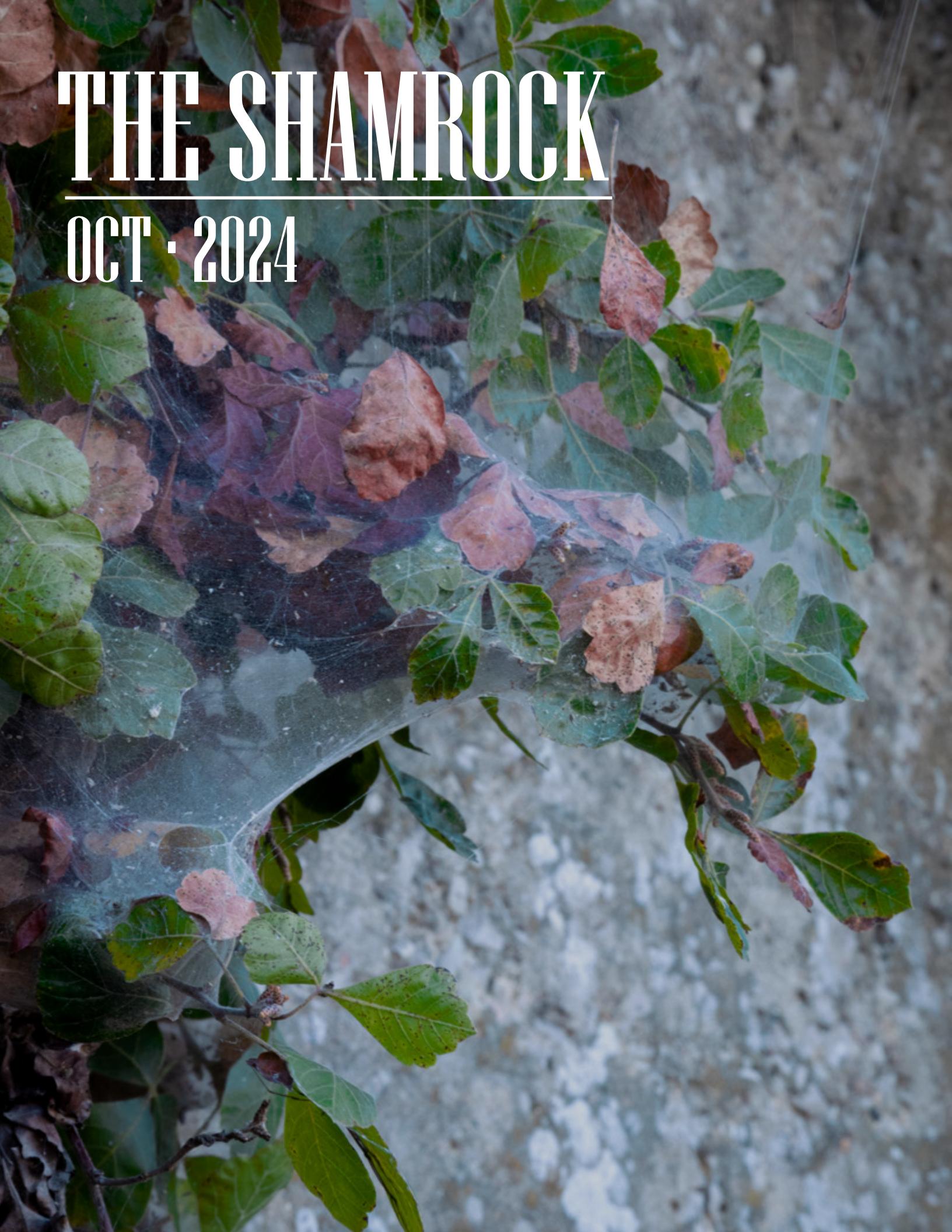


THE SHAMROCK

OCT · 2024





WE'RE SO BACK

We're back! Welcome everyone to The Shamrock's first issue of the school year! We've been hard at work since you last heard from us back in May, and we are beyond excited to be back with you again.

Autumn is the season of change, and this edition of The Shamrock reflects that. Noticeably, this letter is not written by our beloved former president Jasper Holland. Instead, I, Sam Hirner, have risen up from lowly social media manager to new president, and will take over his responsibilities. Like all presidents of countries undergoing political crisis, Jasper has boarded a plane and fled into exile from which he will lead our design team as they make The Shamrock more beautiful than the Maneater. The rest of the cabinet has also received a shake up as shamrockers Parker Cohen (Treasurer) and Cole Jones (Outreach Coordinator) have decided to throw away their careers and join the admin team. Aside from these changes, expect to see some familiar as well as new names in the credits as we've been so glad to welcome new members to our writing, editing, and design teams.

So, this issue, we're celebrating change. We're talking about the changing of the leaves, and the beautiful science behind it. As temperatures drop, we hope you yourself find a change of scenery, so we've composed a guide for fun fall activities around Columbia. So, if you're tired of just going between Lafferre, your room, and Harpos, why not try the renaissance fair, Fear Fest, or a pumpkin patch. Change can be a force for good; case in point, someone needs to fix the nightmarish Minecraft Movie after a very ugly trailer released in September. Uh, yeah, we did that. You're welcome, Warner Bros. Plus we dive into other media, from the amazing engineering presented in 1999 Disney Channel original movie Can of Worms to the atrocious OSHA safety violations in the horror film franchise Saw.

Or perhaps, you'd like to embrace the unchanging, throw out the pumpkin spice in exchange for the macabre and fun sized Snickers. In that case, you might enjoy the latter half of this issue more. Inspired by the viral multimedia story 17776, we bring you helpful tips on what to do once you've reached immortality. If you want the opposite of a good time, we've compiled all the scariest places in Columbia, so don't go there unless you want to be truly terrified. Then, you can turn your attention to the plight of werewolves on campus. Exclusion is the scariest thing this time of year.

All this and so much more. This issue sets another record for the longest issue we've published, and it is absolutely jam packed. We've got so many cozy crafts, puzzles, games, horoscopes, corn, cons, you're just going to have to open it up and find out.

We're so happy to share what we've all been working so hard on, and we hope you enjoy!



SAM HIRNER
(AND SHAMMY THE ROCK)

ARTS AND MATHS

WRITTEN BY CASEY BACH

EDITED BY JOAN FERGUSON

DESIGN BY JASPER HOLLAND

If you're like me, you've seen a plethora of YouTube videos about mathematical concepts. From Vi Hart's "Doodling in Math Class" series to "Outside In", a demonstration and explanation of sphere eversion, this video genre has influenced my perception of math from a young age. The past couple of years, I have also been very interested in crochet. Designing and creating everything from stuffed animals to sweaters has captivated me and taken up much of my free time recently. This all leads me to wonder if these two of my interests could be combined. Come along on my journey visualizing five of these 3D objects and creating them out of yarn.

CROCHET BASICS

One method of beginning a crochet project is using a foundation chain. This is essentially a series of linked loops made of yarn used as the start of a crochet project. Typically, one would create a foundation chain and either crochet back along one edge or connect the beginning to the end and crochet around one edge of it. However, for the Mobius Strip and the Trefoil Knot, I twisted the chain before connecting it into a loop so that I could crochet along both edges in sequence. Additionally, for the Borromean Rings, I connected a foundation chain and crocheted around the entire chain rather than one side to hide it inside of the stitches.

MOBIUS STRIP

For the first "mathematical" object I made, I crocheted around both sides of a twisted foundation chain to create a Mobius Strip. It has only one continuous edge that rotates around both sides of the strip. I used instructions from this workshop to crochet the Mobius strip, as well as the trefoil knot (listed below).



THE TREFOIL KNOT



After I successfully created a Möbius Strip, I decided to crochet the next project from the workshop, a trefoil knot. I first crocheted the Seifert Surface (the inside, pictured in yellow) of the knot to make the foundation, then I crocheted the knot around it with red to show the contrast between the two. The trefoil knot is a continuous strand around all the edges of its Seifert Surface.

THE BORROMEEAN RINGS

Next, I crocheted the Borromean Rings. I started by making 2 separate rings, each with one round of crochets. Then, as I made the third ring, I wove it in and out of the other two in such a way that it doesn't interlock with either individually, but all 3 interlock together. This is shown in the picture of the rings.



CROCHET BASICS: PART 2

Another method of beginning a crochet project is using a magic ring, which is a ring made of yarn of adjustable size. I crocheted into such a ring at the start of my Fibonacci Sequence and Hyperbolic Plane projects. After creating the stitches for the first row, the ring is pulled tight, and the beginning and end are connected to create the foundation of the project.

THE FIBONACCI SEQUENCE

I crocheted 6 squares in sizes reflecting the first 7 elements of the Fibonacci Sequence, consisting of 0, 1, 1, 2, 3, 5, and 8 rounds, respectively. I then connected them together to create a rectangle that exhibits an approximation of the golden ratio. The Fibonacci Sequence approaches the golden ratio with each pair of consecutive numbers.



THE HYPERBOLIC PLANE



This crocheted item is a small representation of an infinite hyperbolic plane. I made it by first doing 8 single crochets in a very small circle. Then, I continued each round by crocheting twice in each stitch to increase exponentially. Each of the 5 rounds had 8, 16, 32, 64, and 128 total stitches, respectively.

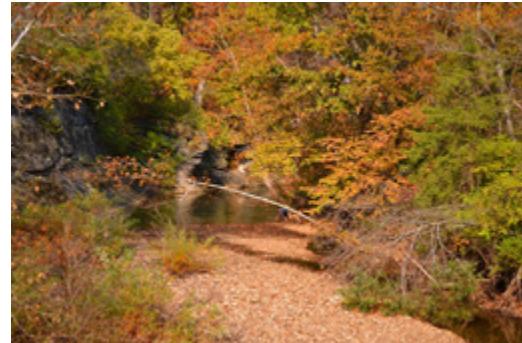
The creation of these crochet projects has been incredibly fun! I loved thinking and visualizing each object and how it relates to math, as well as learning new crochet techniques and putting them into action. Thanks for reading!



FALL THINGS TO DO IN COMO

WRITTEN BY ASHER FERGUSON
EDITED BY SIMON DO & DESIGNED BY JOAN FERGUSON

Are you wishing to break up the tedium and monotony of everyday existence? When you look at the orange leaves outside the study room window, are you overtaken by the sudden urge to put on a sweater and go do something outdoors? Does the idea that autumn is halfway through* fill you with a FOMO-like dread? Look no further than this very page, for I have gathered ALL of the very best things to do in the Columbia area this fall! For the sake of the Shamrock's overworked lawyers, these are arranged in no particular order.



Brad Lane

SHRYOCK'S CALLAWAY FARMS (A.K.A. THE CORN MAZE)

2927 County Rd 253, Columbia, MO



20 min
drive



Friday: 12-9pm
Saturday: 12-9pm
Sunday: 12-6pm
Until November 3rd



\$12 a person



Shryocks Callaway Farms



Dwight Lewis

East of Columbia, the rolling, forested river hills give way to the flat, serene expanse of plains known as the "Claypan Prairie." Driving on Interstate-70, you can't miss Shryock's—a big red barn in a perfectly flat expanse of corn and prairie as far as the eye can see. The main attraction is the corn maze, which is 16 acres in size and features intricate, themed designs, as well as scavenger hunts with cash prizes. In recent years, Shryock's has expanded to include other autumnal activities, located in a second barn with slides, big pits of corn, a gigantic pillow for jumping, campfires, a snack bar, and a rube-goldberg gumball machine!

CENTRAL MISSOURI RENAISSANCE FESTIVAL

4274 County Rd 220, Kingdom City, MO



25 min
drive



October 19 &
October 20
10am - 6pm



\$15 a person

Like so many of us, you're tired of living in modern times, with all the emails, apps, subscriptions, and life-saving antibiotics that it entails.

At the Central Missouri Renaissance Festival, you can step sideways in time to a land of enchanting anachronisms, where a plot of land in Callaway County is transformed into the fictional Irish town of Carlingford. This festival is smaller than many other Renaissance Festivals, but it promises all of the same attractions: music, games, live entertainment, crafts, shopping, fashion, food, and pirates.



Faire Finder

HARTSBURG PUMPKIN FESTIVAL

Town of Hartsburg, MO



25 min
drive



October 12 &
October 13
9am - 5pm



Free





Hartsburg Pumpkin Festival

Pumpkins! What could be better than a gigantic gourd that you can eat, carve, or leave on your porch until it rots! Hartsburg, Missouri is a small, picturesque town located where the Missouri River bottoms meet the steep bluffs. For this one weekend, as the fall foliage reaches its peak color, the entire town is taken over by festivities, visitors, and pumpkins. The event promises pumpkin carving, pumpkin pie eating competitions, apple butter making, pumpkin painting, pumpkin baked goods tasting, live music, and local crafts for sale. This event is extremely popular, so parking can be scarce, and traffic can be slow.

FEARFEST HAUNTED HOUSE

6399 U.S. Highway 40, Columbia, MO



12 min
drive



Select Thursdays, Fridays,
Saturdays
October 11 - November 9
8pm - 12am



\$25 a person

Getting lost somewhere on floor 2.5 of Lafferre Hall is enough for me to break out in a cold sweat. If you, however, think you can handle something far scarier, FearFest is Columbia's largest and most prominent haunted house. FearFest has four different themed attractions, from the Necropolis Haunted House to the ambiguously named "Terror in the Woods." Bring some friends along and enjoy all the spooks and scares they have to offer!



FearFest Haunted House

PEACH TREE FARM PUMPKIN PATCH

24863 Highway 98, Boonville, MO



20 min
drive



Mon-Sat: 10am - Dusk
Sun: 1pm - Dusk
Now until October 31



\$8 a person



Peach Tree Farm

Despite the name, Peach Tree Farm is best known in central Missouri for its fall activities. About 20 minutes from Columbia near the Missouri River, this beautiful farm features a pumpkin patch, hayrides, and goats. While the attraction is geared towards families, it is still the best place in mid-Missouri to get the authentic pumpkin patch experience.

HOMECOMING HOUSE DECKS AND PARADE

Mizzou Campus & Downtown Columbia, MO



On
campus!



House Decks:
October 18, 6-9pm

Parade:
October 19, 8am



Free

Come celebrate the oldest homecoming tradition in the country like a true Columbian! On Friday night, the 18th, from 6-9pm, many of the fraternity and sorority houses in "Greektown" will put on skits about the homecoming game with hand-painted plywood sets and The skits are technically intended towards children, but are so cheesy that watching them ironically is very popular among fellow students. Saturday morning, on the 19th, is the homecoming parade, Columbia's largest parade. A variety of groups, from civic organizations and fraternities to marching bands and political candidates will march in the parade. The route goes from in front of the bookstore on Rollins, up Hitt Street to downtown, then west on Broadway. The homecoming football game starts at 11am on the 19th, where Mizzou will take on Auburn.



University of Missouri



**BRADY WALTERS AND SAM HIRNER
PRESENT:**

THE SHAMROCK GOES TO



2024

**EDITED BY LILY HLAVAC AND
JOAN FERGUSON
DESIGN BY JASPER HOLLAND**



INTRODUCTION

BRADY

I recently had the opportunity to exhibit a little software/robotics project I made— ChatGPT and Google Gemini-controlled miniature bots— at Open Sauce. What's Open Sauce, you ask? Well, it's a nifty little (now-annual) convention that YouTube engineer William Osman created as a more maker-focused space (versus influencer/content creator events like VidCon). It was designed to get fans up close and personal with creators and their creations. And this time around, I was a creator with a creation! So, they gave me a ticket and a booth and an obligation to be in San Francisco for a weekend over the summer. And I had a pretty fun idea on who to bring along... The Shamrock's own Sam Hirner, who became my partner in crime for yet another travel article (see Apple Vision Pro from our March 2024 issue)! Sam and I manned the booth for the whole weekend and got to see plenty of what the event had to offer. We each brought a different perspective, so we'll take turns and reminisce on our most memorable moments of Open Sauce 2024!



CREATORS

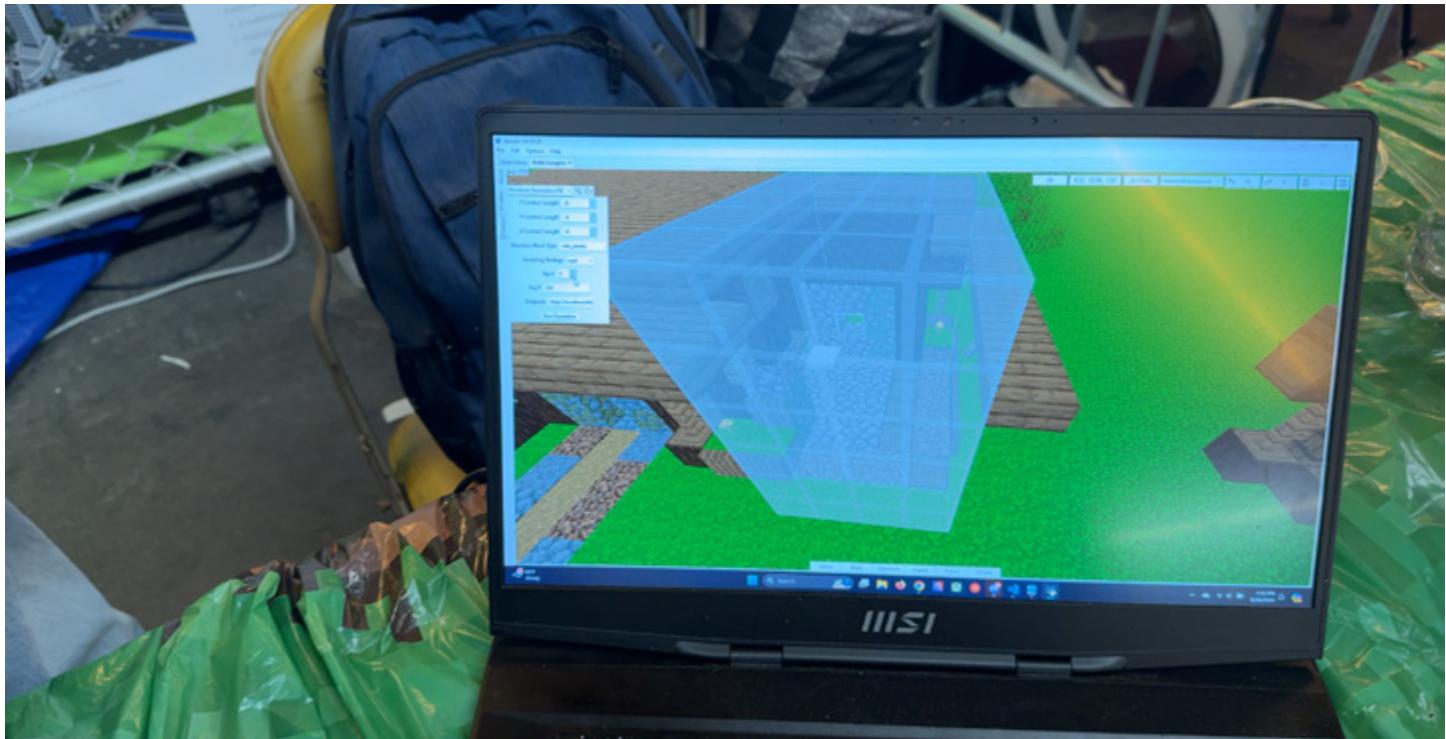
SAM

Friday night, the night before the convention began, the organizers let the exhibitors in early for two purposes: 1) so we could all get set up before the madness of the crowds started the next morning, and 2) so the Creators (that is to say featured YouTubers who were supposed to be on panels throughout the next two days) could come see the exhibits themselves without having to wade through the aforementioned crowds. Now this was in large part a creator con—just a bunch of people who make things getting together to show off the cool things they made. However, it is probably equal parts a YouTube convention. Many—perhaps most—people were there because their favorite YouTube guy who does laser experiments in his garage had promoted it and was attending it. Exhibitors were no exception to that. I remember standing outside in the biting San Fran windchill, standing in line for free hotdogs, and exhibitor after exhibitor kept talking about how far they had come and who they were hoping to show their weird invention off to. There was a long list of B grade YouTube celebrities who were supposed to be attending the convention, and everyone was chattering about who they thought was going to show up tonight. I have to be honest, this was not my crowd. I had no idea who most of these supposed YouTube stars were—Brady had to repeatedly explain who the guy was that was putting on the convention. But that night we got to meet a bunch of those YouTubers. A guy would walk by and Brady would ask for a picture, and I would have to say “Brady, who was that guy, and he would say “He’s a robot guy.” And then he would take a picture with another dude, and I would ask who he was, and Brady would say, “Robot guy’s friend who shows up in videos sometimes.” It was in some sense strange to be around people who I knew were well known, but who I didn’t care about. I was meeting someone else’s celebrity. That was until I saw Jackfilms!!!! He makes funny clips that make me laugh. I was too scared to talk him though. He was shorter than I thought. 6/10

BRADY

In 2019, I saved up all of my money and attended the tenth annual VidCon with my mom. My little tween brain was absolutely starstruck. I met so many creators who I looked up to and grabbed photos and had a grand old time, bouncing between panels and meet-and-greets and creator chats and more with my mother in tow. Reflecting on it leaves me with positive thoughts, but I’m sad to admit VidCon wouldn’t do the same for me today. I’d most likely enjoy it, but I wouldn’t feel as attached to it with the recent shift over to short-form content and larger creators forced to connect less with the audience. That feeling of meeting people I look up to face-to-face was something I really appreciated then, and figured it was something that wouldn’t happen again. It happened again. Throughout the first night and the days after, I talked to so many people one-on-one about a stupid project I made. It was a bit surreal! To name (and picture) a few that I frantically pointed out to Sam at the time: Doug and Parkzer from DougDoug, James from TheOdd1sOut, Charlie from Slimecicle, Michael Reeves, and so many more. Walking around the event revealed even more creators I recognized just doing stuff. It was awesome to bond with the folks around me on the channels and videos we knew that we had both seen. Speaking of...

EXHIBITS



SAM

When my voice was basically gone and the convention was about to wrap up, Brady offered to cover the booth so I could go explore the con. I hadn't really left our table for the past two days, so I took him up on it. We were in a big exhibition hall with maybe six or eight rows of booths. There were so many people and brightly colored booths. Walking around, I saw loads of cool projects like an oversized model of an old Mac, a game of Frogger with the controls of Dance Dance Revolution which I failed miserably at, huge cardboard dodecahedrons that clicked together like legos, and a high school that made a man-sized robot to play a sick game of basketball but if it involved more rings and vacuums. I was already impressed. Then I walked out of hall because I heard there were a few more exhibits in some back room somewhere. So I moseyed on down to the back of the building, checking my phone because I knew we didn't have much time until we had to back up and leave. I walked out some double doors only to be greeted by three entire more convention halls. I was slack jawed. The hall me and Brady had been in, the one that I thought was basically the whole convention, was less than a third. I didn't have much time, so I commenced power walking. There was so much I hadn't seen, I could barely take it in. It felt like a promo montage for an evil genius symposium. There were furries and mandalorians, speed drones, a room that was just full of cars and planes, a battle bot pit, AI robots, AI startups, lasers, and sometimes just a booth for a kids YouTube channel. It was weird. An awesome, manic, "help, I'm stranded in an alien space station, but I kind of never want to leave" sort of weird. I really regret not being able to see and do more. When I got there some of the exhibitors were already packing up. I never got to use the supersized computer keyboard I kept hearing about! That will haunt me for the rest of my days.

BRADY

My booth was lucky enough to be placed in hall A, which was connected to the main entrance and stage building, which meant we saw a LOT of foot traffic. The exhibitor halls were huge and absolutely packed with awesome people and their creations. Part of setting up a day early meant the exhibitors (and VIP ticket holders) could talk to each other about the projects without worrying about a crowd. I took some time throughout the weekend to check out some of our neighbor's creations, and here were some of my favorites that we shared the hall with! Immediately to our left was a pair of students who had created a generative AI model that could autocomplete Minecraft chunks by thinking through the placement and then the block choice in separate processes. To our right, we had Lab Education, which had a VR chemistry lesson that was in the process of being put into real schools. In the booths across a couple rows, we had M-Con, a bluetooth game controller that attaches to iPhones using MagSafe and slides out like a PSP Go, which was just incredible. Josh King, also known as Eternal Progression on YouTube, created the device from the ground up and hopes to get it onto store shelves later this year. LONG PONG is exactly what it sounds like. A modular display that can not only play the world's widest game of Pong, but also do a few other fun tricks like test the displays using the infamous BAD APPLE animation, move the Pong paddle with your voice, and more. Real-life Frogger let you play Frogger with a customized Dance Dance Revolution pad, and real-life Flappy Bird let you play Flappy Bird by using a camera and machine learning to see when you flapped your arms in real time. Finally, there was the most impressive-looking display: 64-player Nintendo DS local play. Some madman brought 64 Nintendo DS systems to the event and ran a connected Pokémon game on all of them. It was glorious.



COMMUNITY

SAM

One of my absolute favorite parts of being at Open Sauce was meeting with other exhibitors. It's hard to overstate how many immensely talented and creative people had shown up to this event to show off the cool things they had made. From Minecraft generative AI, to a giant drone, to new kinds of instruments, and a Furby dog robot, there were so many projects that were unique and strange and impressive; it really did make me feel like I was surrounded by the smartest, most driven goofballs I had ever met. And there was hardly a bigger joy for me than when those same people would come to our booth - a mess of electrical tape, loose wires, delicate camera positioning, and buggy code—and would express genuine excitement about the project. People that worked at real robotics companies and tech startups would interact with our little battle bots and say, "That is so cool!", "I love this!", "What a fun project!" Even though I thought they were working on things that were way more impressive than us, they thought our table was absolutely awesome! Among my favorite interactions was one with the Skorpions battlebot team. These guys manufacture and pilot a heavyweight battlebot with this huge spinning buzzsaw hammer thing for the professional battlebot league. The point is: these guys are the real pros, guys who do the real version of what we were imitating. When they came up to our table, you might expect that they would kind of roll their eyes and say, "Okay, this is the kiddie version of what we do. Whatever." But instead, they really engaged with it! They talked to ChatGPT and Gemini, giving them orders and trying to see what they could do. They laughed at their trash talk and how the bots moved towards smashing each other. They thought it was rad. When they left, they were super appreciative, telling us how much they liked it. That alone was so cool—to be congratulated by the professionals. About an hour or so later though, they came back with two little bots armed with flippers, plopped them on our table and proceeded to wreck our table like a rival gang trying to bust up a game in their turf. And while they playfully pushed our robots and flipped over our microphones, Brady and I loved it. It was so cool to have someone who was so much better at what we were doing than us, appreciate our project enough to come back and joke with us—to play around and kind of say "You're part of our community, so we're going to mess with you". Plus, after they finished demolishing our setup, they let us drive their bots around our table. (Naturally, I totally destroyed Brady's bot with my epic gamer skillz.) And that was just one of dozens of interactions we had with fellow exhibitors. Time and again, I was just blown away by how welcoming and appreciative this community was. It was a group of people who I had never met before, who I felt were way more impressive, cool, and talented than me, but they made us feel utterly at home, like we were on the same level, like we had always been friends. That was a rad feeling.





BRA DY

Sam stole my idea for this one. The minibot battle was legendary (and he lied. I totally won; I swear). While having the responsibility to run the booth for the whole weekend meant always being engaged, active, and in character—something I turned out to be unprepared for and Sam was able to help me with—seeing the reactions of people interacting with the project made it worth it even when things didn't work. For us, the weekend was full of bugs and broken scripts and robots driving themselves off of our table, but we were able to bounce back each time, partially thanks to the wonderful people around us! One person especially stood out. They were an exhibitor with a booth, but their project wasn't for the general admission... it was for the exhibitors. They were spending the whole event as a one-stop shop to fix literally anything wrong with the other exhibitors' projects, for free. When we were having trouble connecting to the upgraded WiFi (so we could access the APIs without a hitch), they overheard, stopped everything, and helped me locate the person I needed on the event floor to get the WiFi and get back to it. That kindness was unexpected, but it really put the vibe of the event into further perspective for me—we were all in it together. No one really cared about subscribers or views or whatever, it was a space for creators to create.

CONNECTIONS

SAM

After the first day, Brady and I went to McDonalds for food. It was precisely the closest restaurant on our side of the street. It was fairly full, but I snagged a table as Brady ordered. We were about to chow down on our nuggies when a guy about our age in a bandana came up and asked if he could sit at our table, because there was nowhere else to eat. He had that beautiful silky-smooth accent that can only come from the land down under, so I let him take a seat. He was also going to Open Sauce and had flown all the way to San Francisco from Western Australia. He told us all about his trip, how long he was staying, how much he loved whoever the guy was that put this convention on. He was a nice guy; he visited us the next day at our booth. I have his discord. I should call him up sometime.



BRADY

Meeting all sorts of people with different backgrounds was a highlight of the trip for me. When I was checking into our hotel, since Sam and I caught different flights, I talked to a couple of people who had noticed my badge and told me they were also there for Open Sauce. One of them was a small business employee who was there on business to explore how the internet is changing the field of engineering and explore options for potential partnerships, which was wild to me. The other was a high schooler who was solely there on a mission to see William Osman and Michael Reeves in person. I mentioned the exhibitor hall and the stuff I had seen so far, and we all got excited together over a shared passion. It was another moment that added even more perspective to why the event felt different; despite coming from YouTubers and marketing to their audiences, it also had a place in the professional zone. Turning heads in “the industry” isn’t something to dismiss and based on how they’re still selling the “Industry Admission” pass for 2025, it’s clearly working in some capacity. Bridging the gap between fans, creators, engineers, and industry all at the same time is an amazing feat that I’m very grateful for, as we were able to talk to so many amazing people over the course of the weekend who we otherwise would never have met.

CONCLUSION

BRADY

After I shipped Sam back to the uncharted territory in Missouri where the cows outnumber the humans, I checked my flight and discovered that it left at 11:59 PM that night, which is my fault for trusting Expedia. I spent the day seeing the sights of San Francisco on my limited budget. I saw the Golden Gate Bridge, climbed on foot from just above sea level to the tallest part of Coit tower (I was... tired), and rode in a self-driving Waymo— but those are stories for another day.

I couldn't have pulled this off without Sam's help. Doing it alone would have been an impossible task, so I am very grateful that we could do this together and each take different things away from it! In conclusion, 10/10 would Open Sauce again



ENGINE INTERVIEW

BY JASPER HOLLAND

Recently, The Shamrock sat down with an engine to see what it's like to be at the center of the discipline that forms the basis of our college.

The Shamrock: Hello, engine! Thanks for taking the time to sit down with us.

Engine: VRRRRRRRRRM-
MMMMMMMMMMMMMMMMMMMMMM

TS: First off, we wanted to ask...how fast can you go?

E: VRRRRRRRRM MMMMMMMMMMMMMMMMM
VRMMMM VRMM VRMMMMmm

TS: Woah! Very nice. That's definitely faster than I can go. Next up, we were wondering who you think is the stronger candidate in the upcoming presidential election?

E: VRRRRRMMMM VRRRRMMMMMMMMMM
MMMM VRMMMM VRMMMMMMmm...
mmmMMMMMVRM VRMM VRM

TS: Wow, that is a very nuanced political take that we at The Shamrock wholeheartedly support and promote. Up next, something I've always wondered is what those Computer Science and IT people have to do with you. Can you shed some light on that?

E: VRRRRRRRRM MM

TS: Yeah, I didn't think so. Now, we've got to know, are you more peanut butter or jelly?

E: VRMMMM VMRMRMMRMM VRRRM-
mmmmMMmm VRMM

TS: Wow! I didn't even consider that, but you're so right, that is totally you. Alright, this has been a fantastic interview. To close things out, I have one final question for you: what would you say is your most iconic sound?

E: boing



AN IMMORTAL'S GUIDE TO BOREDOM (BASED ON JON BOI'S 17776)

**WRITTEN BY SIMON DO
EDITED & DESIGNED BY JOAN FERGUSON**

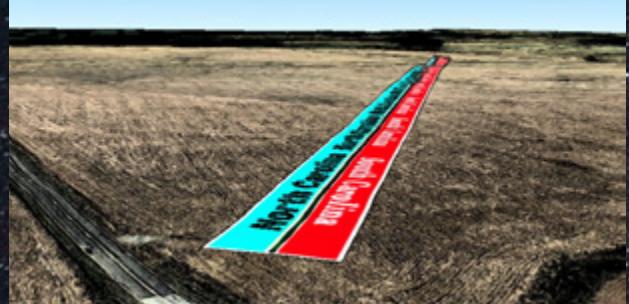
On April 7th, 2026, the Moment happened. Humans became immortal, infertile, and ageless.

All of humanity's problems became meaningless. War, done away. Political corruption, solved. Hunger, thirst, merely a suggestion now than a threat to one's survival. What mattered to our finite lives was done away, as that.

But now? What hurts us the most? Boredom. It is now 9896, and many are struggling to simply do something. To those in the same situation, here are some immortal suggestions for your immortal minds and bodies!

PLAY FOOTBALL GAMES BETWEEN US STATES

A classic game that rose to prominence after the Moment. With immortal bodies, running across states has never been easier. At the time of writing, games are occurring in the Pacific Northwest, between the islands in Hawaii, across the Mississippi River between Missouri and Illinois, and a special 5-team game pitting all the boroughs of New York City against each other.



Jon Bois

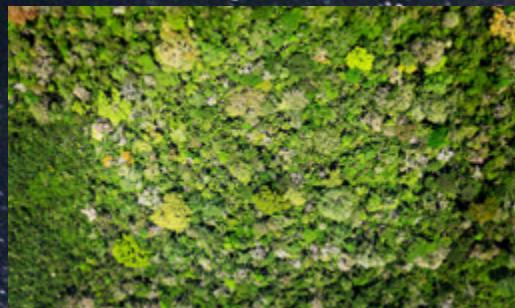
HELP COUNT GRAINS OF SAND IN THE SAHARA



Estimates claim that the Sahara has 1.13×10^{25} grains of sand. No hourglass can defeat humanity now, why not get an exact count? Efforts began in 9879 in Egypt by two organizations, though due to discrepancies, they have reached a standstill in Algeria.

NAME ANIMAL SPECIES IN THE AMAZON

Millions of species are still waiting to be discovered and named! Claim the next “Satanic Nightjar” and “Smoky Shadowdragon” for all immortals to cherish. This decade, ample focus has been on the depths of the classic Amazon.



Greg Arinfield

CATCH A 500 BALL ACROSS EUROPE

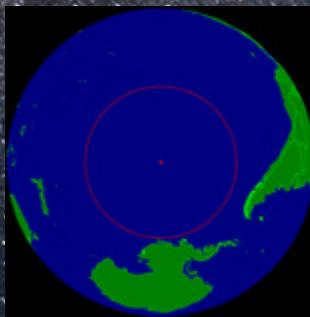


Science Photo Library

Remember the game where a thrower declares a random number of points, then whoever caught it got those points? Currently in Europe, footballs are launched from Iceland into mainland Europe for catchers to claim. Anyone who gets to 500 can shoot their own footballs into Europe! Game time occurs from 6:00 GMT to 22:00 GMT on Tuesdays through Fridays.

WHO CAN LAST THE LONGEST AT POINT NEMO?

Point Nemo is the furthest point on Earth from any landmass. With no human contact, it is the perfect spot for a get-together, forever! The current world record is currently being contested between a duo of Norwegians and a solo American from the now-sunken Florida.



gentlebot

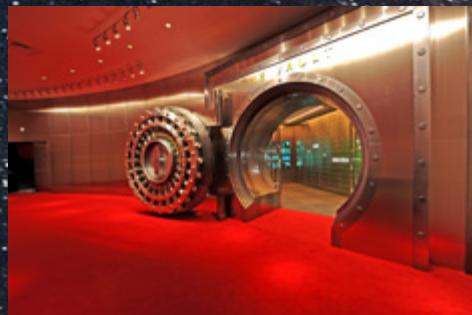
MAKE THE MONA LISA IN ANTARCTICA



Do you love famous artworks? Do you enjoy being a frozen TV dinner? International groups are having a competition to see who can recreate the Mona Lisa best on the Antarctic ice! Space is limited due to global warming. Prizes for the most creative submissions include roasted crackers covered in pineapple, a free tour of the Sun, and movie tickets to

RETRIEVE THE COCA-COLA FORMULA

Coke has been out of the public eye since its scandals in the 4000s. But a long-dedicated cult has continued to seek out its makings, and perhaps revive an ancient soda brand back to life.

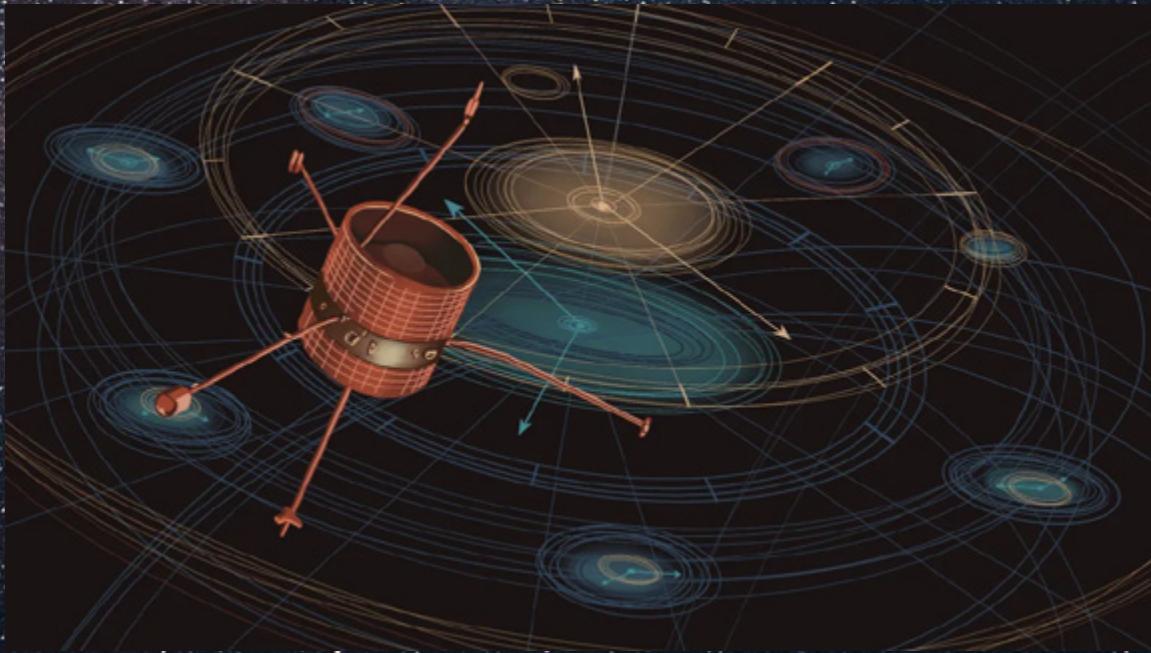


Coca-Cola

REVISIT OLD SOCIAL MEDIA POSTS



Remember those existential shitposts? The life moments for others we shared? The threads filled with passive aggression, insults, and ratios? Dig for old moments, memories, tea and drama in a temporary online opening to old Facebook and Twitter threads happening this winter.



Melissa Lee

Activities are happening all the time! Get to know your neighbor for the 68th time, or perform conga lines down the Nile River. Bungee jumping off Niagara Falls, or creating a card tower taller than Everest. The possibilities are endless! If you're having trouble on day-to-day fun, please contact +(4)-568-358-4233 or lunchablesYay@juiceMoons.com

**THE UNMATCHED
ENGINEERING PROWESS
OF MICHAEL "MIKE" PILLSBURY
FROM DISNEY'S**

CAN OF WORMS

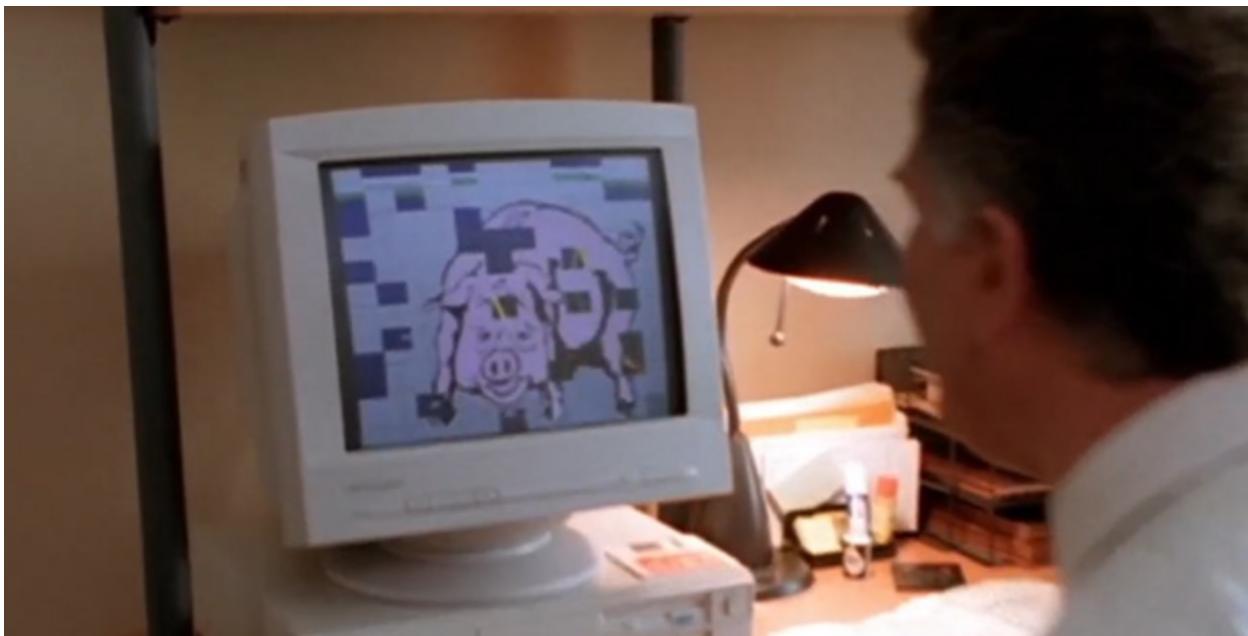
**WRITTEN BY JASPER HOLLAND
EDITED BY JOAN FERGUSON
DESIGN BY JASPER HOLLAND**

INTRODUCTION

Imagine it: you, a mere high schooler, have been working on your pet project for years. Its capabilities have long since surpassed anything humanity has yet accomplished, leaving you only the fringes of theoretical science as a basis for your work. If a power source capable of unlocking its true potential exists, you certainly don't have access to it, yet you continue undeterred to develop it all the same. The universe is unwilling to let such genius go unnoticed, and in a literal perfect storm, the solution to your power source conundrum arrives in the form of a perfectly placed bolt of lightning. Despite never having tested it, despite no technology remotely comparable to its design existing anywhere on the face of the earth, despite your experience being limited to the 18 years or fewer you've been alive... it works. You have designed in your own backyard a device capable of instantaneously broadcasting a message to all sentient life in the entire galaxy, faster than the speed of light.

These days, everyone has seen the hit 1999 Disney Channel original movie *Can of Worms*, available to enjoy on Disney Plus. The tale is so masterfully adapted for the screen that at times, it even seems like fiction. It's easy to forget that Mike Pillsbury was a real person who made real innovations, the brilliance of which remains unrivaled by any technology before or since. Today, we'll analyze some of his accomplishments as featured within the film to truly appreciate the unmatched engineering prowess of Michael "Mike" Pillsbury from Disney's *Can of Worms* (1999). If, somehow, you have not yet seen this masterpiece of cinema, beware! The moments we discuss in this article may provide spoilers for some of the most impactful moments in any story ever told.

COMPUTATIONAL CAPABILITIES



When discussing Mike's various displays of genius, one would be remiss not to include his complete mastery over the cyberscape. Early on in the film, we witness Mike produce from his pocket a floppy disk armed with a program so precise and efficient that it is able to socially engineer a perfect distraction for the teacher, hijack the displays of every device on the local area network, and display a custom (no doubt procedurally animated) video. Even with the enormous computing power at our disposal today, it is doubtful that the average computer science student today would be capable of such a feat, much less in 1999!

Though perhaps Mike Pillsbury had a head start on us in regard to computing power as well. You see, even before the infamous floppy disk duel scene, we witness Mike's father go from, as he so quaintly put it, "stocks to stockyards." Mike explains that the cause of this issue is that his personal programming project is memory intensive and is hogging all of the resources nearby. This implies two things: firstly, that Mike either has the entire house's computer connected as one super powerful server, or he has invented the world's first and only example of remotely accessible RAM. Based on his other accomplishments, I am more inclined to believe the latter is true. Secondly, the fact that the device's response to running out of resources was to display a cartoon image of a pig implies that Mike has actually written custom firmware as well. Not too shabby for a high schooler! But as we will shortly see, this is only the first inkling of Mike's true genius.

VOICE CONTROLLED TRANS-GALACTIC SATELLITE SYSTEM

Imagine it: you, a mere high schooler, have been working on your pet project for years. Its capabilities have long since surpassed anything humanity has yet accomplished, leaving you only the fringes of theoretical science as a basis for your work. If a power source capable of unlocking its true potential exists, you certainly don't have access to it, yet you continue undeterred to develop it all the same. The universe is unwilling to let such genius go unnoticed, and in a literal perfect storm the solution to your power source conundrum arrives in the form of a perfectly placed bolt of lightning. Despite never having tested it, despite no technology remotely comparable to its design existing anywhere on the face of the earth, despite your experience being limited to the 18 years or fewer you've been alive...it works. You have designed in your own backyard a device capable of instantaneously broadcasting a message to all sentient life in the entire galaxy, faster than the speed of light.

When we saw it for the first (and several minutes later, the second) time, a chill went down our spines as we realized the true extent of Mike's genius.





Some critics note that he apparently miscalculated the heat tolerance of the satellite's materials, pointing to the spontaneous combustion of the dish as they grasp for any semblance of a flaw in Mike's design. However, plenty of evidence suggests that this limitation was not a result of Mike's oversight, but rather a result of limited access to viable materials. In fact, it is likely that this prototype was actually never designed to be tested, and was simply a way for Mike to note any potential difficulties in the assembly of his design before seeking a grant for the necessary materials. It just so happens that his design was so well-conceived that even with the suboptimal components that he literally scrounged up from his backyard, the device was completely functional up until its dramatic self-destruction.

INTUITION OF THE FUNCTIONALITY OF THE STARGATES



Near the conclusion of the film, Mike realizes that the Thoad's stargate is not closing. Barnabus attempts to offer an explanation, but before he can finish, Mike cuts him off, correctly identifying that a Stargate cannot be closed if there is something or someone still traveling in it. But let's break this down.

For Mike to have this knowledge and to state it with such conviction, he must understand everything about how the stargate works, despite never having used one until mere minutes before. This would be like if you had never seen or heard of a car before, then one day you took an Uber and by the time you got out you had drafted a completely accurate mental blueprint of it. Except in Mike's case, this is even more impressive. Stargates are a hyper-advanced alien technology that is on the cutting edge of what the galaxy's brightest minds have to offer: a galaxy that has had a multi-millennia head start over humanity. This serves as demonstration that Mike's mind is not only endlessly creative, but deeply analytical as well. He is not only a master of engineering, but a master of *reverse engineering*.

SOLDERED CUMMERBUND

Without a doubt Mike's greatest accomplishment was the soldering of his cummerbund. If you asked any of the top engineers throughout history whether it was possible to solder a cummerbund, they would not even deny it. They would simply sit there stunned. The issue is not simply that they had never entertained the idea, but that their minds were purely incapable of even *conceiving* of such a concept in the first place. To grasp the idea is a monumental undertaking, much less to possess the originality to produce *and implement* it.

Even Mike's younger sister Jill, a sociopath who is notoriously difficult to rattle in any sense, must drop her facade and proclaim her admiration as she witnesses Mike's inspiration. The soldered cummerbund is THE greatest innovation produced by any race in the galaxy, and its tragic destruction at the Halloween Dance is crushing. After its demise, Mike nearly loses his will to solve. Luckily for all of us, his indomitable will was able to bounce back from even this setback, and the world is better for it.



We as engineers can never hope to achieve the superhuman intellect of Michael Pillsbury, but we should nevertheless strive for it. As the saying goes: shoot for the stargates, and you'll land among the stars.

FALL COLORS IN A NUTSHELL

BY ASHER FERGUSON

EDITED BY SIMON DO • LAYOUT BY SAM HIRNER



A picture of Gans Creek Wild Area in October, taken by Gregory Jacobs. While most colors won't pop until November, this state park is a great visit any time of year.

If you happen to emerge from your lab deep in the labyrinthine bowels of Lafferre Hall sometime between now and December, you may notice that many of the trees' leaves have turned strange colors or have fallen off entirely! DON'T PANIC! This is perfectly normal, and although you don't remember two semesters ago (seriously, what classes did you even take?), it happens every year.

Trees can be divided into two main types: deciduous and evergreen. Evergreen trees, as the name suggests, are green all year. They are constantly photosynthesizing (converting sunlight and carbon dioxide into energy), and they replace their leaves/needles sporadically so that they are never bare. The only evergreen tree common in central Missouri is the Eastern redcedar, which looks like an overgrown Christmas tree and will be obvious by late November, as it will be the only plant in the forest that is still green. Deciduous trees, on the other hand, drop their leaves or needles¹ around the same time every year before the onset of freezing temperatures².



LEAF NOTES

1. Contrary to popular belief, there are plenty of deciduous needle-leaf trees. One example that can be found locally is the bald cypress, which has needles that turn a brilliant red in autumn and is bare during the winter.

2. Some deciduous trees drop their leaves to avoid prolonged drought rather than frost, however this only occurs in tropical climates with pronounced wet and dry seasons.

As mentioned earlier, trees get their energy from the sun using a process known as photosynthesis. Within leaves in the spring and summer, a chemical called chlorophyll absorbs vast amounts of sunlight. This light is then used as energy to initiate a chemical reaction in which carbon dioxide from the air is combined with water collected from the soil to produce oxygen (which is good for us humans) and glucose, a sugar that serves to sustain the tree. Chlorophyll is a bright green color, which causes healthy, photosynthesizing vegetation to take on its familiar verdant hue.

However, deciduous leaves cannot survive the heavy frosts of winter, so they fall off in the autumn to allow the tree to produce new ones in the spring. Before the leaves can fall, they must die so that the bond between the leaf and the branch is weakened. When the tree stops exchanging nutrients with the leaf, the chlorophyll that was used for photosynthesis disappears, taking the leaf's green color with it. With no chlorophyll, the most prominent pigments in leaves are chemicals called carotenoids, which are various shades of yellow, red, orange, and brown. Carotenoids are always in leaves but are masked by the chlorophyll's stronger green in the spring and summer.

In central Missouri, the first trees to turn colors in the fall are usually maples, which turn a bright orange in early October. Despite what many people may think, very few trees around here (except for some ornamental varieties planted on campus) will change color before October. By late October and early November, oaks will turn a deep red or brown, and shagbark hickories will turn a bright yellow. Some good places to observe the fall colors are Gans Creek Wild Area, the MKT Trail, Three Creeks Conservation Area, and Grindstone Nature Area.

HOW TO FIX A MINECRAFT MOVIE

WRITTEN BY BRADY WALTERS
EDITED BY JOAN FERGUSON & LILY HLAVAC
DESIGN BY JASPER HOLLAND

When I was in elementary school, I had just discovered the wonders of the internet. YouTube became a common spot for me, and the timing of Minecraft's explosion in popularity seemed to perfectly match my interest in it. I started playing the game with Minecraft Pocket Edition Lite, a long-dead free version of the game on iOS that I played on my father's iPhone 5. It was a pretty limited experience, and you couldn't save your world's progress when you closed the game. But to me, it was perfect—playing Minecraft was magical. A few months ago, if you'd asked me to describe the opposite of that magical feeling, I wouldn't have known. But now... now I know.



A Minecraft Movie was revealed about a month ago on social media platforms with a short teaser trailer that has since racked up over 30 million views on YouTube alone (with an estimated 1:4 like-to-dislike ratio). The movie releases in 2025, and stars Jason Momoa and Jack Black in leading roles. When that detail was revealed years before any teaser existed, fans generally assumed that Momoa would take the titular role of Minecraft's player character, Steve, due to his work in Aquaman and general physique. But the trailer revealed that Black would actually play the part, and Momoa would be one of four protagonists that are magically transported into Minecraft.



Oh. When I first watched this trailer, I felt bad. A deep feeling in my stomach told me that something wasn't quite right. The trailer hit a few good notes, like decent enough accuracy to the game world and lighting, but the rest was pretty glaring. I thought up a few directions that they could have gone with the movie to "fix" it and whipped up a couple of concept images for them. Without further ado, Warner Bros, here's how to fix the Minecraft movie.

1. REDESIGN THE MINECRAFT CREATURES AND REWRITE/RECAST THE LIVE-ACTION PEOPLE



The thing most folks pointed out after the trailer released was how odd and/or off-putting the lifelike Minecraft creatures were. They clearly had a lot of care put into them, but they sit right on the edge of the uncanny valley. So they could choose to re-try the animation style (and burn millions of dollars while doing so) and make the creatures look a bit more like the games. I'm also bundling a recast recommendation into this one, which is to swap Jack Black and Jason Momoa, as many fans were thinking of. A rewrite could help bridge the gap between existing fans and children as well. Of course, we've only seen a minute of footage and have no idea what the writing will actually look like, so take that with a grain of salt.

2. ANIMATE THE ACTORS

You may not know this, but Minecraft already has an established animation style! Each update to the game brings a trailer in a style that you don't see in the game, a lively animation that leaves every fan wanting more. A movie is a perfect opportunity to explore the idea of a feature-length animation rather than 1 to 2 minutes worth of silent action.



3. ANIMATE EVERYTHING IN THE EXISTING MINECRAFT ANIMATION STYLE

Another issue that arose was the disconnect between the live-action actors and the CGI world. Some fans suggested that animating the people we see in the trailer to better match the visual style of either the movie or the games could help avoid the green-screen feel of the acting. And who knows? That might actually happen in the film! We don't know anything yet!

4. MINECRAFT: STORY MODE: MOVIE MODE



Please don't do this one. Minecraft already has a story that you could, technically, adapt into a movie. Minecraft: Story Mode, by now-defunct Telltale Games, scored a whopping 67 on Metacritic and contains eight episodes worth of story, with one featuring Minecraft YouTubers (of the time) as side characters. Sure, just turn that into a movie. I'd watch it. I'd be sad, but I'd watch it.

In all seriousness, none of these changes will happen because this movie isn't made for me. I really enjoyed The Super Mario Bros. Movie, but I realized that it wasn't exactly top-notch cinematic storytelling and more like bright colors for the kids and constant fan service for the rest of us. For better or worse, A Minecraft Movie is going to do the same, and will most likely make a boatload of money. Many fans made comparisons to the original Sonic The Hedgehog trailer, which drew so much negative attention that Paramount Pictures spent an extra year to re-model and animate Sonic to match the original design from the games. Unfortunately, that isn't going to happen here. Not only would this be a much greater task to re-do (you can point at ugly Sonic and say "fix it," but try finding only one thing to change here), but Warner Bros. Pictures are one of the most heinous examples of the greed of modern Hollywood, making decisions seemingly every week that negatively affect both viewers and creators of movies and TV shows. From constantly deleting shows and movies from their platforms that are not available elsewhere to sitting on nearly or completely finished movies (Batgirl, Coyote vs. ACME) for tax write-offs, they are not in it for making entertainment, they are in it to make as much money as they can. If they think this is going to make money, they're not going to touch it. And if they didn't, they would rather kill it than spend any more. On that happy note, I'll see you in April for the premiere!

THE SCARIEST PLACES IN ALL OF COLUMBIA MISSOURI

I MEAN REALLY REALLY SCARY, LIKE A LOT

**WRITTEN BY LILY HLAVAC
EDITED BY LAUREN BISSEY & DESIGNED BY JOAN FERGUSON**

Hello everyone and welcome back to this edition of The Shamrock! Grab a cup of tea, light some candles, and hold somebody's hand because we're about to get spoo-kay! In this edition, we're going over the top ten SCARIEST places in Columbia. Without further ado, let's get started.

GRAFFITI BEACH



Paul Schloesser

Imagine if you will, a beach. However, this beach is not like any ordinary beach. This beach... has GRAFFITI ALL OVER IT. A truly horrifying sight to a middle-aged white woman...but one that sends SHIVERS down the spine of any congressman seeking city "beautification". Found on the corner of Broadway and Providence, this "beach" (runoff under a bridge) has been collecting graffiti on it for as long as spray paint has existed. Something about the water's gentle flow as it glides past the undercarriage of the bridge just screams for tagging. A member of The Shamrock's name might just be there under all the layers of paint...

STEAM TUNNELS

These tunnels aren't just scary, they're...terrifying. In fact, if you try to enter these tunnels, you will receive a cease and desist letter from the University of Missouri asking the constituents of The Shamrock organization to not publish an article detailing the traversal and/or exploration of the steam tunnels as a means to make an audience of engineers slightly chuckle out of their nose.



Nicholas Benner

MUN CHOI'S HOUSE



WEST STACKS OF ELLIS LIBRARY

Many students spend their years drudging the murky swamps and noxious fens of Ellis Library. None return. In the library, a darkness like none other oozes through the walls. It grows and devours. A hungry student knows nothing but the taste of the next book. And so it grows. It creates and becomes. The newest meat holding a book to their chest smells like smoke and ash to the flame upon their brow. In dust and blood, they are sealed, swollen wrists and harrowed fingers webbed and tied. To leave they must open their palms. They never do. The wandering eye glances upon the weary traveler and they are beyond. Absorbed into the knowledge they so desperately sought. They consume to consume, in knowledge, they live and die.



Joan Ferguson

SCUBA DIVING SHOP



Richard Rosenberg

This diving shop is in Columbia, Missouri. The nearest ocean to Columbia, Missouri is the Gulf of Mexico, hundreds of miles away. Something lurks within the shop, something dark and evil.

THE HOG'S GRAVEYARD CAVE



Lily Hlavac

This cave was once a dumping ground for the bodies of dead swine.

Their lifeless corpses were reportedly able to be smelled from miles away, as their rotting flesh decomposed into the soil. The cave is supposedly empty now, but some still hear the squealing of the hogs once so brutally slaughtered echoing through the trees.

THE GRINDSTONE TALISMAN TREE



City of Columbia

This cryptic tree hosts many secrets. Upon its branches rest a series of ever-stranger trinkets, like a warped Christmas tree. Each object is stranger than the next, and the origins of its ornaments are undeniably hard to trace.

STEVEN KELLER'S OFFICE



LSSP MU

Keller's office is actually quite lovely, with plants and natural light. But if you're in there, you should certainly be afraid.

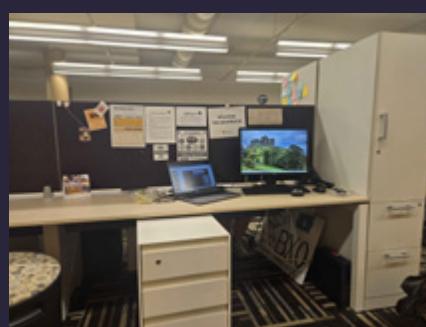
THE NASH VEGAS BAR ONCE TRUMP LOSES THE PRESIDENCY



Nash Vegas

I wouldn't go in there.

THE SHAMROCK OFFICE



Joan Ferguson

Why else does no one come to our office hours?

WHERE WOLF?



WRITTEN BY LILY SCHRADER

EDITED BY LAUREN BISSEY

DESIGN BY MILLI SHOUSE & JASPER HOLLAND

As in most cities, the full moon's coming is a passing moment for Columbia. The glowing orb that reflects its light in road puddles and store windows is for most a glimpse into the humanity of the cosmos. However, the rising and falling of the dawn represents something much more sinister to those with moon sensitivity. Around the globe, affected people mark their calendars in horror and pray for the safety of those they love and cherish.

The US government has yet to include moon-sensitive people in the decennial census, yet they remain a constant and tight-knit community throughout the United States. Moon-sensitive people are everywhere, and they are without support. The city of Columbia is a place of harbor and kindness for so many people, where diversity is welcomed. Why is this kindness not reflected in the institutional organizations of the University of Missouri? The University has overlooked minorities in the past, but its recent advances in assisting the Vampiric community shine a ray of hope for those suffering at the hands of inequality.

Those struggling with moon sensitivity have been known by many names throughout history: most problematic, and many inaccurate. Werewolf, the colloquial name, is used throughout many areas of the United States and is preferred by many individuals; however, a subset of the population finds this term dehumanizing. The legislative and institutional changes that need to occur to support these affected people should reflect the most accurate term, moon-sensitive people.

Moon-sensitive people come in all shapes and sizes. Some undergo body transformations during a full moon, while others are affected in smaller waves throughout the month. These face constant discrimination, frequently being scrutinized in locker rooms for their body hair or having the manager called when

purchasing large quantities of shaving supplies. Many are quick to assume they have violent tendencies. This discrimination is due to ignorance. When polled, nearly 50% of students at the University of Missouri had no knowledge that moon-sensitive people even existed, and among those who are aware, many are often misinformed. The university needs to take it upon itself to spread the word of those with a serious, yet misunderstood, condition. With guidance from the administration, accurate information can be spread across campus, educating and correcting misnomers and stereotypes.

Beyond awareness, the university must enact structural changes to the treatment of moon-sensitive people. Psychological assistance needs to be immediately and non-retractably granted to those affected. The psychological strain of moon-induced alterations is impossible for an affected individual to handle alone. These physical transformations lead to severe body dysmorphia, confusion, and anxiety. Counseling sessions should be available at any time of the month. Even worse, during lunar eclipses, many moon-sensitive students feel the sensation of transformation without any alterations to their physical presence. During this time, emergency counseling needs to be made available so as to prevent accidents and unwanted injury.

This psychological strain has proven to be disastrous for the mental health of moon-sensitive students. The grades of those affected often begin to drift with the moon cycle. This correlation is extremely relevant for students attempting to carry out their classes without any institutional assistance. To counteract this burden, exams placed on full moon dates need to be excused via the disability center, and homework extensions of up to one day need to be accepted with no further questions.

Perhaps the only thing more detrimental to moon-affected students than the psychological tolls

they bear is the physical pain they undertake. A reported 45% of moon-sensitive people have no support system in place for full moons. These students roam campus, often injuring themselves and others during their episodes. Each dorm on campus needs to have a designated room with physical restraints. Additionally, if the room is booked, those without support should be shuttled across campus to an open space like a meadow or glade. Raw meat should be made available near all safe rooms (to be purchased with dining dollars) and all farm animals should be secured during the full moon, with caretakers held liable for any injuries that may occur.

Finally, in all dorms, board games and publicly shown media with a discriminatory title or subject matter depicting moon-sensitive people need to be held with the same gravitas as any other form of hate speech. This media contributes to misinformation about a serious condition and needs to be treated with the same protocols as any other form of discrimination.

The university enacting an overhaul in the Vampiric student policy provides great relief to the community of minorities here at the university. However, this initiative shouldn't stop with one group facing discrimination. These simple systematic changes need to be put into place



WORK STILL TO BE DONE

BY JASPER HOLLAND

As Lily mentioned, much work has been done in the fight for Vampiric rights. Some advances have been made. Regretfully, however, there are many instances in which the university has fallen short. Despite numerous opportunities to do so, many of our suggestions have not been incorporated nor even acknowledged by University administration.

With major construction work done on Francis Quadrangle over the summer which remains ongoing to this day, we were hopeful that a promising first step would be made toward our suggestion to construct shaded walkways around campus that would shield from the sun. Unfortunately, this was not the case, and there are no plans to do so at this time.

Furthermore, Campus Dining Services opened an allergen-sensitive dining facility called Savor Kitchen. However, although it avoids the use of many of the top allergens among the non-Vampiric population, there is not even any clear indication as to which dishes might contain garlic.

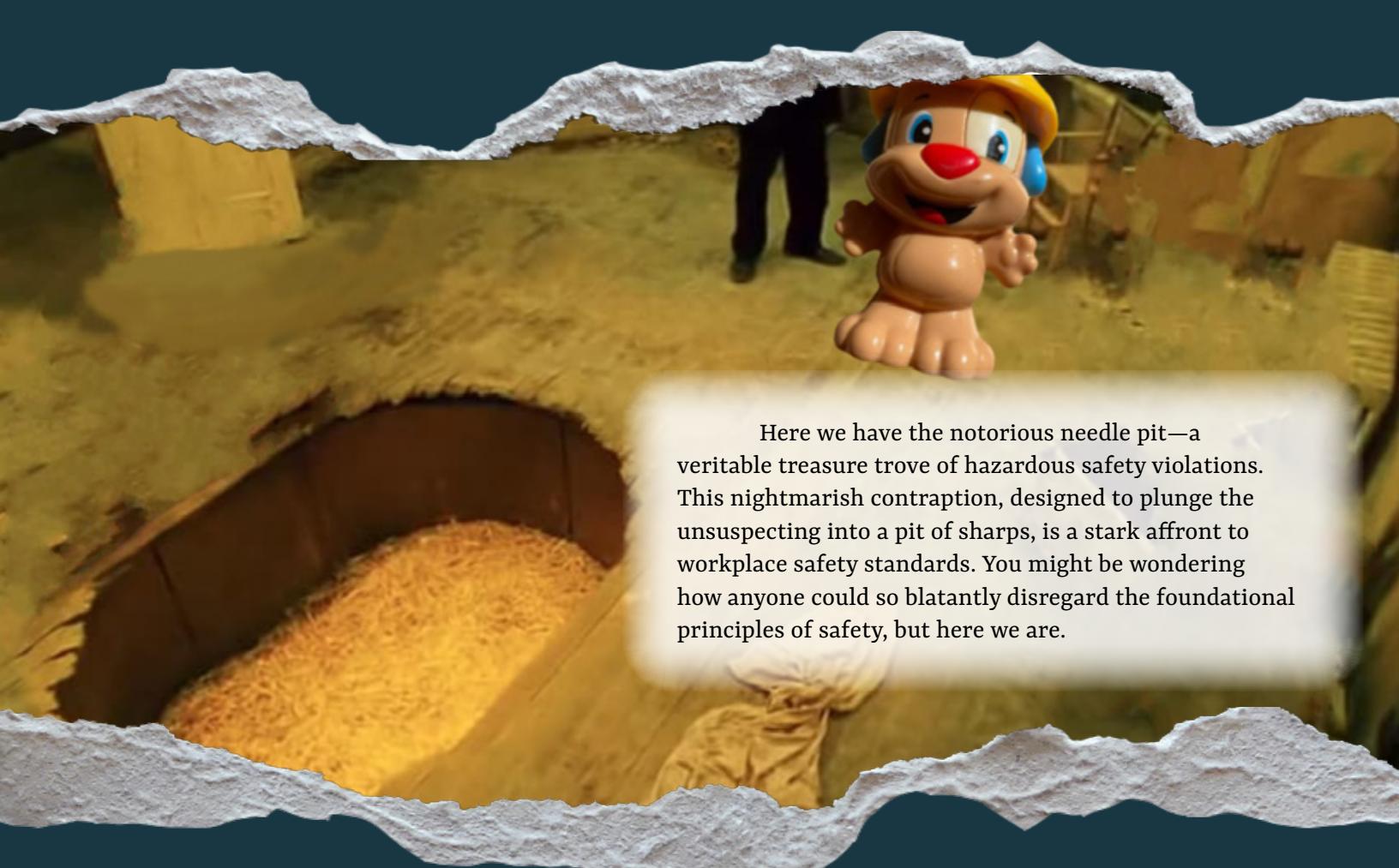
Regretfully, we still have a long way to go to overcome this systemic prejudice.

SAW TRAP OSHA VIOLATIONS

**WRITTEN BY PARKER COHEN
EDITING AND DESIGN BY JASPER HOLLAND**



In an episode of The Batman Animated Series, the Joker remarks that despite taking on Batman and the Police with a consistent and hearty vigor, even he is not crazy enough to get on the IRS's bad side. And so, the story is the same here. When law enforcement fails to apprehend a murderous puppet with an engineer's spirit, it must fall to a different, more tedious, organization to do what must be done. Me and my buddy cop, the loyal hound OSHA Dawg, are going to tie Jigsaw up in so much red tape that anyone unfortunate enough to see him will find themselves having a sudden craving for licorice.



Here we have the notorious needle pit—a veritable treasure trove of hazardous safety violations. This nightmarish contraption, designed to plunge the unsuspecting into a pit of sharps, is a stark affront to workplace safety standards. You might be wondering how anyone could so blatantly disregard the foundational principles of safety, but here we are.

The pit itself presents an immediate hazard that poses a significant risk of serious injury. According to OSHA regulations, employers must ensure a safe work environment, and in case you haven't noticed, there's a glaring flaw with the pit's design. The splintered wood! There are obvious signs of wear and tear around the pit's opening, which could seriously endanger anyone who needs to enter it during work hours.

LACK OF WHEELCHAIR ACCESSIBILITY:

Imagine rolling up to the needle pit in a wheelchair. Spoiler alert: it's not happening. This glaring lack of accessibility violates the ADA (Americans with Disabilities Act) and shows a profound disregard for inclusivity. If you can't navigate your workplace to the same degree as all your coworkers, think of what that will do to the workplace morale.

The absence of proper personal protective equipment (PPE) in the vicinity of the pit is appalling. A simple pair of gloves and some goggles would go a long way in preventing accidents, yet those essentials seem to have been left at home. Look, even OSHA Dawg won't take a step near it! If our canine mascot won't approach, you can bet it's not safe for human workers either.

PERSONAL PROTECTIVE EQUIPMENT

EMERGENCY ACTION PLAN:

There's no emergency plan in place. Heaven forbid someone working here should find themselves in a precarious position! Where's the rescue team? The first aid kit? Maybe even a pair of tweezers? Without these essentials, anyone plunged into that situation is on their own. What a lark! This Jigsaw guy clearly didn't bother consulting the guidelines for workplace emergencies.

When it comes to hazard communication, this pit is a shining example of what not to do. There are no warning signs, no labels, and certainly no safety data sheets to inform workers about the risks inherent to such an environment. The absence of hazard communication is practically an invitation to disaster.

HAZARD COMMUNICATION STANDARD VIOLATION:

The cleanliness—or lack thereof—around the needle pit also raises a red flag. OSHA requires that work environments be kept clean and orderly. The clutter strewn about paints a clear picture: cleanliness is not a priority in this funhouse of horrors. I'm screaming to any god that will answer, please let Jigsaw learn the error of his ways! Make him see that workplace safety must be upheld if he wants any chance of teaching his victims an Aesop-style moral lesson!

HOUSEKEEPING STANDARDS:

In conclusion, while we can respect the ingenuity of the needle pit, the serious violations it embodies cannot be overlooked. OSHA Dawg is shaking his head in disbelief, paws crossed, probably wondering how anyone thought this was acceptable in the first place. The mantra is simple: if you wouldn't feel safe around the needle pit, perhaps it's time to reevaluate those safety protocols. It's all fun and games until someone gets hurt—then it's a serious matter of OSHA compliance.

CROSSWORD

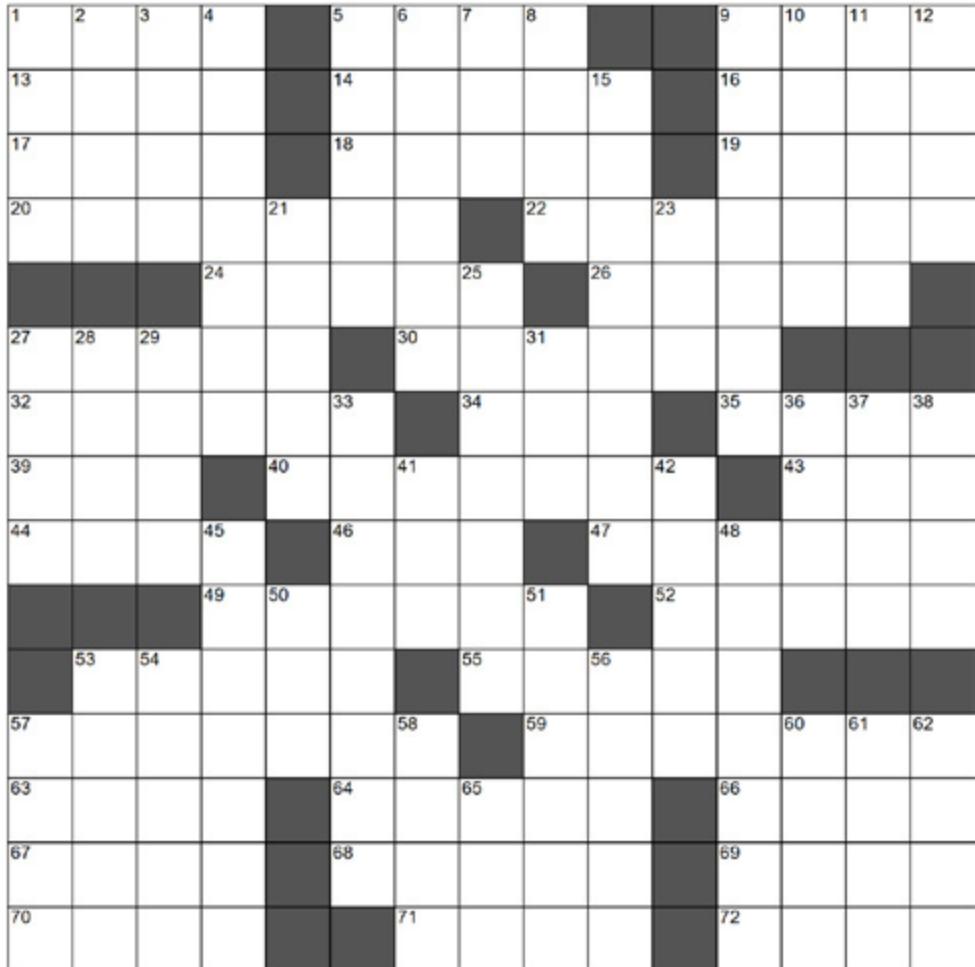
LILY HLAVAC, JOAN FERGUSON, & MILLI SHOUSE

ACROSS

- 1 Unpaid TV spots
- 5 Vaulted recess
- 9 Nuisance
- 13 Campus military org.
- 14 Imbibed
- 16 Poker stake
- 17 Oklahoma tribe
- 18 Fictional green-clad plumber
- 19 Secret-keeping contracts (abbr.)
- 20 It's carved in October
- 22 Active chemical substance
- 24 Lama land
- 26 A lot
- 27 Colorado ski resort
- 30 Look-alike
- 32 20A is one of these
- 34 Actress Hagen
- 35 Grad
- 39 Vocal syncing, in Hollywood
- 40 Leading lady, e.g.
- 43 Highest enrollment college in US
- 44 Breathing sound
- 46 Yes, in Paris
- 47 Cider fruits
- 49 High school subject exam
- 52 Obliterate
- 53 Inn kin
- 55 R&B singer Janelle
- 57 Railroad worker's transport
- 59 Yield
- 63 Against
- 64 Junction points
- 66 Trendy berry
- 67 Russian ruler
- 68 Childbirth assistant
- 69 Persia, now
- 70 Labor Day mo.
- 71 The time of year for 20A, 32A, 47A, and 59A
- 72 Friction reducer

DOWN

- 1 Stage item
- 2 Annual presidential address, for short
- 3 Modeled by Bohr
- 4 Royal staff
- 5 Wing it
- 6 Trimmed

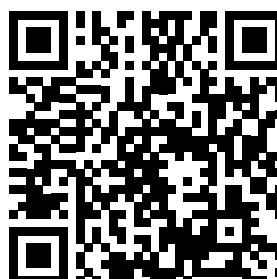


- 7 Raphael's weapon, in "Teenage Mutant Ninja Turtles"
- 8 MIT grad: Abbr.
- 9 Ancient supercontinent
- 10 Wrapped up
- 11 Super fans on Twitter
- 12 Try out
- 15 Polish sausage
- 21 Sorta
- 23 Pioneering ISP
- 25 Hawaii's largest industry
- 27 Culture medium
- 28 Fizzy drink
- 29 Knitting stitch
- 31 Beehive State native
- 33 "Braveheart" setting
- 36 Singing syllables
- 37 Applications
- 38 Artist's inspiration
- 41 Mon. follower
- 42 Asparagus unit
- 45 Humble oneself
- 48 Triumph
- 50 Chest muscle, for short
- 51 _____ and Back"

- 53 Imposing residence
- 54 Ready to pour
- 56 Twangy, as a voice
- 57 Berets and bonnets
- 58 Housetop
- 60 Beige
- 61 Swedish auto
- 62 Prong
- 65 Singer Lipa

Try the Crossword on our website!

[Shamrock Puzzles](#)

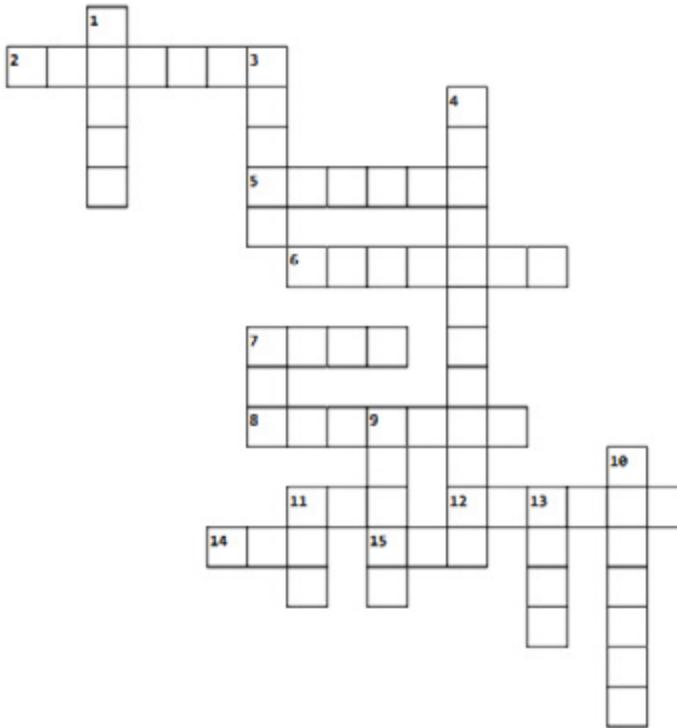


THE CORN-ER

WRITTEN BY NATHAN GILBERT
DESIGNED BY JOAN FERGUSON

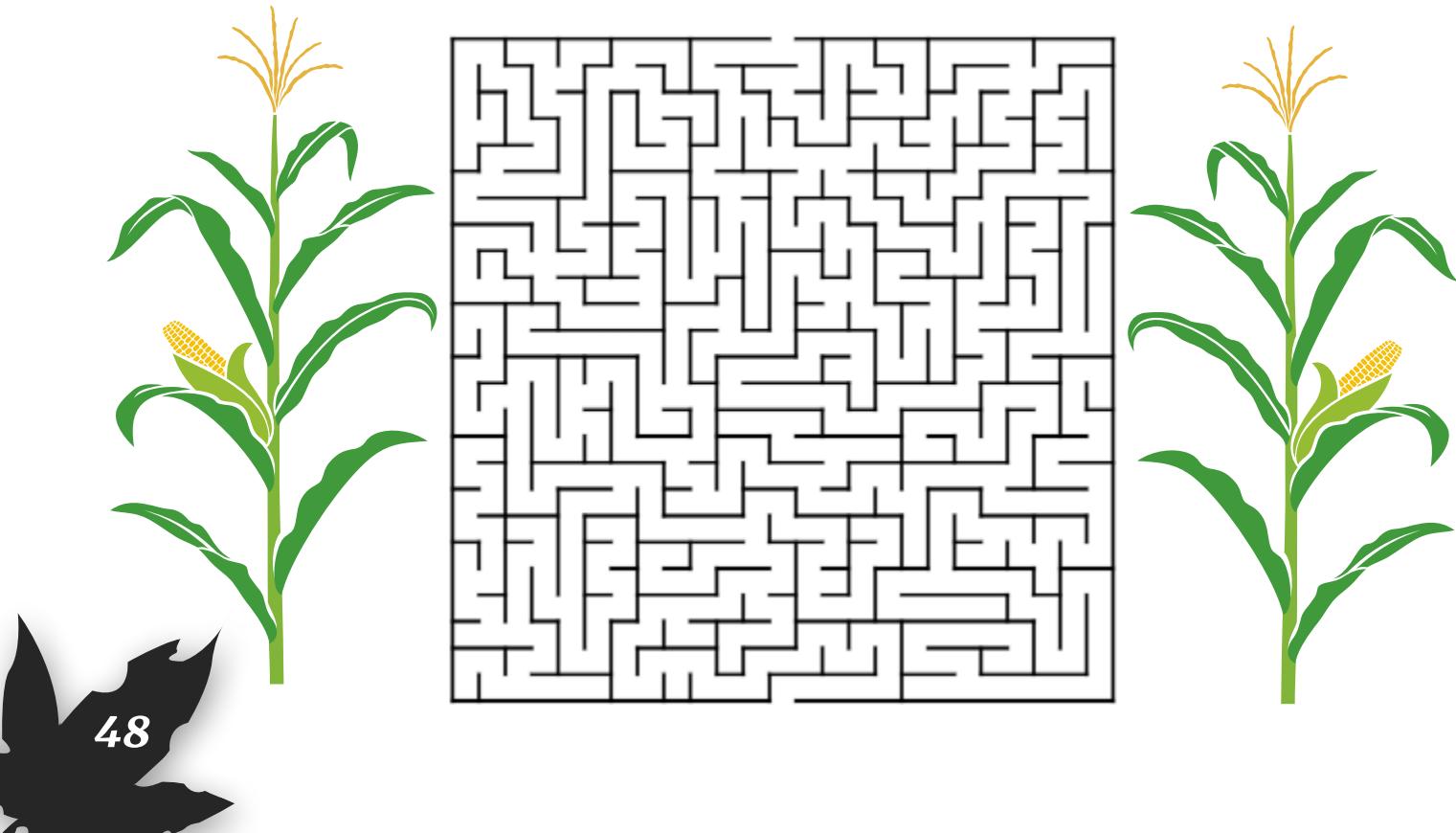
Across:

2. Crossing a plant with itself can be called...
5. The best season to grow corn
6. Having 2 complete sets of chromosomes
7. Wrapped around tamales, but maybe don't eat it
8. When you can't get a song out of your head (and a common corn pest)
11. Sugar suffix
12. Corn reproductive organ that sheds pollen
14. Number of chromosomes corn gets from each parent
15. Enzyme suffix



Down:

1. Pairs well with steel (and is a common variety of corn)
3. A weed that's frequently mowed (corn is a member of this family)
4. Important structural macromolecule for corn
7. "Whoever threw that paper, your mom's a _____" (used to get rid of weeds)
9. Not corn, but in the same family as it
10. Corn's scientific name
11. Number of ears sweet corn usually makes per plant
13. Think 'spicy' novel (it's also a type of fungus that infects corn)



KERNELS OF TRUTH

Corn is monoecious, which means that each individual plant has both male and female reproductive organs, referred to as tassels and ears, respectively.



Teosinte still exists! You can find it in much of Central America.



Nancy Salazar

Corn is a grass! Its ancestor, teosinte (*Zea*) looks much more like the typical lawn grass that we think of than corn does.



Nancy Salazar

While humans have approximately 20,000 genes in their genome, corn has ~32,000!

Most sweet corn varieties we eat are hybrids of 2 separate lines of corn that have gone through several generations of inbreeding.

One individual can pollinate any other corn plant, or they can pollinate themselves, which is commonly referred to as "self-pollination."

Teosinte Plant



Nancy Salazar

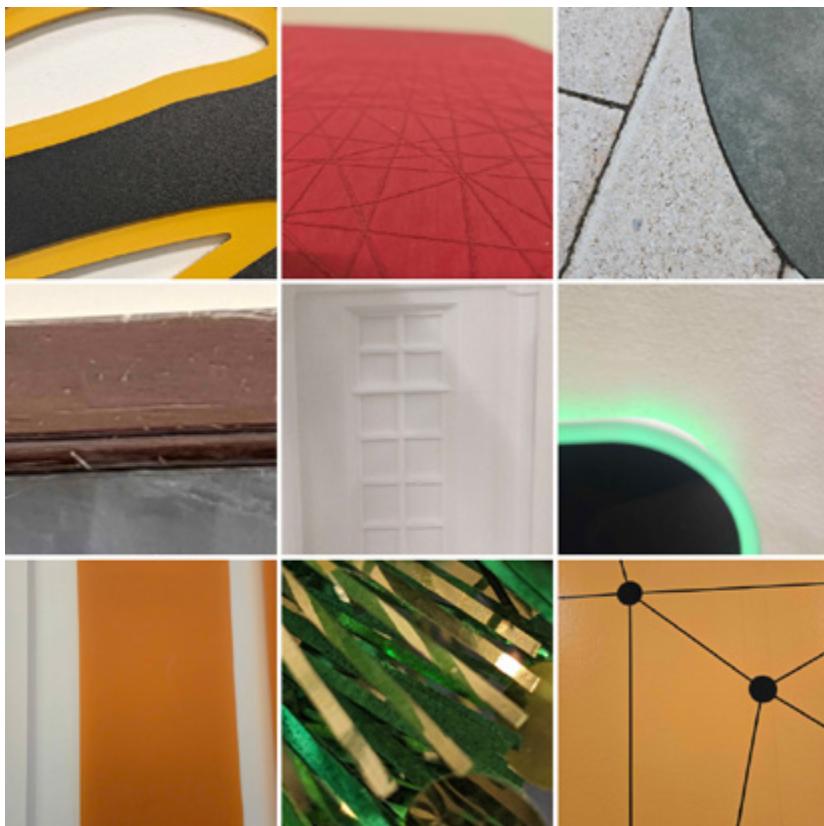
Corn Plant



Teosinte generally has a more branched out and bushy structure than corn, and its seeds are encapsulated by a thick fruit case, which functions as a shell.

PHOTO FINDER

BY HELENA VERBRUGGE & JOAN FERGUSON



There are 9 images here, taken from around Lafferre Hall. See if you can identify the locations of all 9!

Think you have the answer? Tag us on Instagram @the_shamrock_mu, and let us know what you found!

PUZZGRID

BY JOAN FERGUSON

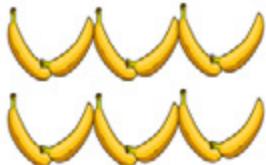
To play, sort these 16 words into 4 categories of 4 words each (much like the New York Times' "Connections" game).

Think you have the answer?
[Click here](#) to play online and check your work!

Cricket	Cicada	Pumpkin	Cherry
Oak	Pine	Grasshopper	Chess
Banana	Pecan	Cranberry	Wasp
Apple	Locust	Blueberry	Rhubarb

HOROSCOPES

BY: OREO SHPOCS



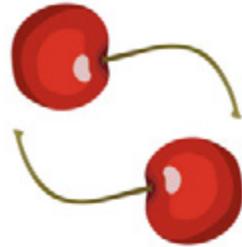
Aquarius
Ball-handling is an important skill for all ages



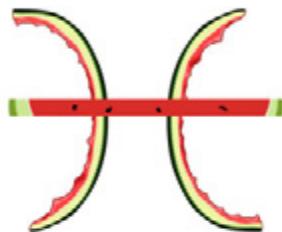
Sagittarius
Sometimes life gives you lemons and you make lemonade. Not now though.



Taurus
Roses are red
Violets are blue
Prove me wrong
I dare you



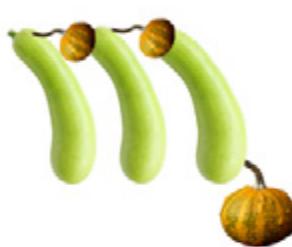
Cancer
In a steady-state process there is no accumulation of mass, but bullshit is not mass.



Pisces
"I've Had the Time of My Life" - Bill Medley and Jennifer Warnes (you're welcome)



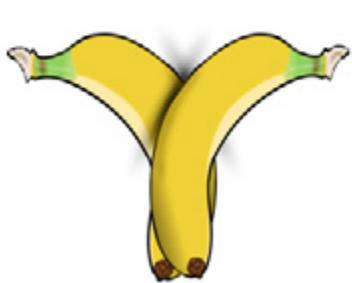
Leo
RAWR



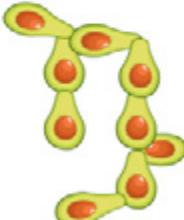
Scorpio
So this month might have sucked, but birds are still flying (you can't though, sorry </3)



Gemini
You need to tone down the sass please and thank you, with love, respectfully <3



Aries
You are a basic bitch, sorry



Capricorn
You will see 5 birds today



Virgo
I see a lot of rain in your future (my eyes are closed right now hehe)



Libra
Fries are so delicious, but if you eat them with ranch I worry for the state of your smooth brain



comic

CTRL+ALT+SHIFT+WIN+L BY BRADY WALTERS

"SHAMBLES"



To BE CONTINUED

THANKS FOR READING!



ACCESS OUR LINKTREE:



