

WINTREATH'S

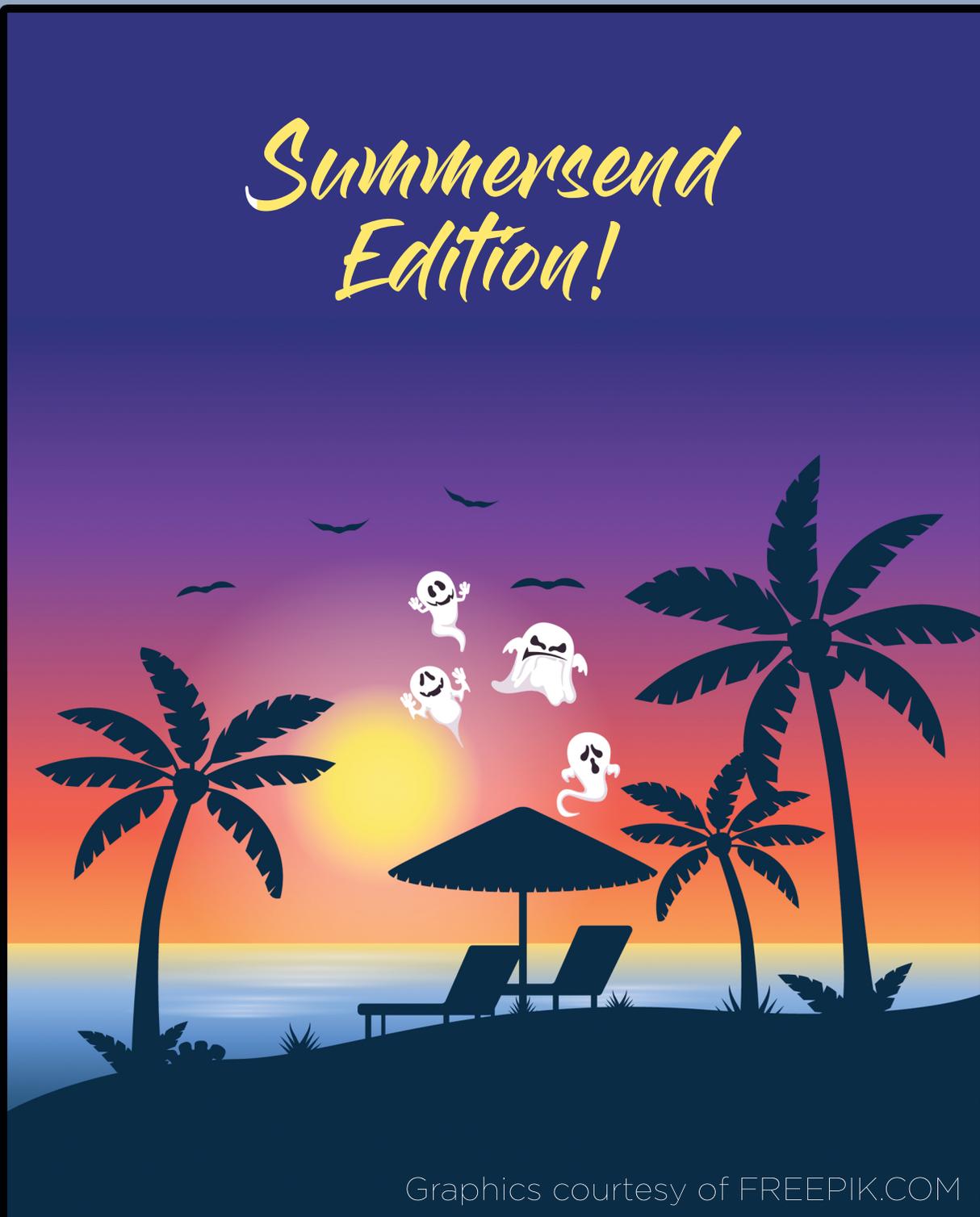
designed by Hydra



ORENDI

issue XVII

*Summersend
Edition!*



in this issue:

SPOOKY
SUMMERSEND:
ISLES OF ERDEMEH

UNDERHUSEN
REPORT

NEWS IN BRIEFS!

Graphics courtesy of [FREEPIK.COM](https://www.freepik.com)



Ministry of Culture

Cultural insights that drive ideas and innovation

The Culture Review:

By GERRICK
Jarl of Culture

Festivals reaching 568, 1069, and 2670 posts, I think this year's festival was a success.

The Royal Couple of Summersend was a new contest created by Wintermoot as a sort of prom king and queen of the festival. Six different couples were nominated, but shortly after voting opened, a clear favorite took the lead. This couple, **BraveSirRobin and Crushita**, won the contest with two-thirds of the votes for their chemistry

working together during the Spam Wars and subsequently breaking

the forums with the amount of bandwidth they were using.

Spam Wars is a new game created by Wintermoot that utilized a forum-integrated game board. The game board consisted of 16 tiles (4x4), each representing their own spam point game. Players needed only post the coordinates of a tile, and then the game board would automatically update, giving the player a point on that tile. Players could not double-post, though, so they'd need to wait for someone else to post in order to gain another point. Whomever had the most points on a tile claimed the tile, and then whomever had the most tiles claimed by the end of the festival would

win. The game quickly became popular: just a few hours after the start of the game, people posted so quickly that the game was using 80% of the forum website's server CPU and around 120MB of bandwidth per min-

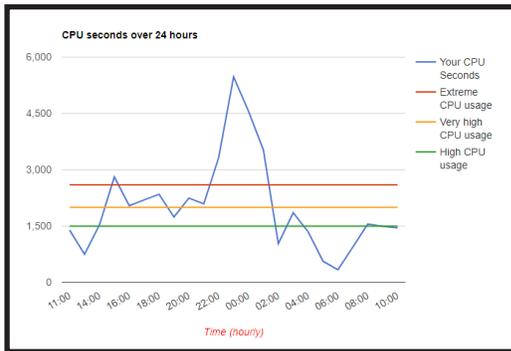
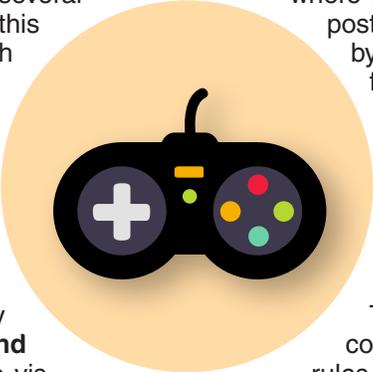
This is the seventh installment (and second Summersend Festival Special Edition) of the Culture Review, written by me, Wintreath's Jarl of Culture. I'll be talking briefly about some of the contests and forum games that took place during the Spooky-themed, fourth annual Summersend Festival. Though the festival was originally scheduled to take place from Friday, August 17, to Sunday, August 26, several games exceeded this timeframe, with the final festival games ending on Saturday, September 14. I'd like to personally thank everyone who took part in the festival, especially **Ei Fiji Grande and Almonaster**, who visited us from other regions, as well as those who created and hosted forum games and other activities!

The Monarch's Game Bag is a list of over 200 spare Steam keys for PC games that Wintermoot and other citizens have donated to the region over the years. While it usually serves as a reward for those citizens who perform civil service duties for the region, during the Summersend Festival it also supplied rewards in the Spooky Festival Rewards Tent for those who won or participated in the many contests, forum games, spam games, and discussions. Each time someone participated in a new activity, they got a raffle ticket, which they could then use to enter into either of the two raffles to win free Steam keys – the winners of which were announced at the end of the festival. Those who won any of the contests got tokens, which could then be used to redeem Steam keys as well. By the end of

the festival, four people redeemed the following games: A Hat in Time, NBA 2K17, This War of Mine, and Contagion. We also saw quite a bit of generosity from several people as they gave their tokens to others so that they could afford to redeem games.

The Post Count Contest was started up near the beginning of the festival where people could guess how many posts they thought there would be by the original official end of the festival on Sunday, August 26 (as I wasn't sure how long the festival games would continue on past this date). Since it'd be easier to guess as time went on, submissions would only be accepted during the first five days of the festival. There ended up being some confusion on the wording of the rules – "Whomever has the guess closest to the actual number of posts in the forum without going over will win the contest" (which I meant to explain The Price is Right rules) – and so some made their guesses thinking their guess needed to be greater than the actual final post count or that their guess just needed to be closest to the final post count. Consequently, guesses spanned from 1,000 to 10,000. But by midnight of the last day, the total festival post count reached **3,183** posts, making **Red Mones** the winner with a guess of 3,100. And by the time the final festival games were over, the posts reached 4,417. With the previous Summersend

"USING 80% OF THE CPU!"



Graph of CPU Usage During Spam Wars

By the end of the festival, those who won any of the contests got tokens, which could then be used to redeem Steam keys as well. By the end of

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made in the game thread, and **El Fiji Grande** was named the winner with five tiles claimed.

One Night Ultimate Werewolf is a condensed version of the classic forum game Werewolf (aka Mafia) that was hosted by taulover. The nine players were randomly assigned roles that gave special powers useful either in the single night or day phase. A few of the roles made players members of the Werewolf team, who posed as Villagers (everyone else) to survive until the end of the game. In the night phase, players used their powers if possible, usually to scan what other players' roles were. During the day phase, players all voted to kill one player – if the voted player was a Werewolf, then the Villagers won, and if the player was not a Werewolf, then the Werewolves won.

At the start of the day phase, North was the first to cast a vote for another player, which caused some players to believe he was a werewolf and other players to believe he was a role that only won if killed.

After players scrambled to get more information out of each other, the votes were cast, and North was killed. As North turned out to be a Villager, the Werewolves – consisting of **Hydra, Crushita, BraveSirRobin, and Kane lives** – won the game.

Arena is a forum game of strategy and chance that I adapted for Wintreath where players choose RPG classes with special abilities that they then use to fight to the death. At the start of each round, players are given a roll for initiative, which decides the combat order for the round. Players then send me their actions, which I roll for damage and then announce the results in-character in graphic detail. This match was a free-for-all, and the classes and arena were made to fit the spooky theme of the festival, with classes such as Necromancer, Vampire, Grave Robber, and Witch Doctor. Nine players fought, and after ten rounds, the Conjurer Mysterio, played by **Syraj**, was the only player left standing and so won the game.

Murder on Mystery Street is a new murder-mystery forum game created by North where players take on the role of detectives and question a slew of suspects to figure out who murdered

the victim. At the start, players were given a dossier of each suspect, a statement from each suspect that explained where they were during the possible timeframe of the murder, and a map that showed the layout of the buildings on Mystery Street. The eight players then interrogated the suspects (played by North) on inconsistencies about their statements, who and what they saw throughout the timeframe, and any other questions that might help narrow down the suspects. By the time of the deadline, accusations against two of the seven suspects were made, but they were incorrect, and the murderer got away.

Wintreath Escape

Room is a text-based puzzle game created by Elbbsas based on real-world escape rooms where participants solve puzzles and riddles located within a locked room to escape. This escape room was a cabin in an abandoned cruise ship with water slowly pouring into the room from a hole in the wall. Six players worked together to solve the puzzles, which included figuring out the passcodes for various locks on doors and safes, finding small magnetic tiles to place on a strange picture, a logic puzzle tied to a switch system, a math puzzle tied to a pulley/bucket system, and lots of riddles. An in-game mechanism was also put in place to help give hints with the solving of riddles. Eventually, on September 14, we were finally able to crack the final puzzles, excitedly exit the room, and escape to safety.

By Kane lives
Thane of Gaming and Integration

And here we have Kane lives to talk about the two games he hosted during Summersend!

40 Questions is just 20 questions but with 40 questions. Whoever is leading the game thinks of something and it is the player's job to guess what that is by asking yes or no questions. The catch is that the players are limited to 20 (in this case 40) questions. I took the spooky summer theme into account when I ran this game and let

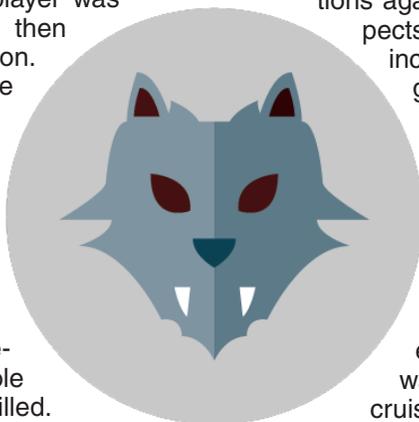
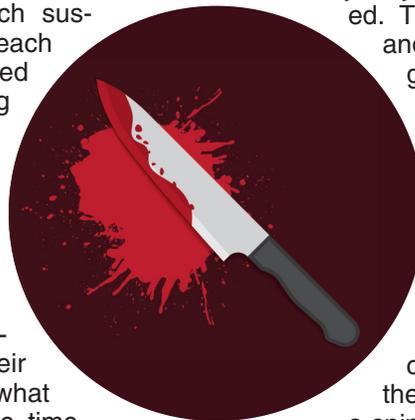
everybody know when it started. The answer was Jaws and taulover won the game for the participants by guessing Bruce the Shark from Jaws. That was the twentieth question so the players were very successful overall with this one despite the confusion caused when I said the animal didn't have a spine. It was fun to host and I would guess that it was also fun to play but I can't speak for the players.

Monster Seeking Monster Rip-Off a.k.a. a Monster Dating Game

is a dating game that was based off of the Jackbox game Monster Seeking Monster. That game is a dating game played like other Jackbox games by going to jackbox.tv and entering the room code and a name to join whatever game has that room code. It works by sending a limited number of messages to players in each night in an attempt to secure a date for each of the six nights. The reason for the monster motif is because each player is secretly a monster disguised as a human and each monster has some abilities which affect the scores of each player when dates happen. Now you may be wondering why a dating game has scores, well that is how its a game but I don't really have an explanation for that. I tried to base my game off of that game and it seemed to go fairly well. The winner of the game was the Leprechaun El Fiji Grande. Most players were able to get at least three dates out of the six possible nights that they could have dated on.

In the words of our monarch, Wintermoot, "We do Summersend every year with the goal of making it bigger and better than the last one, and I already that know we will definitely have our work cut out for us next year." Be sure to join us and be on the lookout for any forum games! We'd love to have you!

Wintreath: @Gerrick
Wintreath Nation: Geramundo
Wintreath: @Kane lives
Wintreath Nation: Wintrean Milk Grapes
and Tomatos
Graphics courtesy of VECTEEZY.COM



Wintreans Share Food That They Made, Again!

HOBBIT'S FEAST

By GERRICK
Thane of Culture

So yesterday for my birthday, my wife and I watched the Maple Films fan edit of The Hobbit as well as the Lord of the Rings trilogy. To accompany the movie marathon, we picked some recipes from a Lord of the Rings-themed cookbook and made a Hobbit's feast! My favorite was the mushrooms on toast – it was fucking delicious. We were so full by the end – need to pace ourselves better next year and eat smaller portions at the start.



First Breakfast: Gravy-poached eggs and coffee



Second Breakfast: Blueberry scones, strawberries, custard cream, and tea



Elevensies: Mushrooms on toast, watercress soup, and apple cider



Luncheon: Field pastries (stew beef/bacon and apples/raisins/honey), ploughman's platter, and beer



Tea: Finger sandwiches (cucumber/cheese and lemon curd/blueberries) and tea



Dinner: Roast chicken, roast taters, and apple cider



Supper: Mushrooms and bacon and apple tart



BUTTERED NOODLES

By EMOTICONIUS
Citizen

I've had some noodles sitting in the back of my cabinet in the kitchen for like a year or two and finally did something with it because my brother doesn't like pasta that is without meat. So I made some buttered noodles since it's easy to make and filling. There's a lot of recipes but I just used what I had laying around. So I salted the water, brought it to a boil and cooked the noodles, strained it, put it back in the pan, added butter, sour cream, parsley, parmesan cheese and basil. From there I melted the butter and sour cream. Then I mixed it up until the sauce covered all the noodles. It's very good!

Wintreath: @Gerrick and @Emoticonius
Wintreath Nation: Geramundo and Club Stoic
Photos by GERRICK and EMOTICONIUS

SORTING OUT THE STORTING

A Recap of Recent Wintrean Legislative Events

By KATIE AND TAULOVER

Officer of Information/Thane of Dispatches

Hello friends and allies! I, taulover, am back once more, to discuss our most recent Storting term!

In the August Underhusen election, six candidates stood for election (vying for the default five seats, as no seating legislation had been passed):

- **Chanku**, the incumbent Speaker pro tempore, ran on a platform of reforming the legal codes, such as introducing an explicit supremacy clause to the Fundamental Laws.
- **North** ran with the aim of combating inactivity in the Underhusen.
- **Evanlicious**, a newcomer to the region, ran with the desire to help others in the region.
- **Syrjaj**, another relative newcomer, ran on the platform of trying to make the laws more accessible to the citizenry.
- **Katie**, also somewhat new to the region but having already become quite involved in the commu-

nity by this time, ran to get involved in the laws and legal procedure of Wintreath.

- **Crushita** ran with his usual anti-Underhusen platform (in addition to seeking to help with writing/voting on laws in the meantime).

In the end, **Chanku, North, Evanlicious, Syrjaj, and Katie** were elected to the Underhusen. **Chanku** was voted Speaker, and appointed **Syrjaj** as Speaker pro tempore and **Katie** as Officer of Information. After several weeks, **Evanlicious** resigned due to being busy in other things in his life, and in a special election, **Crushita** stood and won by default.

And now, we have Katie, Officer of Information, here to cover the legislation and events of this past term!

EVENT RECAP

- **07.08.2018** – After the standard scheduled Underhusen elections, **Chanku, North, Syrjaj, Katie, and Evanlicious** are elected. **Crushita** did not win, sadly, but their efforts were much appreciated. Notably, **Katie** was included on all 13 votes cast, the most of any candidate.
- **11.8.2018** – **Chanku** is elected as the Chair of the Underhusen. He wins 3-2 over **North** via a tie-breaker vote that he cast himself.
- **13.8.2018** – Speaker Chanku appoints **Syrjaj** as Chair Pro Tempore and **Katie** as Officer of Information. A brief controversy arises regarding the speaker possibly having promised Katie the Ool position, but the Speaker assured those in doubt that he would have chosen someone else had he seen their merit to be greater.
- **23.8.2018** – Speaker Chanku activates Pro Tempore Syrjaj's chairing powers due to a Leave of Absence. This lasted from August 23rd at 2:29 AM EST to August 24th at 6:35 PM EST.
- **28.8.2018** – Speaker Chanku declares **Evanlicious** to be inactive, citing a lack of activity, specifically that he had not posted a single message on the Wintreath forums since the Speaker Elections concluded on August 11th. Attempts were made to contact Evanlicious through NS Telegrams soon afterward.
- **04.9.2018** – **Evanlicious** resigns as Skrifja, triggering a special election that will take place at a date to be later determined. Ergo he is removed from the inactivity list.
- **13.09.2018** – **Crushita** wins the Underhusen Special Election by default and fills the position vacated by former Skrifja **Evanlicious**.
- **07.10.2018** - After a long and productive term, the 29th term officially ends with the election of the 30th Underhusen consisting of **Chanku, North, Syrjaj, Katie, and Laurentus**. Long-time Skrifja **Crushita** loses yet again, and the respectable **Pengu** comes in last place.

LEGISLATION RECAP

Bill Title	Author	Introduced on	Status
Fundamental Laws Supremacy Amendment Act ¹	Chanku	11.8.2018	PASSED 4-0-0-1; OH PASSED 3-0-0-2
Procedural Rules Error Correction Act ²	Chanku	11.8.2018	PASSED 4-0-0-1
Underhusen Style and Honours Act ³	Syrjaj	12.8.2018	TABLED
Authorization of Direct Management of Culture Act ⁴	Katie	14.8.2018	FAILED 0-3-0-2
Reon Commendation Act	North	14.8.2018	PASSED 3-1-0-1; OH PASSED 5-0-0-0
Authorization of Direct Management of Culture Act (Rev. 1)	Katie	18.8.2018	PASSED 3-0-1-1; OH FAILED 0-4-1-0
Speaker Election Amendment Act ⁵	North	20.8.2018	TABLED
The Persona Non Grata Amendment Act ⁶	Syrjaj	20.8.2018	PASSED 3-1-0-1; OH FAILED 0-4-0-1
Seating Act of The Thirtieth Session of The Underhusen ⁷	North	05.9.2018	FAILED 1-3-0-0
Seating Act for the Thirtieth Underhusen ⁷	North	09.9.2018	PASSED 4-0-1-0
Criminal Code ⁵	Chanku	10.9.2018	TABLED
Citizenship Requirements Ratification Act ⁹	Chanku	14.9.2018	DEAD

NOTES

1. adds a 13th article to the Fundamental Laws.
2. corrects a wording issue in Section 11(b) of the Procedural Rules of the Underhusen.
3. adds a 4th section to what is presumably the Underhusen Styles and Honours Act.
4. reintroduces a bill tabled during the 28th Storting.
5. closes a possible loophole in Speaker Election procedures.
6. modifies and adds a 6th section to the Persona Non Grata Act.
7. sets the number of Skrifas for the 30th term Underhusen.
8. completely rewrites the Wintreath Criminal Code.
9. makes changes to the requirements for maintaining one's citizenship.

And finally, I'd like to go in-depth into some of the important or controversial events this term.

The Fundamental Laws Supremacy Amendment Act

This session saw the reintroduction of the Fundamental Laws Supremacy Amendment Act, which had been introduced during the Twenty-Eighth session by current Speaker of the Underhusen

Chanku L. Kaizer. It was reintroduced to the floor of the Underhusen on August 11th by Speaker **Chanku**. The act seeks to explicitly establish the Fundamental Laws, our constitution, as above any other law or document, to fix a potential loophole in the current system.

The current system would technically allow the Storting to legally alter the Fundamental Laws with statutory law, as the Storting has the power to pass laws in all matters, with the supremacy of the

Fundamental Laws is only a legal norm and custom.

The amendment itself explicitly declares that a law that conflicts with the Fundamental Laws is invalid. This also extends to decrees and rulings to protect the Fundamental Laws. While this situation would ultimately be fruitless, it would be legally possible to do it which is concerning enough none-the-less.

Additionally, it makes it harder for a bad actor, or a group of bad actors, to harm Wintreath.

Upon being reintroduced, the bill provoked some discussion and reactions, with some clarifications being made, and

it was quickly moved to a vote. Upon voting on the act, it was almost unanimously passed the Underhusen, with Evanlicious not voting. The act passed the Overhusen with a majority of three, the other two peers (**Aragonn** and **Cin-**

ciri) abstaining. As such this amendment will now be moved to a vote by the Citizenry during the next election, where it is to be seen if it will be passed or rejected, although there is currently no opposition to this amendment.

The Persona-Non-Grata Amendment Act

The Persona Non Grata Amendment Act was proposed to the floor of the Underhusen on August 20th by Skrifas **Syrjaj**. Its original stated purpose was to give overriding rights to the Monarch and the Storting regarding each other's PNG declarations, citing a potential misuse of the current system by a "bad Storting" that would necessitate an appeal by the Monarch. Immediately fellow Skrifas were sceptical, but Skrifas **Katie** attempted to bring a compromise by making such an appellate process more difficult.

The topic was also highly debated in its thread in the Citizen's Platform. Thane of Dispatches **taulover** expressed, in response to Skrifas **Katie's** rebuttal of the Speaker's arguments, the concern that since the Storting and the Monarchy are separated to the point that they cannot interfere with each other, increasing more checks may increase the amount of interference. "The



Overhusen represents the Monarch”, as taulover says, suggesting that any actions by such a “bad Storting” could be overruled by the Monarch’s representatives.

In the end, the act passed the Underhusen with only Speaker Chanku voting against. Skrif North originally abstained but switched his vote to “aye”, citing Evanlicious’ inactivity and intent to expedite the passage of the bill. The bill failed the Overhusen with a unanimous “nay” vote. An oft-quoted source for their opposition to the bill was Speaker Chanku’s initial arguments regarding the bill’s pitfalls.

The Speaker Election Amendment Act

The Speaker Election Amendment Act was presented to the floor of the Underhusen on August 20th by Skrif North. It was intended (at least from what can be ascertained) to address the issue of tiebreaking in Underhusen Speaker elections by introducing 3 tie-breaking ballots and allowing the Monarch a tie-break vote in the event of the failure of the extra ballots.

Quite quickly, many questions arose from fellow Skrif. Skrif Katie was concerned that the wording of the bill implied that there were already mul-

iple ballots, and Speaker Chanku cited a clause of the Fundamental Laws that states the Underhusen must elect a member of their own.

Intense debate lasted for more than 48 hours before Skrif North motioned to table the resolution. The motion passed with the seconds of Katie and Syraj. It is unknown at what future date the Underhusen may return to this legislation and what solutions they may come up with.

The Criminal Code

The Criminal Code was the piece de resistance of Speaker Chanku, the magnum opus if you will. Its intention was to completely rewrite the criminal laws of Wintreath and institute a system that, according to the Speaker, made more sense and was simpler to navigate.

To quote the Speaker: “The main changes are the renaming of the three

categories to Misdemeanors, Felonies, and Capital Crimes. Felonies have been split into three categories, called Classes, each one being more severe than the last. Certain Statutes have been extended, with others lowered. I have also criminalized a few new crimes, and reworded existing crimes.”

There were several concerns raised, both within the Discord chat and on the thread itself, ranging from the definition of “aggression” to the scope of the punishments for conspiracy. Sadly, the Speaker did not respond to many of these concerns and... as per the Procedural Rules, a motion was required to be made after 5 days, which in this case was to table the law. This law may very well make an appearance again in following sessions, so be sure to keep an eye out.

Wintreath: @taulover and @Katie

Wintreath Nation: Alcubierre/Gihuodaho

Photos courtesy of FREEPIK.COM and FOODALLERGY.ORG

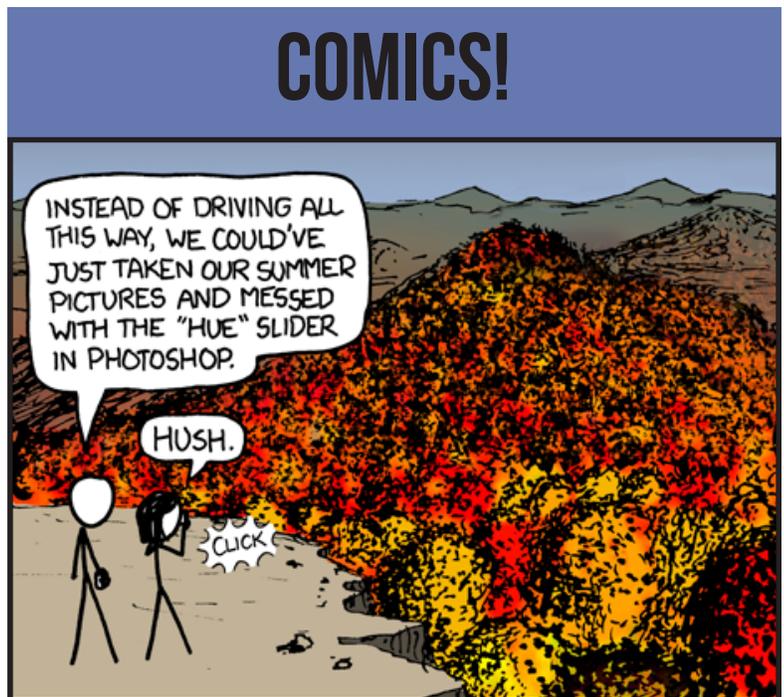


NEWS IN BRIEFS!



By TAULOVER
Thane of Embassy Dispatches

- Despite many key players from previous N-Days being unable to participate, the Nuclear Winter Wonderland finishes 19th on the leaderboard!
- The Wintreath forums finally upgrade to HTTPS!
- We recently celebrated our fifth-year anniversary! Read Monarch Wintermoot’s address on the next page!



Comic courtesy of XKCD.COM



Happy Five Years,



WINTREATH

By WINTERMOOT
Monarch and Founder

~~122 days ago~~ 5 years ago, I made the most emotional and gut-wrenching decision I had ever made on NationStates. I left the only region I had ever been a part of for an uncertain future in a new region named Wintreath. I was just storing my puppets here while I pondered my future in NationStates, and ~~122 days~~ five years ago I had no clue what I was even going to be doing 7 days later. I didn't know if I was going to some other region, or if I would be here at all one week later. I certainly didn't initially plan on creating a serious region. It just kind of happened one bit at a time. I made the region and some of my friends put nations in here. I created an IRC chat and people joined up. Finally, Charax convinced me to just go for it and do a region, and we're now here, ~~four months~~ five years later, an active, vibrant, top 20 30ish, growing, incredible region. :)

A lot has changed since we celebrated that four month anniversary. Most of the people who were instrumental in building Wintreath in those early days are long-gone, and while those we've lost can never be replaced, we've been fortunate to make new friends that have carried on the community that we started here five years ago. Some who celebrated that milestone are still around, having grown with the region, while others drop by and visit, proving that there is still some part of our community that occasionally draws them back. In the last five years, we've celebrated good times and weathered bad times, overcome adversity (almost all of it from outside Wintreath), and had many, many games, discussions, debates, and events, not to mention an entire chat platform change.

But through it all, the tapestry of ideals and principles that

our community was built on has not changed, and I believe that is why we're still here to celebrate a five year anniversary. We're a community that has stayed true to the vision I hoped we would be in A Community Vision: a community that strives to put friendship before politics, compassion before optics, and fun before drama. We're still a community that sees its members as people and not just as players in a game, and because of that remains as warm and welcoming a place as we have always been. We're still a laid-back community that has fun, but isn't afraid to stand up for our principles when things get serious. We're still a region that's true to ourselves, and as long as that remains true, I believe we will always be able to say we're an active, vibrant, growing, and incredible region. :)

I'm afraid if I were to individually list the people who have contributed to the region at this

point as I did back then, I would need many days to write this up. However, I am eternally grateful to each and every person who has put time and effort into making this community what it is, who has donated or been a Patron to support my work here financially, and who has been a good member of the community and friend especially. At the end of the day, a good community cannot exist for long if it doesn't have good members and friends in it. Now as then we are lucky to have always had wonderful people in our community, and I am glad to know, work, and play with all of you. I hope and expect that we will still be doing exactly those same things when I look back on this post on our ten year anniversary. ;)

Wintreath: @Wintermoot

Wintreath Nation: Wintermoot
