

PUNXSUTAWNEY PHIL DEAD AT 140

We are mornful to announce the demise of Punxsutawney Phil on February 3rd, 2026. After 140 years of predicting winter and touching the hearts of the Gobbler's Knob community, Phil tragically stumbled into my air frier last night a little past 7pm. A brave soul he was for proclaiming six more weeks of this fucked shit. I will not stand for it.

The vice president and scrollmaker of Phil's inner circle has reached out with concerns for Phil's wherabouts. I assured them they are welcome to attend and speak at the funeral. Phil is survived by his wife Pyhlis and his 2 year old twin children, born in 2024. However, the two young groundhogs were disowned by the inner circle to prevent them from inheriting their father's position. Thus, groundhog day will go on no longer. Next February, Pennsylvania will instead welcome a naked mole rat. On the morning of February 2nd they will check to see that he is still bald and if he is remains follically challenged, we will proceed immeadiately into summer.

Phil's prized possession, the elixer of life, also refered to as groundhog punch, will be left in the hands of me. Because finders keepers. Phil's presence will surely be missed. He may have passed on but his memory lives on in the leftovers in my fridge.



4 DAYS UTILL LIVE-STREAMED BAD BUNNY CONCERT



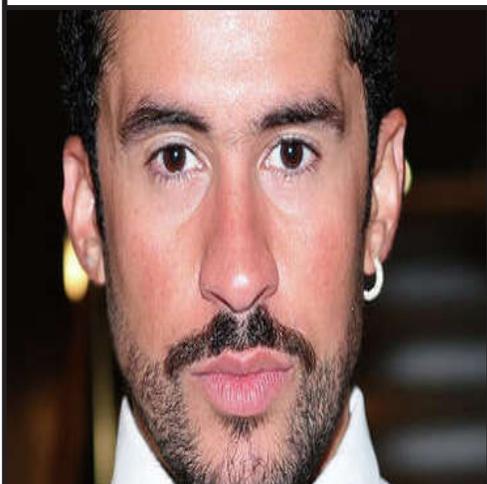
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I HAVE A FEVER

Meridith Havre,
Feverish

There is a serious epidemic going around campus. Be warned. If someone asked to join the New York times Crossplay frenzy it might be in your best interest to say no; or not... Let's talk about it.

I want to state very clearly early on in this article that it is just scrabble. There is absolutely nothing special about this game except that you can play with 10 of your friends all at the same time. Crossplay can be a very serious addiction. It's kind of like gambling. you are hoping your next turn you spell a 30 or more point word, or a silly word like orgasm (my friend played that one against me). You can never stop playing. after one game ends, you just challenge the person to a new one. Often my friends will sit around all playing Crossplay, sometimes at dinner we need a Crossplay ban but eventually we all give in. However, it doesn't always prohibit conversation. Often we talk about the words or scores of each game and if the board is ass and there's nowhere to put any letters. Crossplay brings people together, it should never tear them apart, but you will get mad at your friend for playing a stupid word you've never heard of for a lot of points. The biggest thing I can advocate for in crossplay is that I often find myself turning to play a round with my friend rather than open another app to doom scroll, and when I'm done, I put my phone away. The more friends you can get on the app the better, much like a multi-level marketing scheme it involves recruitment. If you have plenty of friends to play with, you'll never feel lonely there will always be someone waiting for you to play them back at any given moment. You can also play with randos or a computer if you don't have any friends, but friends are highly recommended for an enjoyable experience. And remember you can always get the New York Times games for free through the Denison library so don't let those ads bog you down.



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