

THE IRON WARRIOR

W2026 Issue 2



MEET THE TEAM

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Letter from the Editor: Groundhog Day is not all Groundhogs

Jeremy Bijoux, 2A Chemical

Something very hilarious was brought up during one of our meetings last month.

During the meeting we had on February 3rd, as I was wrapping up the layout for the first issue and we started to plan for this second one, we got a little sidetracked talking about Groundhog Day. Our Social Media Manager, Amara, brought up the news that one groundhog predicted an early spring, while another predicted a longer winter. Now, I know we're in March and all, and this topic would've been more appropriate for the last issue... but I abandoned my article idea and decided writing about this would hopefully be more interesting, because as Amara kept digging into the results of this year's Groundhog Day, she eventually blurted out something flabbergasting (for me): "Lucy the Lobster".

I hope you're probably thinking, like I was, "Wait... What?" Before I continue though, it would be good to make sure everyone is on the same page, which means it's time for an info dump. Groundhog Day originally came from the Christian holiday Candlemas Day, when on February 2nd, Christians would take their candles to the church to have them blessed. Over time, the tradition evolved into one of weather prognostication, and when it was introduced in Germany, it further evolved into animal weather prognostication, as the Germans used hedgehogs to predict the extension of bad winter weather if the small mammals saw their shadow on Candlemas. When German settlers came to America, along with them came their tradition and folklore, but with the absence of hedgehogs in the new continent, they turned to groundhogs [1]. As you probably could figure, the folklore is partially based on hibernation: if they come out of hibernation in early February on a cloudy day, they'll stay outside, indicating that the weather is improving and the worst of winter has passed, but if they see their shadow (i.e. the sun is out), it's a sign it's not yet spring and they've woken up from their sleep prematurely [2].

In the present day, Groundhog Day still works the same: on February 2nd, if a groundhog sees its shadow, we infer 6 more weeks of winter, but if it doesn't, we infer the arrival of an early spring. Truthfully though, the groundhogs aren't 100% accurate; data reveals they've been accurate around 37% of the time in the past 30-40 years [4]. Despite that, every year, there are still large gatherings of locals and tourists on Groundhog Day morning to watch the groundhogs' prediction, notably



Photo Credits: Project for Civil Health. (2025). <https://projectforcivichealth.org/developing-media-literacy-at-a-young-age/>

those for Wiarton Willie in Wiarton, Ontario and for Punxsutawney Phil in Punxsutawney, Pennsylvania [3] [4].

Once Amara mentioned Lucy the Lobster, we were pretty much locked out. We eventually got back on track, but thanks to her curiosity, I got to discover 2 very interesting things:

1. There isn't just one groundhog, and
2. It turns out that groundhogs aren't the only thing used for Groundhog Day (my choice of the word thing rather than animal is very intentional, and you'll understand why soon).

As Groundhog Day is a tradition that's spread far throughout Canada and the US, many cities have a special groundhog or other animal for prognostication. A list can be found on <https://groundhog-day.com/predictions/2026>, but I'll highlight some of the interesting non-groundhogs here [2]:

- Athene the burrowing owl, Florida (a burrowing owl mascot)
- Benny the Bass, Ohio (a largemouth bass; rather than using its shadow, Benny is fed minnows, and if he eats them under 3 minutes, it's an early spring)
- Big Al, Texas (a 92-year old alligator; offered chicken breast, if he eats it, winter is over)
- Bee Cave Bob, Texas (An armadillo, part of the "Armadillo Day" movement, who also predicts the upcoming year's partisan lean. Quoting Terry Booth, one of the movement's founders: "We don't need no mangy groundhog in Pennsylvania predicting the weather for us.")
- Birmingham Jill, Alabama (the Birmingham Zoo opossum who takes over the groundhog role so the zoo's groundhog doesn't have to wake up early from hibernation)
- Concord Casimir, Ohio (a cat; fed perogies, if he eats them sloppily, it'll a long, messy spring, if he eats them normally, it's still winter, if he swallows them in one gulp, it'll be a warm summer)
- Dover Doug, Pennsylvania (a groundhog mascot, who uses a special dance rather than its shadow)
- Featherstone the Flamingo, Massachusetts (a plastic flamingo lawn ornament, substitute to a groundhog as Leominster, MA's mayor rants, perhaps as part of their tradition, "There is no street named after a

- rodent, I've looked this up. Rodents are yucky, they carry disease, there's nothing fun about them.")
- Lander Lil, Wyoming (a bronze statue of a prairie dog)
- Lucy the Lobster, Nova Scotia (the prognosticating lobster that incited me to write this article)
- Walnut the Hedgehog, Ohio (a hedgehog who supposedly got into prognostications after meeting the groundhog Phil...)
- Sylvia the Apex Armadillo, North Carolina (an armadillo who for her prognostication is raised towards the sky by the mayor while listening to The Circle of Life, then whispers her prediction to the mayor since he's supposedly the only one who understands Armadillo-ese)
- St. Thomas Sally, Ontario (a colourful groundhog mural)
- Snack Town Steve, Pennsylvania (an almond snack-loving gray squirrel)
- Scramble the Duck, Connecticut (a Pekin duck, Eastford, CT's "Duck Day" prognosticator who, according to his website, received weather prediction education at Stormy Heights Academy, graduating as Valedictorian in 2014, and also believing he is more connected to the weather than hedgehogs since he lives above ground year-round)
- Pisgah Piper, North Carolina (a white squirrel who also predicts the Super Bowl winner)
- Mojave Max, Nevada (a desert tortoise who brumates throughout winter and emerges in spring, his emergence being the indicator of spring's arrival; Groundhog Day marks the start of a contest for elementary school students to guess his emergence date)

(NB: By mascot, I mean a person dressed up in a costume of the animal.)

I learned quite a lot of surprising facts doing research about Groundhog Day, and I hope you learned something new as well reading this article! I highly encourage you to read up on some of those animals and mascots (though you might be surprised to find out just how many of the groundhogs are actually taxidermied, mascots, or plushes...). Shoutout to Amara for the article inspiration!

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Is Media Literacy Dying?

Yasmin Abu-Narr, 2N Mechatronics

In school, students learn how to apply mathematical logic to evaluate statements and derive conclusions. They are also taught different scientific principles that govern how the world acts and reacts. They learn about various historical figures, wars, and events that shaped our current society. They learn to discuss literary works to understand how humans think. All of these topics are introduced in one way: through media content. Most times, students are taught from textbooks, videos or journals; but how do we know these pieces of media contain objective, unbiased information? How does one news outlet or author have more credibility over the other? These questions can be answered through understanding **media literacy**.

WHAT IS MEDIA LITERACY?

The National Association for Media Literacy Education (NAMLE) defines media literacy by dissecting the term: "Media refers to all electronic or digital means and print or artistic visuals used to transmit messages. Literacy is the ability to encode and decode symbols and to synthesize and analyze messages. Media literacy is the ability to encode and decode the symbols transmitted via media and synthesize, analyze and produce mediated messages." [1]

WHY DOES IT MATTER?

We now live in the Information Age, otherwise known as the Digital Age. This is a period where the rapid expansion of information technology and the Internet has fundamentally changed how people access and share information among each other. This period began in the 1960s when the first seeds of the Internet were planted through the establishment of ARPANET. In 1989, the World Wide Web was established, and in the 1990s personal computers started gaining popularity. In the 21st century, the swift development of various smartphones, portable media players, and electronic devices resulted in information becoming more accessible than it has ever been before. Phones became so common, it felt unusual to leave the house without them [2]. However, development of social media in the mid-2000s and 2010s began a whole new tide of information dissemination. Web applications such as MySpace, Facebook, YouTube, and later on, Snapchat and Instagram allowed people to create, curate, and exchange user-generated content [3].

RISE OF SOCIAL MEDIA

The rise of social media was a rapid ascent. In the United States, only 5 percent of American adults used Facebook in 2005.

However, that number jumped to 72 percent in 2019 [4]. The true killer when it came to social media however, was yet to rise at this stage: TikTok.

TIKTOK'S ALGORITHM: CONSTANT STREAMS OF INFORMATION

TikTok popularized a different form of dissemination: short-form videos. TikTok's For You Page (FYP) algorithm, a series of continuous short-form videos, usually ranging from 15 to 60 seconds, took over the market as attention spans became shorter [5]. This strategy helped TikTok flourish, amassing over 1.12 billion active users worldwide since it was launched in 2016. Microsoft, Meta, and Google attempted to copy this new algorithm on their apps, yielding LinkedIn Shorts, Instagram Reels, and YouTube Shorts respectively. This movement towards



Photo Credits: Project for Civil Health. (2025). <https://projectforcivichealth.org/developing-media-literacy-at-a-young-age/>

a continuous stream of videos has exposed the average person to millions of new pieces of information on a daily basis. This is astounding, and the role of user-generated content on social media has produced skepticism surrounding the validity of most of what we see. This problem is perpetuated when the content we are exposed to on social media and elsewhere is not only generated by the user, but also by artificial intelligence [6].

ARTIFICIAL INTELLIGENCE HIGHLIGHTS THE FAILURE OF SOCIETY

Once artificial intelligence (AI) tools were introduced in the realm of video and image production, skepticism rose; people began claiming everything was AI. This begs the question: we are so quick to judge what we see once we know AI is involved, but did we ever stop to question whether the information we got from fellow humans was credible at all? The rise of AI put the spotlight on media literacy and it became clear that Gen Z and Gen Alpha had been greatly affected by the Digital Age. Being unable to distinguish AI from reality, not being able to criticize and dissect different forms of media, resorting to humour to placate the feelings of uncertainty, the sheer emotional instability that comes from scrolling from a funny reel to a reel about children dying — it's

quite truly jarring. Emotional desensitization and the inability to judge what is real and to critique what we view in a lens relevant to our lives has forced us to stop thinking about the media content we consume. Instead, we just absorb it, but do we realize how it affects us without noticing? Watching violent interactions between strangers increases our apprehension, viewing a beauty guru promoting her product will entice us to consume more. Media content is necessary to allow us to take action. To learn, we consume media content. To connect, we share media content. To understand, we analyze media content. The benefit of the Information Age is lost when the information we have access to becomes useless to us. If we do not seek to recognize the nuances in the information we absorb and reflect on its effect in our lives, then we fail in taking advantage of the vast data we have access to. Students cannot write essays anymore without AI. People are unmotivated to create since AI can create images and videos for them. The rise of AI did not just cost us our environment, our art, and our expression, it highlighted what we have begun to lack in society from the beginning of the Information Age: media literacy skills. Humans are the only creatures on the planet capable of such high level thinking and abstraction. If we do not think about what we feed our minds, if we do not try to open the doors of our imagination, if we lose the ability to doubt, criticize, and form our own opinions, then haven't we lost what makes us human? René Descartes said, "I think, therefore I am," so maybe we truly are not anymore.

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Magic or Money? The Greed Debate Surrounding KingsIsle Entertainment!

Cathy Quan, 4B Life Physics and Aimi, Storm Student at Ravenwood Academy

When Wizard101 first hit the gaming world on September 2, 2008, it stood out for being a family-friendly, turn-based MMO with a whimsical card-combat system and huge, story-driven worlds to explore. Developed by KingsIsle Entertainment, a studio founded by industry vets who wanted to craft an engaging fantasy experience accessible to kids and adults alike, it was later taken over by Media and Games Invest (MGI). The game quickly grew into a beloved community, drawing millions into its Spiral worlds, where they learned spells, battled whimsical foes, and forged friendships that, for many, lasted years.

With all of KingsIsle's success came trouble along with it, including but not limited to: misleading television commercials, overly filtered chats, their "free to play" model, and worst of all, their drop rates. Imagine being billionaires and taking money from kids... crazy! As mentioned previously, the game prioritizes unlocking better gear for your character, a newly released wand, or a no auction item to craft higher tier spells. That's where the problems come in. This game prides itself on being safe and fun for children; there are adults who play, however children are the primary demographic. Yet they have a loot box system that is far from perfect. Players have spent hundreds of dollars on packs, opening them just to get nothing. Not to mention pulling the item you wanted... for a different school.

Children are impressionable, they see other players with flashy gear and mounts and will ask for money on top of the membership fee. There have been instances where children have even stolen from parents for a chance at pulling rare items! Items are not guaranteed, some rarer than others, and in that regard it is gambling. However, gambling in a children's game doesn't seem appropriate, especially when you realize the lack of transparency. Not only are drop rates extremely low, but the percentages are speculated to be less than 1%. It should be noted that KingsIsle is extremely tight lipped when it comes to drop rates, and due to the popularity from the element of chance, it makes their revenue skyrocket. So why would they reveal this information?

Aside from the loot boxes, KingsIsle has notoriously advertised Wizard101 as a free to play game, while having the earliest pay wall you will ever witness. Players will hit the paywall before barely hitting level 10, given the option to either purchase the area

permanently or purchase a membership: monthly, 6 months, a year, or limited time deals. Pushback from players and popular Wizard101 creators over the years have managed to get KingsIsle to make almost all of Wizard City (the first world) and the Krokotopia common area free, semi-permanently within the last few years. Data from previous years prior to the update had shown that pushing back the pay wall increased players, which makes you wonder why they held off for so long. In addition to the data, the fact that there have been numerous world releases since the game has come out makes any players, including myself, agree that having all of Wizard City be free would not affect the company in any concerning amount. Some have even come out to say they should include the beginning Krokotopia in the free to play areas due to the graphics update allowing players to see the value of the game after the first world. Although this may seem like a very miniscule change to the game, for long-time Wizard101 players, this is years of our voices being ignored and finally being heard. Well known Wizard101 players, AwesomeTheSauce, Anthony101, and most influential, BlazeLifehammer, have spoken out about these issues time and time again making very little, but some progress, and are continuing to speak up on the behalf of the community.

On a more serious note, in January 2021, Media and Games Invest (MGI), a large European gaming investor, acquired KingsIsle through its subsidiary Gamigo for a base of ~\$126 million with potential earn-outs tied to future revenue. Being owned by Gamigo/MGI expands the financial muscle and infrastructure, including global publishing experience and marketing reach. The majority of players view the new owners as more profit-oriented, and there have been increases in microtransaction offerings, Crown packs (an in-game currency purchased with real money), and paid bundles post-acquisition. This is part of how larger publishers operate in free to play markets, especially when reporting to investors. Players often call it "greed," though the company frames it as sustainable revenue models. Larger ownership doesn't always equal lower quality, but it does mean more design decisions are tied to revenue goals than they might have been previously.

Though many players today are adults, new and younger players are joining the game every day. For veteran players it is bittersweet seeing new players joining the game; on one hand, it's extremely nostalgic and heartwarming, on the other, it pains us to see new players join the game in a state of disarray. People are constantly saying, "I can't believe this game still

has players!" but truthfully the player base is stronger than ever, with countless players staying loyal since beta testing, to the game's release. Wizard101 will always be a strong game due to its community and nostalgia factor, however KingsIsle should be careful: fans may choose to abandon them if changes are not made in the future. For now we are off to save the Spiral!



Photo Credits: Quinn Collins. (2025). *The first game I ever loved is coming to Nintendo Switch, finally.* Pocket Tactics. <https://www.pockettactics.com/nintendo-switch/wizard-101-announcement>

Easy Sudoku

			1			4	7
	7	6	8	9		5	2
	5	1		7			
		5	6		3		7
6			5	8	9		2
2	3		4		7	8	
				3		9	8
	9	3		4	6	7	1
7	1				8		

SUDOKU
#2026-04

Medium Sudoku

		2				6	
	3		4			9	2
4				6		1	
	9	7		5		1	
			1				
		1		6		7	4
	7		5				8
2		5			8		7
	1					3	

SUDOKU
#2026-05

2026 Olympics Roundup: In Memes

Julia Suljak, 4B Chemical

Now that the Olympics have wrapped up, it's time for a roundup of the events to go along with the preview in our last issue. Rather than boring you with medal tables and results, here's a humorous visual scrapbook of a few things that happened at the Olympics. Special thanks to my brother Adam for helping me out with some of these during Reading Week.

Disclaimer: I am not mentioning curling at all because I don't think I could outdo any of the memes that were already posted. Boogate had quite the moment. Also an honourable mention to the Swiss curling team's baby.



Photo Credits: Graham part of history-making 'Dads Podium.' (2026, February 16). Australian Olympic Committee. <https://www.olympics.com.au/news/graham-part-of-history-making-dads-podium/>

If we're looking for the most adorable medal celebration, the dad podium for the inaugural dual moguls event definitely wins. The undisputed moguls GOAT, Canada's Mikaël Kingsbury, won the event to go along with his silver in moguls singles, and was Canada's first gold medal of the Olympics. Announcing afterwards that this would be his last competition, he leaves behind an incredible list of accolades, but retirement means he'll get to spend more time with the little guy beside him in the medal celebration.



Photo Credits: Oldham, M. (2026, February 18). Olympic Champion 🏆🥳🥳. Instagram. https://www.instagram.com/megan.oldhamm/p/DU54AyljVU?hl=en&img_index=4

Big air skiing looks terrifying to me, but Megan Oldham put on quite a show to win gold along with her slopestyle bronze. I

loved seeing all her teammates run out to her at the end in celebration. Elsewhere in skiing, Brendan MacKay had an insanely clutch final run in the halfpipe to force himself into the bronze position right at the end of the event, and had a similar celebration with his teammates when he reached the bottom.



Photo Credits: Distracted boyfriend. (2026). In Wikipedia. https://en.wikipedia.org/w/index.php?title=Distracted_boyfriend&oldid=1335894692

I'm kidding, I could never choose between the two. Piper and Paul's performance had me (and apparently a lot of others) tearing up. It was so beautiful, and I'm glad they finally got their Olympic medal. They looked like the happiest people on the podium even though they were in third.



Photo Credits: u/unicorninclosets. (2026, February 13). New meme template, tag yourself. R/FigureSkating. https://www.reddit.com/r/FigureSkating/comments/1r45hwk/new_meme_template_tag_yourself/

There is no way that the fact that this event happened on Friday the 13th didn't have anything to do with the results. That meme template is literally from the event and describes it perfectly. Shun Sato of Japan (left) couldn't believe he had won the bronze, and I couldn't believe what I had just watched. It's been written about a ton already so I'll spare the details, but shout out to Canada's Stephen Gogolev for finishing 5th overall (and 2nd in the long program!) while being one of the few people to make it through their skate without falling.



This kid has been on a tear. Every time he touched the puck we were reminded that he's only 19 (thanks for making me feel old, commentators), but there's a reason he's on Team Canada. Ten points in the tournament, playing on Connor McDavid's line, and being promoted to the top power play unit after Sidney Crosby went down with an injury. The first Olympics with NHL players since 2014 was super fun to watch (until the final game I will not speak of), I can't believe we were robbed of this for twelve years.



Photo Credits: 2026 Olympic Games: Back-to-back golds for Canada's women speed skaters, figure-skating heartbreak for Schizas. (2026, February 17). CBC. <https://www.cbc.ca/sports/olympics/winter/livestory/olympics-2026-milano-cortina-winter-olympic-games-day-11-team-canada-live-updates-9.7092897>

The "Big 3" on the long track are still Olympic champions! Successfully defending their team pursuit title, they became the first team to win back-to-back golds since Germany in 2006 and 2010. Valérie Maltais of the team had quite the Olympics for her fifth and final games, with three medals and serving as co-flag bearer for the closing ceremonies. Elsewhere on the long track, I want to mention Ted-Jan Bloeman who, at 39, gave it his all in his final races before bidding farewell after the 10,000 m. I remember watching him win gold in that event in 2018 and wondering how anyone could possibly skate for that long...just finishing that race is an achievement in itself. And an honourable mention to Laurent Dubreil for finally medaling in his specialty race!



Photo Credits: Draw 25. (2020, October 16). Memeing Wiki. https://en.memeing.world/wiki/Draw_25

Short track speed skating is absolute chaos. People falling all over the place, people barely sneaking by each other, and it gets especially hectic in the relays when the skaters push their teammates during the exchanges. As for Canada's medals on the short track, Steven Dubois upgraded his 500 m bronze from 2022 to gold and served as Canada's second closing ceremonies flag bearer. Courtney Sarault also had quite the Olympics, with 4 medals in 5 events.

Photo Credits: McDavid sets tone, teams with Celebrini in long-awaited Olympic debut | NHL.com. (2026, February 12). <https://www.nhl.com/news/topic/olympics/connor-mcdavid-macklin-celebrini-star-for-canada-in-olympic-debuts>

A Tale of Two Papers Part I: *Enemies to... Newspapers?*

Emmanuel N., 2N Mechanical

Editor's Note: This article was submitted to us as a work of satire and is not usually the type of content we publish.

Author's Note: This satire is a work of fiction, our newspapers do not have thoughts and feelings or mutual romantic attraction. Haha jk...unless?

✱✱

As dawn broke over the University of Waterloo one cold winter morning, Iron Warrior found themselves excited for the new term – a fresh start for students, yes, but this was different. As part of their SLC renovations, WUSA had reached out to Iron Warrior's editors and arranged for a newspaper rack to be set up.

How long has it been since I've had a new location?

Some would say too long, others would disagree. Iron Warrior found themselves, curiously, in the second group. The newspaper was far from the most popular across campus, which its physical distribution reflected. Yet there was beauty in nicheness, in providing something to a small but dedicated audience. They couldn't deny that the promise of new scenery and with it, new readers, didn't appeal, however.

SLC isn't an engineering building—how many non-Eng students will be interested in an Engineering newspaper?

They knew that discipline didn't restrict one's tastes in journalistic media, mathNEWS was proof of that.

A shame that they all have such terrible taste. What kind of self-respecting newspaper doesn't even caption photos consistently? Profanity everywhere? FANFICTION as ARTICLES? Give me a break. It's almost as if mathNEWS-

Iron Warrior was shaken out of their thoughts as they approached the newspaper racks by the realization that

there were two, placed side by side. In fact, the other rack was already occupied. Dread washed over them.

Oh. Oh no.

It was mathNEWS.

✱✱

"I can't believe such a stuck-up little paper like you even set foot outside your faculty buildings! Finally decided you should get more than 4 readers per term?"

mathNEWS did NOT like Iron Warrior. They had barely been sitting a minute when Iron Warrior dropped some snide remark about her 'lAck of profFessionAlity'. Please. As if university students cared about professionalism outside of co-op applications. Such a shame that their perfectly formatted articles and beautifully drawn cover pages (well, mathNEWS respected artistry) were wasted on such drivell.

"I have more than 4"-

"4 plus or minus 16. Happy?"

Iron Warrior snorted in response. Or, she thought it was a snort. Newspapers don't breathe.

"At least *my* articles are well enough made that my writers don't have to hide their identities behind pseudonyms, mathNEWS. Too worried someone could call them out on poor writing?"

"MY articles speak for themselves! They don't need to boost their egos by appending their names to their work. mathNEWS writing is for the love of the game! I'll have you know-"

✱✱

It had barely been a day, and Iron Warrior was exhausted.

Does she ever quit? There hasn't been a minute without her poking something at me this entire time! Do I have to put up with this for a whole term?

With the irony that *they* had made the first

jab soaring over their headlines, Iron Warrior looked over at their bitter rival. A student was flipping through an issue, and Iron Warrior could have believed the drawing of mathNEWS-chan on the cover was leering at them.

At least her voice sounds nice enough to put up with the yammering. Wait, is that a-

Iron Warrior couldn't help themselves from asking. The mathNEWS issue had been left open, to...

"A crossword?"

"Why, yes, my GLORIOUS gridWORD! No field of knowledge untouched! No clue too esoteric! It's the cornerstone of every issue, as it should be."

If newspapers could smile, she would be beaming.

"The gridWORD is my pride and joy, my magnum opus, the acclamation of my soul, my-wait, why am I telling this to y-"

"Can I try it?"

✱✱

mathNEWS was enjoying herself. Since Iron Warrior couldn't fill in the boxes physically, she read out the clues and let them work through solutions.

Who knew that they were so good at crosswords?

Without even writing down a single letter, Iron Warrior finished the gridWORD in record time. They'd been so engrossed in the crossword that they hadn't noticed mathNEWS' stream of quips and jibes cease.

"Bravo! Where'd you get so good?"

"You're not the only newspaper with a crossword—wait, was that a *compliment*?"

Well, if they'd been dense enough to miss *that*, then they'd be Tungsten Warrior.

"I- uh- you- HEY, how about I uh- try yours!"

What is going on with me? I hate Iron Warrior, nevermind that they loved my gridWORD or did it so gosh darn well! It's not every day you see something like that, right? I was just—acknowledging their skill! Yeah! I couldn't actually... like them, right? That'd be... that'd be...

mathNEWS was thankfully snapped out of her thought spiral by Iron Warrior's crossword, proper and expertly crafted as expected.

~

Well, that went well.

mathNEWS had actually *thanked* Iron Warrior for letting her play their crossword. Not a single jab or remark, and now they'd settled into an... uneasy truce?

She's been uncharacteristically quiet ever since we finished. What's going on with her?

Without the sound of her voice, even if to insult, Iron Warrior felt something missing. The world was colder, lacking the spice of a properly seasoned dish.

Live by an inferno, and you begin to miss the heat, I guess. For now, I can be content with some downtime. Would be nice if we could chat again, though. Her voice really is lovely.

All things considered, their first issue together with mathNEWS had turned out better than Iron Warrior had expected.

~

Oh no. It's so much worse than I expected.

The next issue, mathNEWS and Iron Warrior had started reading articles out to each other. Because it was polite, right? Nevermind that they had been at each other's throats earlier. At least, that's what mathNEWS reassured herself... until it came time for the crosswords.

Of course it had to be the Valentine's issue! Of course I made the gridWORD love-themed! So WHY do I feel so weird about it when I'm filling it out with them? I'm NOT in love! Not with... THEM!

She could almost feel mathNEWS-chan giggling on the cover, heart eyes ablaze. Drawn that way for the Valentine's theme, of course, but mathNEWS felt personally attacked.

I'm not some dandere schoolgirl with a crush! I am a grown newspaper, and I most DEFINITELY am not experiencing any romantic attraction! A-and if I was, I would be able to handle it maturely! But I'm not!

~

Iron Warrior thought back to the last issue and sighed to herself. They'd admit it - they actually *wanted* to spend time with mathNEWS. The time between issues was far too long. The Valentine's theme had gotten Iron Warrior thinking about romance, and perchance this yearning for mathNEWS' companionship wasn't solely platonic. Well, mathNEWS had made no indication she had any interest in Iron Warrior, so it would have to let it be.

No interest except for the crosswords, I guess.

Adrift in a sea of longing tempered by rationality, Iron Warrior almost didn't notice it when they were dropped off at SLC.

Wait. Something's off.

It seemed that SLC had been reorganized yet again, because the space where mathNEWS' rack used to stand was empty. Or in other words...

There was only one newspaper rack!

To be continued in mathNEWS Volume 160 ● Issue 5, releasing March 13th.



Photo Credits: Jeremy Bijoux

Hard Sudoku

		1	8	7	2		5	
					5			8
			1			4		
	4	5	6				3	9
	6	9			3	1	4	
		4			8			
2			3					
	1		5	4	6	9		

SUDOKU
#2026-06

The Last Seat

Amara Damji, 3B Global Business Digital Arts



Dis-O-Week Photo Contest Winners!



Photo submitted by: Roby Aldave-Garza (TRON '26)



Photo submitted by: Raina Marcynuk (CHE '26)



Photo submitted by: Thomas Li (CHE '26)

Eng Prof Quotes

“Before you throw it away, take the children!”

Charbel Azzi, MTE 140

“Alright guys, let’s begin the unholiness.”

Yverick Rangom, CHE 230

“Bring me the money~~”

Marc Aucoin, CHE 180

“After class, you can bring one of your classmate to get coffee. Maybe you will marry her too.”

Michael Tam, CHE 100

“[To a student nodding along his lecture] Why is your head moving like that? You have something to say?”

Milad Kamkar, CHE 100

“You can laugh now, but I will laugh after your midterm.”

Comfort Mintah, MATH 118

“Come to this exam the same way you came into this world.”

Robert Gracie, CIVE 303



To submit Eng Prof Quotes, use this QR code or go on our website: <https://iwarrrior.uwaterloo.ca/>



IRON INQUISITION

“Which faculty mascot do you think would win in a fight?”



“The dinosaur” [Cobalt] (it looks like the only thing that could fight).”

AMY, CHE 2A



“The Tool (very heavy, multipurpose, it can whack the dinosaur)”

ISHITA, CHE 2A



“Cobalt. Why? Jurassic Park.”

AMARA, GBDA 3B



“Pinky: She’s got the right color, edge and fold to her. She’s a tie, deceptively neat, but could strangle you.”

NABA, BIOMEDICAL SCIENCES 1B



“I think the dinosaur [Cobalt] would win... because it’s a dinosaur.”

TESNI, KI 4B

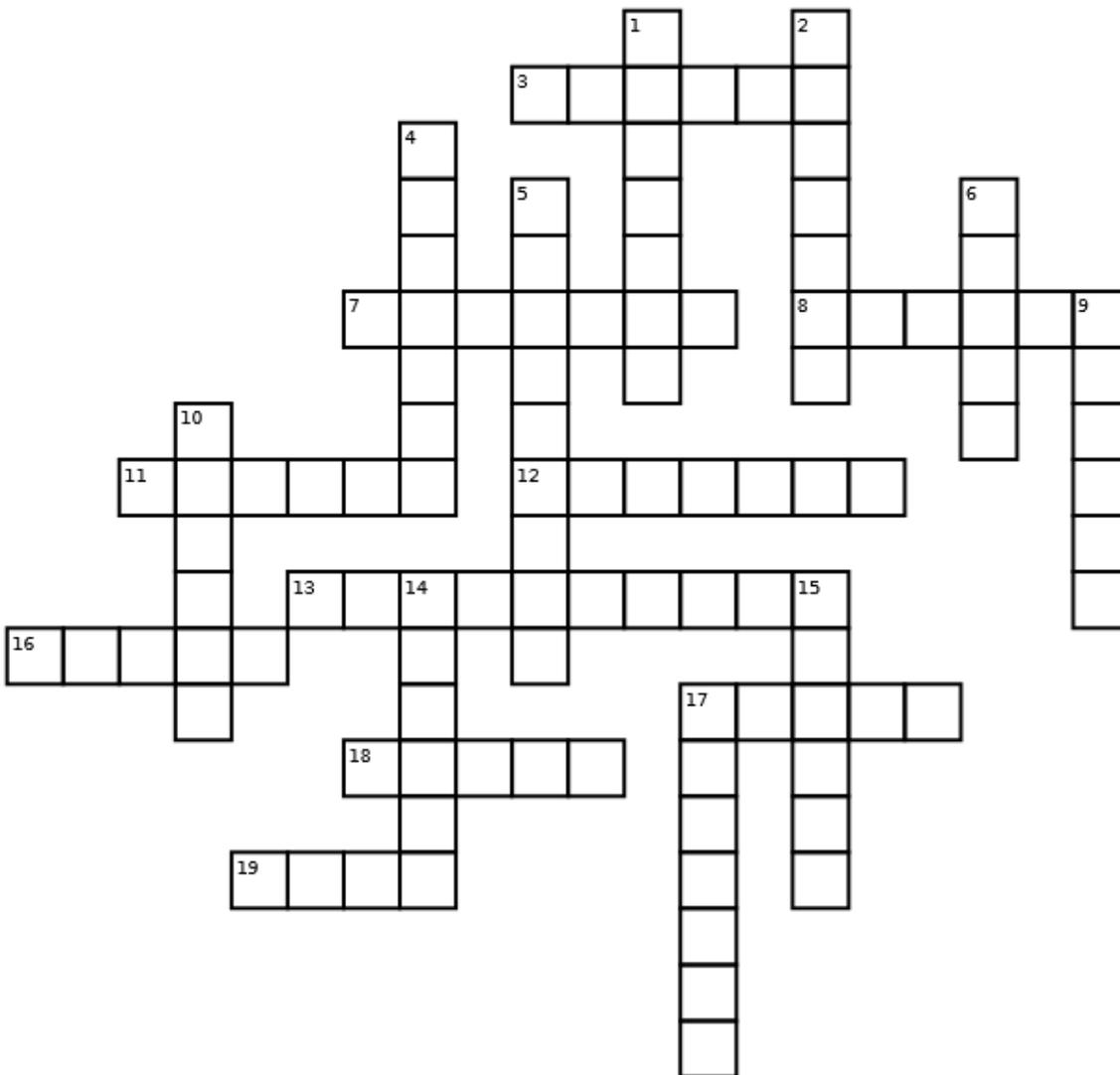


“Ahssie.”

ATHIEU, HEALTH SCIENCES 1B

Check out our instagram for even more Iron Inquisitions @theirionwarrior_uw

W26I2 Crossword



Across

3. Commonly has three leaves and is associated with St. Patrick's Day. It's considered good luck to find one with four leaves.
7. The country that St. Patrick is the patron saint of.
8. Mythical figures from Norse mythology that like to live in isolated areas and are generally thought as dim-witted. They play a major role in the first Frozen movie (who do the king and queen go to when Anna is injured?) and also inspired another popular movie franchise.
11. Mythical creatures depicted as small bearded men who live in gardens or underground. They are often associated with nature and small statues of them are sometimes placed on lawns and gardens.
12. You find a pot of gold at the end of the _____
13. A trickster fairy that cobbles shoes and possesses a pot of gold
16. Mythical creatures in Norse and Germanic folklore that have ethereal beauty and magical powers. A very prominent feature is their pointed ears. They later also became associated with Christmas and Santa.
17. What month is St. Patrick's Day celebrated in?
18. A ring of mushrooms associated with mystical beings and other dimensions is known as a _____ ring
19. What was the original colour associated with St. Patrick's Day (before it became green)?

Down

1. Malevolent creatures from European folklore that are often depicted as small and humanoid. They appear as antagonists in the Lord of the Rings books as creatures controlled by Sauron.
2. The three leaves of the plant in 3 Across symbolize the Holy _____.
4. Mythical figures from Norse mythology who are skilled miners and artisans. They are short and live in the mountains. Often known for craftsmanship and metalworking.
5. Warrior maidens in Norse mythology who guide heroes who died in battle to Valhalla. They also inspired Wagner's piece "Ride of the _____".
6. Human-like creatures from Jewish mythology that are made of clay and brought to life. They follow their creator's command and function like robots.
9. Small blue creatures from a popular movie franchise who live in mushroom-shaped houses in the forest and are magical.
10. Legend has it that St. Patrick chased these out of the country
14. Celebratory event held on the streets of many cities in honor of St. Patrick's Day.
15. The country with the most medals in the Olympics currently
17. Little yellow creatures that serve as henchmen.
(Hint: "Tonight, we steal the moon!")

