showing your own intention to avoid the "expected path," to play by your own rules, to fight against fate. Your choices don't matter, but you can still try to grasp freedom.

Achievements are surprisingly good for exploring themes of destiny, agency, causality, and inevitability.

GALLERY

PATHETIC GOD

I give them stones
And the yearning to pelt me
And force them to shed tears
of pity to match my own

dunno

BLACK WALNUT / IMPERIAL CITY

the statue of liberty they call the symbol of america
 huddled masses, golden door
 it is surprising then that on the train in from newark
 one can barely see it
 frail liberty
 overshadowed by a midnight obelisk
 the tallest tower of the imperial city
 its neon pinnacle bleeds red light

maybe new york city is the face of america:
 at the macro lens
 of the train from newark
 ideals: overshadowed by financial heavyweight
 one realizes what they meant
 when they named the state building
 “empire”

in the micro lens, I emerge in penn station
 the first food joint I find
 advertises a “mission burrito”

canadians’ most unifying characteristic:
 the desire to be anything
 but american

why then, walking through brooklyn streets,
 is the air thick with erie humidity
 does the sun radiate with ontario heat
 are the bricks coloured in bloor-adjacent red

what makes us so vehement about our american difference?
 maybe it is that we are so nearly the same

yet different:
 new york trades tim hortons for the bodega
 (they add a bodega cat, sleeping outside)
 they have not exactly the same food selection
 wall street is instead heavily invested into
 bagels
 halal carts
 convenience store delis
 to search for a convenience store with no deli
 in this city would be inconvenient

this is not southwestern ontario
 but in the micro lens
 the differences are fulfilling

almost immediately after arriving
 I saw *SHEBAD* of guelph
 draped in woodwork of a turkish-style rooftop
 they played two songs (at least):
 terra: a homesick guelphite lullaby
 black walnut: a celebration in brooklyn jazz

new york city is not my york
 it trades welcome and familiarity
 for global imperialistic weight
 below that weight,
 each person brings home
 like the suitcase in their hand
 we are none of us home
 yet I found *black walnut* rings louder
 not in a guelph dive bar
 but under the distant brooklyn stars

molasses

SILKSONG IMPRESSIONS

SPOILER-FREE

It lives up to the hype. I’d genuinely go as far as to say they’ve improved on every single aspect from Hollow Knight. This game is a masterpiece.

The game is absolutely jawdroppingly gorgeous, even moreso than Hollow Knight. All of the enemy and area designs are so charming, everything looks crisp and vibrant; I don’t ever mind walking anywhere because the art is such a joy to look at.

The score is phenomenal, I was expecting a lot from Larkin and he delivered far more. There are so many tracks and I haven’t found one I didn’t find pleasant or atmospherically relevant, and there are many that I absolutely love.

The exploration is immensely fun, this game is much much bigger than Hollow Knight, the world feels so vast but also dense. The controls are tight and fluid. There’s plenty of platforming, a lot of it genuinely challenging. All of the movement options Hornet has are just so fun, she’s much more agile and bouncy than the knight,

With all of the new tools at your disposal, enemies are considerably tougher than in Hollow Knight; more complex movesets, faster attacks, more damage, etc. It hasn’t felt unfair to me though, despite dying many times over. The combat in this game is a joy to learn, with a high skill ceiling and insane amount of modularity of tools. In terms of basic controls, it is very similar to Hollow Knight, understandably of course, it is a sequel. But they’ve done so much to differentiate it, it feels incredibly fresh and novel. Fantastic game.

sunrise parabellum

This blackBOX was here all along, I swear.

A mathNEWS EDITOR WITH NOTHING TO HIDE

TIME VALUE OF SUFFERING

RATIONALIZING PASCAL'S WAGER USING TVM PRINCIPLES

Over the break, as one does, I was considering Pascal's Wager. For the uninitiated, back in ye olden days, Blaise Pascal, in some random thoughts, recognized that if not believing in (Christian) God meant eternal suffering, wouldn't the correct choice always be to believe in God, to take the finite loss of enjoyment in life to avoid the consequence of eternal torment in Hell?

In this article, I will argue that Pascal's model is incorrect, for a certain definition of eternal suffering—you should probably ask a priest whether this model of torment is accurate in the ethereal realm—but we can show that believing in God and following the teachings may not always be the optimal choice. Additionally, we may establish why some people aren't Christian (I for one am an atheist) through risk premiums.

1. OUR MODEL OF SUFFERING

What exactly does "eternal suffering" mean? Clearly, eternal means forever, but *how* much suffering per unit of time does it entail? In the physical realm, there is only a finite amount of suffering one could endure in any unit of time (due to physics). We may only assume that something similar occurs in Hell, and thus there is an upper bound to the amount of suffering in any unit of time. It can also be argued that pain tolerance might go up over time, but this must still be bounded for some amount of suffering.

Additionally, we argue there is time value to suffering (and its opposite, happiness), similar to that of money. Indeed, one can argue happiness now would be preferred to happiness later, and as the negative of happiness, suffering thus exhibits time value. This also implies the existence of a "interest rate" for happiness/suffering.

2. PERPETUITIES HAVE FINITE PRESENT VALUE

It is well known that a perpetuity of money has finite value under TVM, as the formula is PMT/r where PMT is the payment and r is the interest. Something similar happens even when pain is continuous, and thus we can conclude that although the suffering in Hell lasts forever, it is equivalent to only a FINITE amount of pain. In addition, since you only go to Hell once you die, the value of the perpetuity is discounted even further by the length of your lifespan. Thus, the present value of eternal suffering can be very little.

This provides some level of justification as to why people choose not to believe in God: as the present value of eternal suffering in the future is very small, this leaves room for the present value of happiness in life (for example, having a cute boyfriend) to exceed that eternal suffering; and as one might expect, some vices in life are worth the eternal consequences that follow.

3. MORE ON THE "INTEREST RATE"

Monetary interest rates are usually determined by a central bank, which in turn is controlled in part due to the free market and so forth. In contrast, the "interest rate" for our suffering in Hell is not controlled by a central body: does God exist? We may never know. However, individually, we may choose to quantify how much we believe in Heaven/Hell by means of the "interest rate" we choose to discount eternal suffering.

If we don't believe in God that much, we demand a very high interest rate. There is a good chance that eternal suffering isn't real, and the absolute value of the perpetuity drops significantly, justifying following one's own path in life and not really dropping on the knees to follow the Church. In contrast, the interest rate may become near-zero, and the perpetuity becomes exponentially larger in scale—the eternal suffering thus holds a lot more weight and compels belief in the Church and it's values.

CONCLUSION

By applying Time Value of Money concepts to the notion of suffering, and assuming the above stated model of suffering, we are able to resolve Pascal's Wager (vaguely): the present value of eternal suffering is finite, as it is a perpetuity; and the rate of interest can be tied to one's fear of the consequences of Hell.

Uh, so yeah lmk what you think

andoi

WHAT I SAW AT THE OLD SAYINGS ZOO

- A high horse
- A lone wolf
- A hit dog (hollering)
- A busy bee
- An elephant in a room
- A deer in the headlights
- A fish in water
- A sacrificial lamb
- A police officer
- A night owl
- A black sheep

mobpsychofan

LOVE AND DEEPSPACE BOYS REVIEWED BY A STRAIGHT MAN

CONTAINS MAJOR SPOILERS AND MILD DEVIATIONS FROM HETEROSEXUALITY

Near the beginning of summer, after relentlessly memeing about the game for about a week, my friend from UBC and I decided to start playing Love and Deepspace over call. We ended up going through the game slower than expected (due to getting distracted by events and the 3 billion other things this game has packed away in it), but after making our way through a decent chunk of the storyline I've gathered enough information on each of the love interests (LIs) to the point where I can crank out a short article about them (which is unfortunately the only idea that I can get in before the deadline). Horrible takes abound below:

Xavier: I am not a Xavier fan. He's kinda funny to watch, but he's not my type in terms of appearance or personality and I get rancid vibes from him for some reason. Perhaps killing tens of thousands of wanderers fucked him up, or maybe I'm just being prejudiced against aliens. But I do strongly believe that if this man went on to marry MC and start a family with her, he would probably become a deadbeat father and would get divorced, although I cannot prove this. 3/10.

Zayne: Zayne isn't exactly my kind of character in terms of personality (and some of his outfits are kinda eh) but I've always had a lot of respect for him because man's got a lot of shit on his plate between his highly demanding job as a cardiac surgeon and the whole curse he's working with, and yet he manages to come through for MC every time. Lowkey, I don't think MC appreciates him *enough*. Also, he provides the single best chat sticker in the game, a snowman with some pills captioned "time for meds!", which is never not funny to send to one of the LIs unprompted. 8/10.

Rafayel: It did not take long for me to begin obsessing over Rafayel. He acts like such a fucking loser and it is delightful to watch every time. There's more to him than meets the eye, of course, but there's not enough room for a character study in this stupid stupid article. His English voice is reminiscent of a cross between Pauly Shore Pinocchio and the nerd emoji, and suits him perfectly. Watching him complain in a rowboat before getting seasick despite being a merman and reincarnation of the God of the Sea was a transcendent experience. I dedicated my life to him then and there after I heard him say "glub glub glub glub" for the first time. I am also convinced that the power of my undying love for this fish man is the reason why we've gotten his 5 star memories so consistently despite not spending any money on the game to this day. My glorious king deserves nothing less than a 10/10.¹

Sylus: I was not a fan of Sylus at first, based on various clips I'd seen and things I'd heard about him before starting the game (something something drugging MC), but once I (shocker) *actually played the game and reached the part where he's introduced* he started to grow on me. First, his outfits won me over (I fuck with jackets being worn like capes). Then, I started to appreciate how he was pretty much a 12 year old

boy's power fantasy and began to just let the cringe wash over me, which made his character considerably more enjoyable. Hell, I even started to appreciate this greasy old man's face. But despite these strides, I will never be able to get over him unironically calling the MC "kitten" for as long as I live. 7/10.

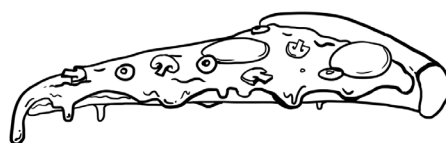
Caleb: My first impression of him was a trailer showing him in his colonel outfit, in which he looks and sounds (in the English dub) like a 14 year old boy from a racist Discord server. One of his primary character traits being obsessing over and being possessive of the MC, who is his *adopted sister* (I'm gonna stick with the Chinese canon here, the North American version takes the coward's way out and tries to present them as "childhood friends") did not help repair his image in my eyes. However, upon seeing a bit more of him I realized that when he wasn't cosplaying as a Nazi he could actually look very handsome, and if it wasn't for the inconsistency in his appearance I would definitely crown him as the hottest guy in the game. Also him getting blown up is an infinite source of comedy so I'm willing to give him points for that. Not a whole lot of upsides to this guy from what I know of him so far, but it's enough to get him to a 6/10. Perhaps I'm shallow.

the government's only spy

1. Interestingly enough, when looking at other people's opinions, Rafayel seems to be the straight guy favourite of this game. Examining why this is the case deserves a whole other article, but I think I'm going to refrain from writing that one.

THE ONLY WORTHY MAN

Sitting at his banged-up desk,
five-foot-six and rubenesque,
he shifts in his creaking chair.
Runs his fingers through his hair:
thinning out, and long since gray.
He turned 60 yesterday.
Later, when the phosphor green
of his computer's ancient screen
is snuffed out like a dying light,
he'll sit in shadow, late at night.
He'll think about his house, his wife,
reflect a little on his life:
quite average since it began.
He is the only worthy man.



mobpsychofan

SURPRISINGLY GOOD FOOD ON UW MEAL PLAN

FOR FIRST-YEARS STUCK WITH FAR TOO BIG OF A MEAL PLAN THAT THREATENS TO WASTE HALF YOUR MONEY, ROUGHLY RANKED ACCORDING TO MY TASTES

For reference, I've only had Chinese food and frozen Costco food in recent years before Waterloo, so the bar is low, but hey, I was picky enough to compile and stick to this list.

- SLC/SCH Masala: Best butter chicken I've had, even better than off campus. No line either. I like getting it with the yellow sprinkles on top for a little crunch. The lady serving it at SCH would always correct me that they're "crispy potato thingies." Try it at SCH at least once for the fancy plate.
- CMH Induction Station: Basically rotates on a weekly basis between stir-fry, pasta, and curry. I never got the curry, but the stir-fry and the pasta were both fantastic. V1 has the stir fry sometimes as well and it's also good.
- REV burrito bowls: A rare beacon of light in my dark days at REV. It was just that good. Unlike other burrito places in this list, it had BBQ sauce, and that made a surprising amount of difference. Also only available on a rotational basis :(
- CMH burrito bowls: A close runner-up to the burrito bowls at REV. Despite the lack of BBQ sauce, they had beef brisket, which was reallyyy good. Plus, it's always available!
- SLC Teriyaki Experience: ORDER BY APP. It gives you so many more options, like vegetables they actually cook instead of the half-raw broccoli. My order was rice, bean sprout, mushroom, pineapple, and teriyaki sauce + 2 piece gyoza.
- SLC Quesada: I got the ground beef bowl, but it's very customizable. It's a burrito, you can't go wrong.
- SLC Shawarma: This is a bit of a hot take, but I don't think they're nearly as bad as their 1.5 stars on Google Maps suggests. Their shawarmas are massive but messy, so I always get a bowl with chicken, fries, and garlic sauce. It was pretty fire.
- Health building poke: I didn't get this enough because it's a bit out of the way and I didn't discover it until late into my first year, but it was pretty good.
- SCH Whet Noodles: Very valid noodles place. A bit too flavourful though.
- CMH/V1/REV pizzas: They were good pizzas. Very good, actually, though a bit much to finish for a small person. More on portion sizes later. Always available at CMH/V1, not sure what's going on with REV. They were doing a little reorganizing when I left.
- REV/V1 soup noodles: I might be biased because of a funny little story that happened while I had one, but it was genuinely pretty good. Rotates.

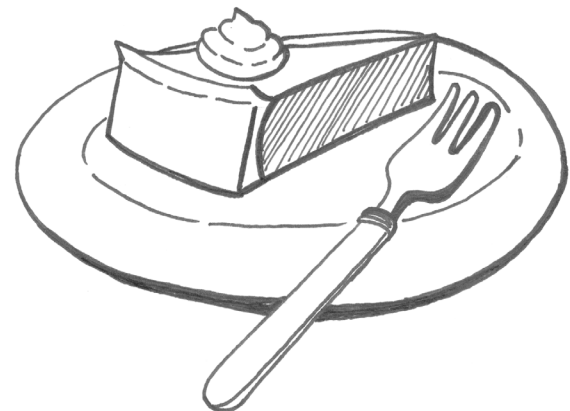
get the wellness boosters or whatever they're called whenever I feel like I'm going to get sick, and it might be placebo but it's decently effective.

- Starbucks: Good place to burn meal plan.
- ML basement: I got a crispy chicken sandwich. It was very slow and I was starving. It was the best fried chicken of my life. I never went back.
- SLC Smokehouse: The poutine with bacon and mushrooms. It was so good but it felt heart-attack/obesity inducing. I literally couldn't walk too fast after finishing it.
- Oishi sushi around campus: Extremely mid.
- REV/V1/CMH hot food stations are extremely hit or miss. V1/CMH special servings thing is good though sometimes.

General tips:

- Portion sizes vary a lot by person. Be nice to the person behind the counter. Not because they might give you larger portions, but because it's a nice thing to do.
- However, in most cases, portion sizes are really big, at least for a girl with a reasonable appetite. I could finish one portion, but I would be really stuffed after. Nowadays I would get two meals out of one portion...
- which is why it's not the end of the world if you don't finish your meal plan! If you hate to cook like me, it's okay to leave some for your second year and beyond. Campus food is not actually that horrendous, *and* they usually come with vegetables.
- Drinks: fastest way to burn meal plan, if you are so inclined to make the most out of your money. Also the fastest way to gain weight because of all the sugar they put in that stuff. Seriously, I gained more weight in a month of getting a drink with every meal than in a term of eating and exercising the same, but with water.

Enjoy :D



vallie

Bonus notes, not in any order:

- Jugo Juice: Not sure if it's healthy but very yummy. Also too expensive to buy without a meal plan. I



WELCOME BACK!!!!

gridCOMMENT 159.1

hello hello hello

and welcome back!!!! are we excited for a new school year??? i know i am!!! keeping in good fashion with last year's inaugural **gridWORD** for the school year, once again, the theme is going to be wusa welcome week. 'nuff said. i promise i have some more creative ideas in the bank than this

we have a lot of fresh faces joining us this time, so why not let's help them out and introduce them to the great city of waterloo? this issue's **gridQUESTION** is: what is your favourite study spot in waterloo (on or off campus), and why?

second part is optional, but i'm leaving it there so if you have a burning comment about it, you can let us know and we'll include it. mine is my room because i lead a sedentary lifestyle. as always, please submit your completed **gridWORD**, **gridQUESTION** answer, and a pseudonym to the **mathNEWS** office at mc 3030 or mathnews@gmail.com by 6 pm on monday september 22 for a chance to win a prize omg

good luck and welcome to the new term,

spaghettiinhalers

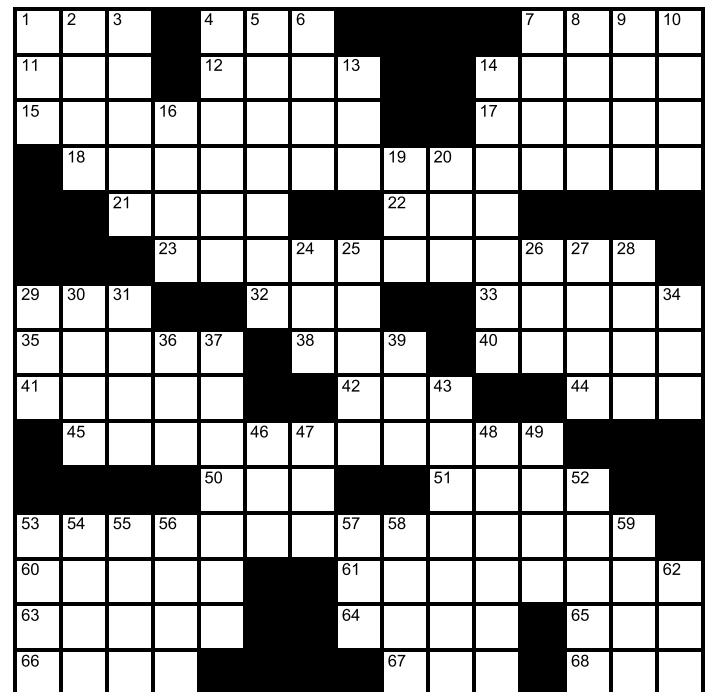
ACROSS

1. Fleur-de-___
4. Old Tokyo
7. Sign
11. Rainbow shape
12. Humanity's strongest soldier, according to an anime
14. Alpha, ___, Charlie
15. Bygone two-day event*
17. Thirsty
18. Control without direct rule
21. Touch up
22. Giant Giant
23. Management
29. Drunkard
32. Lay turf
33. Sanctuary
35. Scoundrel
38. Caribou cousin
40. Dryad or naiad
41. Neighbor of Oman
42. Promise to pay
44. Understand
45. Event hosted by Anne Tique Doll and Ultra Violet*
50. Owns
51. Chills
53. September 17 event in the Great Hall*
60. Work schedule
61. Waterway between the United Kingdom and Denmark
63. "I wish I could ___ that" (disturbed viewer's comment)
64. Pews' place
65. Matterhorn, e.g.
66. Toot
67. ___ school (UW doesn't have one)
68. Basic substance

DOWN

1. Annecy, to a local
2. Neighbor of Pakistan
3. Rocky debris
4. Provoke
5. Dedicates
6. Horse course
7. Kind of exam
8. Wise men
9. December 24 and 31
10. Standard
13. United Nations agcy.
14. Wheels Up, ___*
16. Drifts (off)
19. Neither's partner
20. "___ be sad if..."
24. Trouble
25. Improvise
26. Stable staple
27. Theories
28. Water carrier
29. What's up?
30. Trues, in some languages
31. Unexciting
34. "Thar ___ blows!"
36. The Gloomist
37. Excite
39. Pond carp
43. Intimidate
46. Western treaty grp.
47. Y EDP designer
48. Special
49. Moonfish
52. Rope fiber
53. Flab
54. Blue-ribbon
55. Inspiration to an artist
56. Ready

57. Hostel
58. Froth
59. Depend (on)
62. Imitate



Drop your gridWORD solutions off at MC 3030. And yes, we do award points for creativity.

A PERPETUALLY BORED mathNEWS EDITOR

lookAHEAD

SUN SEP 14

MON SEP 15

TUE SEP 16

WED SEP 17

THU SEP 18

FRI SEP 19

SAT SEP 20

Make a Hat Day

Add period ends

Not fees arranged holds
applied

Course selection begins

SUN SEP 21

MON SEP 22

TUE SEP 23

WED SEP 24

THU SEP 25

FRI SEP 26

SAT SEP 27

Miniature Golf Day

mathNEWS 159.2
production night (6:30pm,
QNC 1502)

100% tuition and fee
refund deadline
Last day to drop without
WD

Drop with WD begins
National Punctuation Day

mathNEWS 159.2 released
Final exam schedules
released

PMAMC&OC DISORG

If you're reading this Friday morning, your dilligence is being rewarded with information of an event today ☹️.

Come to MC 5501 at 6:30 PM today, the 12th, to vote on (or possibly run for?) the Pure Math, Applied Math, Combinatorics, and Optimization executive team!! There will also be snacks.

The executives consist of the

- President
- Vice-President of Finance
- Secretary
- Vice-President of Pure Math
- Vice-President of Applied Math
- Vice-President of Combinatorics and Optimization
- Vice-President of Propaganda
- Vice-President of Pop

The role of the VP PMATH, VP AMATH, and VP CO is to organize the prof talk(s) for their discipline, as well as organize advanced course review sessions. This is optional for AMATH and CO, but MATH 145, 147, 146, and 148 midterm and final review sessions are ran by us each year.

The role of the VP Prop is communications; posters, instagram, emails, so on and so forth. The role of the VP Pop is supplies acquisition. Essentially, they're a volunteer with a car and a Costco membership, and it's their responsibility to solicit requests and restock the fridge, or arrange food and drink for events.

The VP Finance handles all financial responsibilities, of course, such as reimbursement, tracking inventory and purchases, keeping detailed information. The President's role is kind of a bit of everything. They're supposed to support the other execs, e.g., helping run review sessions, and generally take care of all miscellaneous stuff that other execs don't. They are also a signing authority alongside the VPF, and so can

assist with things like reimbursement requests. The Secretary handles certain administrative tasks, such as booking rooms for events. They're also responsible for the library in the office, and its upkeep. They fill a similar catch-all role to the President.

Of course, no one is asking you to take up an executive position in your first term here, but you should still come to meet other people who love math!! We have a nice office, MC 3033, come say hi! There's a blackboard, couches, a drinks fridge, and plenty of very knowledgable people. It helped me improve at math quicker, but also developed my social life a ton, there's so many great people in this club :).

Feel free to check out our website at puremath.club, where you can join our discord and/or sign-up!

Sara Nayar
President, S25
PMAMC&OC