

WINTREATH'S

designed by Hydra
& taulover



ORENDI

issue XIX

Vernal Equinox Edition!



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UNDERHUSEN
REPORT

CULTURE REVIEW

Graphics courtesy of FREEPIK.COM



Ministry of Culture

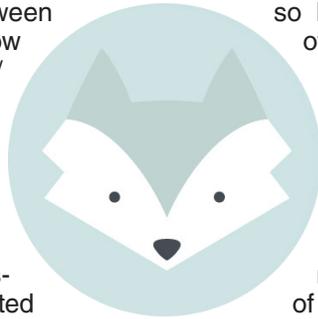
Cultural insights that drive ideas and innovation

By GERRICK
Jarl of Culture

The Culture Review:

This is the ninth installment of the Culture Review, written by me, Wintreath's Jarl of Culture. I'll be talking briefly about some events going on in the cultural areas of the forums, such as Ministry news, forum games, and contests that took place from January through March.

Wintreath's New Regional Animal: For the over five years that Wintreath had existed, it had no regional animal. The introduction of a new Underhusen bill that laid out Wintreath's symbols, including naming the snow leopard fox, a fictional animal adopted by Wuufu's Discord bot Zaphyr, as the regional animal. This, however, brought up some debate as to what the regional animal should be since others wanted to give input. After the nominations of over a dozen different animals, there was a vote that led to a tie between (funnily enough) the snow leopard and the arctic fox/snow fox. Another vote between the two ended with a decisive win by the **Snow Fox**, making it the new regional animal of Wintreath.



Thanes (Vice Ministers) of Culture are elected positions that serve to manage and represent different areas of Wintreath. At the time of elections in early March, there were five Culture Thane positions: of Roleplay, Werewolf, LGBT Affairs, Gaming, and Integration. The roles are now filled by **Pengu** as Thane of Werewolf and LGBT Affairs, **Excalibur** as Thane of Roleplay, **HannahB** as Thane of Gaming, and **Katie** as Thane of Integration. Shortly after the elections and some talks in the Cabinet, the Thane of Integration position was moved from under the Ministry of Culture to the somewhat recently created Ministry of Regional Affairs as it seemed to better fit in that ministry.

Wintreath's Finest is the name for Wintreath's citizen of the month. Nominations are for those who stood out as contributing or showing dedication to the region or having been extra active, caused activity, or been a good influence on others. The winner of December 2018's Wintreath's Finest was **Doc** for his good influence on the RMB as well being a generally great member of the community. At the end of each year, there is also a vote for Wintreath's Finest of the Year, which is comprised of all of that year's Wintreath's Finests. This was a year for firsts as we had our first tie for a Wintreath's Finest of the Year as well as our first two-time winner of the award: both **Doc** and **Laurentus** received the most votes and so became Wintreath's Finest of 2018, and Laurentus became our first winner of two Wintreath's Finests of the Year, having previously won Wintreath's Finest of 2015. January 2019 Wintreath's Finest was a close race as all four nominees received within three votes of each other, but the winner was **Wintermoot** for his creation of the new forum spam game Clickwar (read more below). February 2019 Wintreath's Finest saw a tie between **Katie** for her work as Officer of Information in the Underhusen and **Ruguo** for starting up the newest Escape Room as well as starting a new RP.

Avatar Theme of the Month is the theme (or themes) nominated and voted on by citizens who then incorporate the winning theme(s) into their avatars for the month. Themes are often related to current events, though they may also include themes nominated at the random whims of citizens. January 2019's winning theme was **Alternate History**,

nearly beating out themes like Surprised Cartoon Characters, Fictional Invaders, and Bad Life Choices. February 2019's avatar theme was **Frost** for the cold temperatures that swept the US earlier in the month. March 2019 had a tie between **Arctic Fox** in honor of it becoming our new regional animal and **Rejected Lucky Charms Shapes** for St. Patrick's Day.

JANTH seat of the Noble House of BURDOCK
Gerrick

Clickwar is Wintermoot's new spam game where every 30 seconds you can click a tile on the 5x5 board to earn a point, and the players with the most points on each tile gain ownership over them, accumulating "legacy points" every 24 hours they are held. Players then compete to own the most tiles for as long as they can to win. The first and most recent season ran from January 5 until March 15. After many changes in ownership of the 25 tiles, **taulover** had the most legacy points with 231,192 (beating the next player by 40,000), and **Elbbsas** had the most tiles owned with 9. Be on the lookout for the next season of Clickwar!

Arena is a turn-based RPG-themed strategy game, and the current game, which is hosted by taulover, is the first to include a new tiled board and movement. This match was a 5v5 team deathmatch where players worked together to destroy the other team. After 16 rounds and the deaths of two teammates, it became clear to the orange team that they were doomed to lose, so they surrendered, meaning the Blue Team -- **Gerrick, Hydra, Kane lives, Wintermoot, and Syraj** -- won the game.

Multiverse Collision is a new RP hosted by Ruguo where characters from different universes and fandoms are abducted by an omnipotent being and thrown into a huge arena for its own amusement. Whether the characters fight each other or work together is yet to be seen. The RP has just recently started, and signups are open to all.

Wintreath: @Gerrick

Wintreath Nation: Geramundo

Graphics courtesy of VECTEEZY.COM

CITIZEN'S CORNER

An Inside Look at the People Who Make Wintreath Great

By KATIE
Thane of Diplomatic Officers

Hey y'all, welcome to the **Citizen's Corner**, where I ask one of our many great citizens to tell us their story about their time and experiences here in Wintreath. For this issue, I wanted to find someone who has a story to tell, someone who is wise beyond their years in all matters Wintreath. It is with that said that I ask y'all to give a round of applause for this issue's guest...

Wuufu! He's one of the founding members of this community who is also the Chairman of the Overhusen, Discord Moderator, and founder of Cynosure!

You all know the drill by now! I ask a basic format of questions and perhaps a few questions related to the guest. So, without further ado, let's get right into the questions!

Knowing that you originally came from Spiritus along with the founding members of this community, why did you come? Why did you not stay in Spiritus?

I was actually Wintermoot's Vice President back before the founding of Wintreath and was there during the time he left to create Wintreath. I found being a Brit in a US-centric government (that is nearly all its members were based in the US) quite a challenge to keep on top of things, and as such don't feel I had much of an influence on happenings but looking back the cause seemed to have formed from a major clashing of personalities.

When Wintermoot left, I retained my place in Spiritus and went on to become President there for a few terms, but I also see Wintermoot as one of my most influential mentors in the NS-sphere, and it was him that pulled me also to join Wintreath. He is naturally charismatic in that way! I'm now one of the few people who still retain joint citizenship of both regions, alongside my third region Cynosure.

What have you learned since joining Wintreath? How has it applied to the way you run your other region, Cynosure, and has it had effects on your real life?

Wintreath is more than just a region. It's a community, a family. It's what draws people in and keeps them around, coming back to get involved deeper in the region. I've taken this to the way I founded my other region, Cynosure, by making the Prime Directive of the region be that of finding fun and entertainment in all things. We come to our NS regions at the end of the day to relax in a community of friends, and I think Wintreath does this so well. I'm hoping Cynosure can achieve a similar ethos.

What are some ways in which you've contributed to the community of Wintreath?

My proudest contribution to all three regions I'm in is the deliverance of chat bots. This started back in IRC and has expanded into Discord. While I still have plans for Zaphyr, and I would love to see his game modes used more often (he can host Cards Against Humanity and Poker currently!), I think he continues to play an integral part of the community almost as much as any human member.

I've also participated in the Overhusen, though this is again due to Wintermoot's charismatic draw who pulled me in. My personal goal in Wintreath has always been to not get too deeply involved in governmental activities and just become "an ordinary joe"; but I have, and continue to, enjoy my time as Chair of the Overhusen. The legislative scene is the most active of all the regions I'm in by far and has been for a long time, and it's good to see so much involvement!



Zaphyr and his pet, Auriana

What would be your advice to a new person trying to get involved in Wintreath?

Wintreath is a community first. This is different from every other game out there in that we haven't formed around the game, we've formed from the game. So the community is unique in that NationStates is actually a very small part of what we do, and there are a lot more things happening on the forums.

So look for what interests you! Wintreath has a ton of things going on, and it can be overwhelming, but just find something that looks interesting and put your energy into it. By getting involved in that activity, you become a member of the Wintreath community and then you can expand to other things that interest you as you get more comfortable.

Finally, join us on Discord. A lot of the fun happens in the conversations that go on in the Discord channel, and even if you lurk and enjoy the happenings as I often do, it's a great place to hang out!

What is your favorite experience in Wintreath so far?

Honestly, the number of awesome forum games people put out! I'm currently playing a game where I'm a dog exploring a room, and it's great fun. All my favourite experiences have been focused on culture; it's why I'm so interested in the cultural aspects of regions, and why I was Minister of Culture of Spiritus back in the day.

Unfortunately, as you age, you tend to get more and more responsibilities that take up more and more time, while having less and less energy, so I'm leaving the cultural creation to others and participating where and when I can.

Do you have any future goals or aspirations in Wintreath?

Other than continuing to improve Zaphyr and continuing to help out as Chair of the Overhusen, nope! I'm just here to enjoy the community and the culture it produces and maybe, if and when I have time for it, add to it. Who knows!

Thank y'all so much for tuning into the Citizen's Corner. Be sure to look for me in the next Orendi where I'll interview another lucky citizen. Until next time!

Wintreath: @Katie

Wintreath Nation: Gihuodaho

Graphics courtesy of WUUFU.CO.UK

PENGU DISCUSSES WALKING SIMULATORS

By PENGU

Thane of Werewolf

What is a Walking Simulator? Well, there's actually 2 very good literal definitions:

walking simulator

English [edit]

Noun [edit]

walking simulator (plural **walking simulators**)

- (*video games, sometimes derogatory*) An **adventure game** focused on gradual exploration and discovery through observation, with little in the way of action.

So in short, the difference between most video games and walking simulators is the existence of a win/lose condition, being able to get hurt or attacked, or the existence of tools to let you attack others, and so on. I'll also mention (if it wasn't obvious) that walking simulators are first-person experiences, as the goal is to immerse you into the world being created. They also tend to be much shorter games, with the longest ones usually clocking in at 8 hours at maximum, and that's normally just from exploring and finding all the items that can be read/picked up. The exception to this rule are the more puzzle heavy games, as either the difficulty of puzzles can pad out the time (Myst series on first playthrough), or there are an abundance of

TOP DEFINITION

walking simulator

A walking simulator is a type of **video game** which lacks many of the traditional aspects of a game (such as a goal, win/loss conditions, any kind of game system to **interact** with) despite taking the form of **a video game**. The phrase implies that there is basically nothing to do in the game other than walking around.

them that you can solve (The Witness).

Walking simulators tend to have a scale:

- Focus on the story, not the gameplay: As stated, ones in this category are all about you absorbing the story, nothing else. Gameplay is very basic to practically non-existent. One example in this category is **Dear Esther**, a game in which you literally just walk as the story is narrated to you. There are no cutscenes, no puzzles, no actual exploration, no difficulty, no critical thinking of any sort required. While some paths may expand, this is a very linear experience where your only job is just to keep walking until you reach the end point. Basically your job is just to walk and



experience a sort of mini-movie.

- Focus on the story, mix in some gameplay: The next step up from a literal walking simulator is one that adds a couple of elements here and there...opening doors, being able to read letters, that sort of thing. The main focus is still definitely the story, but it's a more...I guess immersive type of experience. Again, there are no set goals aside from reaching the end point, but there are more things to do...even if none of those things affect progressing further in the game. Games such as **Gone Home** and **Tacoma** would fit in this category, as you can progress throughout the game



without having to interact with really anything... even if it does add to the story (and in Tacoma's case, is a

bit more interesting with some of its gameplay).

- Focus on both story and gameplay: These are walking simulators by basic definition, but there's definitely conditions for you to truly finish the game. However, these conditions are incredibly basic, and once again the difficulty is virtually nonexistent most of the time. This is because while there are slight obstacles involved now, it's still very much about experiencing the story and being able to immerse yourself in the created world, rather than accomplishing difficult tasks. Games in this category would include titles such as **The Vanishing of Ethan Carter** and **What Remains of Edith Finch**. These are games that you will definitely do a fair share of walking through, but there are also simple puzzles around.
- Focuses on gameplay, mix in story: Again, these are walking simulators by basic definition, but there is a more obvious difficulty curve involved. There is definitely a story, but it's almost secondary to the experience of the game. Don't be surprised to be thrown in situations with really mind boggling puzzles, because these are practically puzzle games. While again, there's no win/lose situation in titles like these, there are definitely rewards for finishing the game a certain way, and pretty much the reverse if you finish it a different way. A notable series in this category



would be the **Myst/Urdu** series as well as the game **Obduction** (created by the same studio as Myst). There is

much reliance on interacting with everything you see, and it's actually very much required if you want a solution to the puzzles you face. There is also a story in there, but it's always obvious which element is just a bit more important.

- Focuses on Gameplay, not the story: As the statement suggests, these are games that are much more about the gameplay, and the story is bare-bones at best. You might get snippets of story from notes found throughout the world, or various narration when you trigger it. But these are much more about the puzzles, and are arguably more puzzle games than anything. However, these are also first-person experiences that have no win/lose condition outside of solving puzzles and reaching the end. There is no time limit, no deadline to solve these puzzles. These games normally encourage you to solve them at your leisure, and may even use visual or auditory cues to help you with solving some of the puzzles. A notable game in this category would be **The Witness**, a game that puts you on an island with hundreds of different line puzzles, and lets you choose which

ones you want to solve if you want to continue towards the "endgame"



area...or gives you the choice to solve every single one. Puzzles range from simple to mind-numbingly difficult, but as said the game gives plenty of clues and occasionally cues for solving a good majority of them.

There are other games out there that I haven't listed, but these are ones that I've played to the end personally.

Horror games don't count in this genre. While some are first-person experiences that allow you no weapons (Outlast, for example), horror games have a clear win/lose condition and difficulty curve. They're much more about survival and pushing through, whereas even the most challenging types of walking simulators are much more about the experience and taking your time. Horror games are about keeping you on your toes and in a constant state of panic, especially the first-person titles. Walking simulators are about keeping you calm and relaxed, letting you soak in the environment.

Personally, I tend to most enjoy the perfectly mixed to slightly more puzzle heavy walking-simulator games. I actually thoroughly enjoyed **Vanishing of Ethan Carter**. It's roughly a 4-5 hour title at most, and it's one I played multiple times as well as even wrote a review on here about it. The puzzles for it are fairly straightforward and simple (and even the more difficult ones give you visual clues), but I really enjoyed some of the gameplay elements, such as finding the clues and deducing how one of the murders took place (it's a reason I love the Sherlock

Holmes games). It was a welcome type of puzzle for sure along with the various other puzzles sprinkled throughout. The story was actually surprisingly tragic and has a lovely twist at the end that makes it all the more heartbreaking. The area is also very beautifully made as well. The game goes through various areas of ruin, mines and lush forests, and all of it is just gorgeous to look at. One reason I do tend to enjoy even the most basic walking simulators for the smallest reason is because of how they look. These are short games, but they devote a lot of their time into making sure that it's at least a gorgeous short game, and it shows with the level of detail in games like this.

Another favorite of mine in that same category is **What Remains of Edith Finch**. Like VoEC, there's a distinct mix of story and gameplay, which is one reason I enjoy it. Puzzles are wonderfully varied and engaging, and there's even one that made me cringe waiting for the bad to happen. Basically, one of the family members worked at a cannery and is severely depressed. His job, basically, is sending fish across to get cut by basically a mechanical blade of sorts. As the player, you relive this in a first person perspective and are responsible for grabbing the fish and moving it across the blade. But as you're doing that, you're also given a sort of medieval-hero type of scene that intrudes over what you're doing, and have to progress through that as well WHILE YOU'RE STILL SWIPING FISH ACROSS. Basically, he's daydreaming of something better because he's so depressed, and you're living that moment with him while trying to keep him focused. What's tragic is that you know how it's supposed to end -- with him accidentally getting himself with the machine, but it's incredibly stressful when think about how you're experiencing that moment with him.

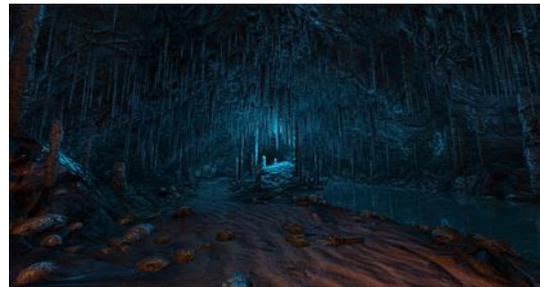


And that's what makes WRoEF so engaging and exciting: these aren't just random puzzles, these are either dreams that one of the lost family members had that you experience with them, moments in their life that explain why they're no longer there, or days they remark in their journal that you're experiencing with them. Some of the stories are downright depressing in their most basic form, while others are visually exciting, but there's a tragic undertone giftwrapped in that joyful looking present, because in the end it's about what happened to all of these family members, leading up to what happened to this "Edith Finch."

And I guess I shouldn't truly call them "puzzles," as many of them are just complete change ups in gameplay and sometimes even visual style. What do I mean? Well you might just have to pick up this title and give it a go. Like most walking-simulator type games, it's not a long title in the slightest, chalking up to at most maybe 5 hours. However, it's definitely one of the most interesting that I've played, despite it having a depressing undertone hidden underneath all of the exciting

gameplay.

On the flipside, I personally did not care for **Dear Esther**, and in fact this game was the reason I brought up this topic. As mentioned, this game requires no skill, as you're purely



just walking. You don't interact with anything, and while there is some openness to it, it's all purely about just enjoying

what you're looking at. Your main goal is to just keep walking until you reach a certain point in the game, in which it ends. At most, this is a 3 hour experience unless you're walking to explore every nook and cranny. However, this was also a game that didn't allow running, and walking felt incredibly slow.

But as far as walking simulators go, I can't stand ones like this that take the name at face value. It also didn't help that the story was purely narrated and I was so bored that I couldn't even keep up with it. But I have to have some kind of interaction in my games. Even ones as basic as *Gone Home* kept my interest up more, because I felt at the very least that I was doing more than just walking, and the various notes kept it just engaging enough.

When you're basically just walking and hearing some guy occasionally talk, however, it becomes dull. I want to play a game, not walk around to look at stuff and hear some guy talk about stuff you don't entirely understand...I can always just go to an actual park with the guy who thinks he has a radio in his mouth if I wanted that.

When I play a game, I want to feel like I'm actually doing something or learning something, or feeling like I'm actually making some sort of difference in the game outside of just walking to my objective.

Even the reverse side with games like *The Witness* are much more fun to me, even if they can be frustrating beyond all belief. But when I solve one of those difficult puzzles, it's a wonderful feeling, even if I don't really get why my character is in that place. But even then, there's still that engaging factor which I feel the face-value walking simulators don't understand. Sure, they're visually beautiful games, but normally they're also incredibly dull beyond those looks. If walking simulators were guys, then ones like *Dear Esther* would be like that incredibly good looking guy that, damn he's fine looking...but when you get to actually talk to him, he's dull as dirt and incredibly basic to boot. But unlike guys, you can't really overlook a game like *Dear Esther*'s personality flaws and get into bed with its good looks.

But enough about guys and my view of WS games, what do you guys think about them? What's your favorite? Your least favorite?

Wintreath: @Pengu

Wintreath Nation: Penguin Dictators

Images courtesy of WIKIPEDIA.ORG

AN INTERVIEW WITH TRADER, A MAJOR PLAYER ON OUR MINECRAFT SERVER

By TAULOVER

Thane of Foreign Releases

You lead both Corp TRADER and the Kingdom of Tarrinian on the server. Could you introduce us to these two organizations and what they do?

Thanks for the interview, I really do enjoy talking about my organizations and answering any questions about their involvement in our lovely community.

Tarrinian is my realm on the server, it encompasses the territory in which I've built large parts of my base along with miscellaneous structures mostly just for the fun of it. Everyone's welcome to build in the area as long as they aren't stepping on anyone else's toes, within a few reasonable restrictions. The main one is that you've got to be careful if you're conducting any larger underground projects for the safety of the rail lines and Castle Tarrinian's often sensitive underground portions, as they are loaded with redstone and are larger than you might imagine from what is easily publically accessible. We strive to have a lovely new area, away from spawn as it is quite cluttered and it serves as mostly virgin territory to build your home on, with lots of room to expand and infrastructure to support everyone who wants to live in our area. You're also welcome to explore the grounds of the scenic castle range, towers and houses that have been built in the area. If you'd like to build a lovely, safe cottage behind Castle Tarrinian, please feel free to contact me and I would love to help out.

OOO *Tarrinian operates mostly as a zoning authority but it's pretty lax. Oh and generally unless it's Elytra, diamonds or Mending books, I'm fairly liberal with giving away resources if you need them, especially iron, I've got loads of the stuff. There is a game of finding the "secrets" of my base, but that's currently locked down cause someone (I don't know who) broke into it, either entirely by accident by digging down randomly in my base, or by using xray. Either way, it wasn't cool, and it sucks cause actually figuring stuff out without xray is quite fun in my opinion.*

Corp TRADER can and should be seen as something of a "royal company/cor-

poration", it's a business but is generally a tool of the nation. While Corp TRADER's goal is to turn a profit, in many instances, we will build and work on public works projects, like the enderman farm or the subway, regardless of any potential "losses" as it

helps everyone, the PR is a good side effect, however. Our goal was to be an alternative business one could turn to if you were in need of resources to purchase resources, as to prevent market stagnation, while also benefiting the community.

OOO *I just liked the idea of having a Corp of my own to rival ROBIN Corp in character. When it comes down to it we're all buds and are willing to lend a hand. I like the sort of corporate warfare aspect of RPing Corp TRADER.*

You and Ponderosa recently worked on a subway system linking Spawn to Castle Tarrinian, among other areas. What led you to make this rail system, and what are your future plans for this project?

It has been a long term goal of Tarrinian to help to better connect the world at large, a goal we've had in mind since the founding of our sanctum. We wanted to make it easier to move resources, animals, etc. from one place to another as it stimulates the economy and makes it easier for newcomers to get around. Most of the credit does have to go to Ponderosa, they helped to get the system started and we worked on it from there. They've put considerable effort into it and without them, we wouldn't have made the sheer amount of progress we've made so far! As for future expansion, we want to make the connections wherever they are needed or requested. Priority will be given to stations requested near existing lines but if there are larger bases which do not exist near one, a new line will be dug from one major station to another! We also plan on making smaller networks for extremely large bases, like the miniature lines which exist for Tarrinian, upon request. In the future we will also



A view of Castle Tarrinian from the roof of a nearby building.

be publishing a standardized code for anyone to use should they wish to create an expansion on the rail network, if Corp TRADER is unable to do so in a timely fashion.

OOO *the server is really broken up and it's a project I've always wanted to do, especially before the introduction of Elytra. I wanted to make sure everyone could get everywhere easily cause it's super easy to get lost on the server. The nether network was an attempt at this but it never really worked particularly well, and it was a pain to set up. I shelved the project until Ponderosa started off her connection to my local Tarrinian subway service network and I did whatever I could to help get things together. The in-character explanation does a good job of what I've got planned for the future, although that's on the back burner cause of school and mental health stuff.*

Last year there was a territorial dispute between ROBIN Corp and Corp TRADER. Could I hear your side of this story?

You see, the conflict was not between Corp TRADER and ROBIN Corp, but rather, the nation of Tarrinian and ROBIN Corp. Tarrinian had worked a deal out with a neighbour to build a few structures in the area, for whom the owner and operator would be Corp TRADER. However, due to the bureaucracy of these things, the project took a while to take off. When the project was started, the property was being re-inspected for the installation of a new castle, as is the fashion for Tarrinian's structures (every mountain is a castle waiting to be built, we say), we discovered that ROBIN Corp wrongfully claimed the land. Tarrinian attempted to evict the group wrongfully treading on our land, but they redoubled their ef-

forts to lay their false claim. In the end, an amicable agreement was reached and the matter has been resolved and the project is continuing, on schedule.

OOOC *it was just RP beef lol. We wanted to build something and it went really well with the Corp warfare stuff. I did want to build a castle there at some point but I never got around to it, the ROBIN Corp sign was a fun way to start fake drama lol. We're all buds here and I knew all it would take would be asking for the area to build something and it would be good. I wanted to start a prank war but that never worked out. Maybe I'll start one anyways... Hehehehe.*

Wintermoot has made you an op on the Minecraft server. What led to this appointment, and what are you planning to do with these permissions?
I'll just answer the rest OOC cause it doesn't really have an IC explanation.

I asked Wintermoot if I could help out with the perms on the MC server and I've made some changes to them while since I've been OPed. They're minor but

requested ones, I've also been working on switching over from PermissionsX to a newer perms manager but as with the rail network, its on the backburner for MH and school reasons. Overall, if there are any issues I'm here to help, and I'll try in future to be more active in getting to new members who request access. I also personally want to be more active on the server, just to be a friendly face to help mod things, cause usually if there are issues, someone ends up having to bother Wintermoot and it's another task he's got to take care of. With how much work he puts into this place, I wanna do whatever I can to help lighten the load.

Finally, what are your thoughts on the current state and future of the server?

The future and current state of the server are about the same, I guess? I wanna try to get more people regularly active on the server. There's a lot I wish I could accomplish in the snap of a finger but I've got other commitments that take my sights away from Minecraft and Wintreath as a whole. It's a fairly cool place and it'd be nice to see a reg-

ular crew back on there again. I loved the days with Hydra and I just building weird things in places, and one of my most cherished builds is the Hydra Pit, mostly because of how much fun it was to build and how well it turned out. I want everyone who comes on the server to have a place in there that I love as much as I love Tarrinian. It's not because of the builds, but because of the people that I love the place. It's full of memories and the odd little things I love about Wintreath, the fun, the creativity, the roleplay, the self-regulating/governing constitutional monarchy. Who knows though? I just hope that whoever joins next has the opportunity to have the same fun I did! Oh and that Tarrinian turns into a new Spawn that would be lovely!

All friends of Wintreath are free to visit our Minecraft server, at mc.wintreath.com. (For permissions, please visit our forums to apply.)

Wintreath: @taulover
Wintreath Nation: Alcubeirre

SORTING OUT THE STORTING

A Recap of Recent Wintrean Legislative Events

By KATIE AND TAULOVER

Thane of Diplomatic Offices/Thane of Foreign Releases

Hail and well-met, NS friends! I, taulover, current Speaker of the Underhusen, am back again to cover the events that have occurred over the previous legislative term!

Election

In the December elections, five candidates stood for election to the Underhusen:

- **Chanku**, the incumbent Speaker, sought to take a firmer hand in leading the Underhusen, preventing infighting, and increasing accountability.
- **Syraj**, the incumbent Speaker pro tempore, did not put up any campaign.
- **Katie**, incumbent Officer of Information, cited her strong track record in that capacity of producing weekly informative reports and her growing body of legislative experience.
- **Crushita** pointed to his long-time experience as a Skrifas and his devotion to the Holy Spud as Pope.
- **Laurentus**, another incumbent Skrifas, ran largely to meet the necessary number of seats, and also to address this same contingency of having fewer than the minimum number of seats.

As five was the set number of seats for this Underhusen term, all candidates were elected by default. Crushita was the only non-incumbent Skrifas; all had significant

Wintrean legislative experience. **Chanku** was reelected Speaker, reappointing **Syraj** as Speaker pro tempore and reaffirming **Katie** as Officer of Information.



Doc v. Doc

Is a Wintrean allowed to sue themselves? This is the question **Doc** sought to answer when he filed suit against himself on December 27 of last year.

On the Wintrean Discord server, Doc noticed that Wintrean law never explicitly prohibits suing yourself, so he requested a case before the Storting. In a meta twist, Doc claimed that he was suing himself for "disrupting or attempting to disrupt legal proceedings" (Code of Criminal Laws § 4.1.2), which he was doing by suing himself. The request was soon accepted, with **Wuufu** as presiding judge and **Crushita** and **Syraj** as associate judges.

Several days later, **Chanku**, Speaker of the Underhusen and one of Wintreath's premier legal experts, submitted an amicus brief regarding this self-suit. In it, he argued that a self-suit is "outside of the ability of the court to hear," as "any remedy would benefit the defendant, and any justice meted out would harm the plaintiff." He then went on to argue that no crime was violated, as frivolous lawsuits are not covered as "disrupting legal proceedings." He concluded by arguing that the court has the inherent ability to

dismiss a case because it can determine whether or not it will/has the authority to hear a case.

Ultimately, the court ruled that there was no precedent or law in place to allow it to dismiss a case, particularly as the the Judicial Offices Act only provides for three options once the case is accepted: guilty, not guilty, or recommendation. As such, the court found Doc **not guilty**, and further **recommended** that reforms be put into place to allow for dismissing a case and preventing self-suing.

The self-suit sparked some discussion on Wintreath's judicial system, with many taking it as a good test of the system. Opinions ranged from implementing further reform to flesh out the judicial system more, to changing the system to something else, to abolishing it entirely due to it being arguably unnecessary.

And now, we have Katie, our Officer of Information, to report on the details of the past term!

Hey y'all! It's Katie coming to you live from the 31st Term with your Underhusen news! This term has felt like a million years, but at last it's over and with the potential for a brand new Underhusen in its wake! However, that isn't to say this term didn't have some good legislation. With that said it is my pleasure to introduce to y'all...

EVENT RECAP

- **12.01.2018** – With the election uncontested, Chanku, Syraj, Katie, Laurentus, and Crushita are elected by default to be the Skrifas of the 31st Underhusen.
- **12.09.2018** – With no other contenders, Chanku becomes Speaker for the 3rd consecutive term. Additionally, Katie retains her seat as Officer of Information, also for the 3rd consecutive term. This marks the first time in Underhusen history where any Skrifas have held the same position for more than 2 terms in a row.
- **12.13.2018** – Syraj is officially appointed Speaker Pro Tempore (also for the 3rd consecutive term). Almost immediately afterward, Speaker Chanku activates Speaker duties for Syraj.
- **12.29.2018** – Speaker Pro Tempore Syraj makes his final post before mysteriously disappearing for the rest of the term.
- **01.29.2019** – Speaker Chanku establishes the Library of the Underhusen and appoints taulover as its librarian.
- **02.08.2019** – The 32nd Underhusen consisting of Chanku, Katie, Laurentus, taulover, and AJ'Blarg is elected.

LEGISLATION RECAP

Bill Title	Author	Introduced on	Staus
Symbols Act ¹	Chanku	12.12.2018	TABLED
Citizenship and Donym "Shall Eradication" Act ²	Chanku	12.25.2018	FAILED 1-2-0-2 ⁴
Procedural Rules Legislative Formatting Act ²	Katie	12.25.2018	FAILED 0-3-0-2
Underhusen Election Protection Act ³	Chanku	01.22.2019	DEAD
Underhusen Seats for the Thirty Second Storting Act	Crushita	01.29.2019	DEAD

NOTES

1. Regulates the use of the Wintrean flag and other potential symbols.
2. Removes instances of "shall" from the Citizenship and Donym Act
3. Establishes procedure for if an elected Underhusen is small or undersized.
4. Reached the time limit for voting. All who had not voted were declared "Non-Voting."

Symbols Act



The symbols act was, according to Speaker Chanku, supposed to be a warmup activity to get the Underhusen moving. It was indeed hotly debated among the citizenry. However, no noise at all came from within the Storting's chambers, as after 17 days a motion to table was made that was not passed until January 27th.

The bill was regarding the national animal, colors, flag, and other symbols of Wintreath, encoding these into legislation as a permanent fixture of Wintrean culture. Fierce debate ensued over the national animal specifically, whether

it should be a winter fox, a turkey, some mythical Wintrean creature, or anywhere between. Upon the motion table, Skrifas Katie suggested to Jarl of Culture Gerrick that a poll be held gameside regarding the national animal. Forumside, Gerrick held a poll for national animal, with top contenders including the snow fox, snow leopard, winter eagle, and snowy owl. Check the Culture Review for the final results!

Underhusen Seats for the Thirty Second Storting Act

The Underhusen Seats for the Thirty Second Storting Act was introduced to the floor by Skrifas Crushita on January 29th as a last-minute measure

to lock in the number of seats for the 32nd term. Seeing increased interest in the Underhusen and sensing a contested election with 7 candidates, Crushita and Skrifas Katie advocated for an increase to 7 Underhusen Seats, reasoning that it would give the 2 new Wintreans running a chance at government experience. Speaker Chanku disagreed, citing the case with 29th term Skrifas Evanlicious. In the end, the bill could not be decided on in time for the end of the elections, and thus died on the floor.

Wintreath: @taulover and @Katie

Wintreath Nation: Alcubierre/Gihuodaho

Graphics courtesy of VECTEEZY.COM



When Beeterflies Attack!

from the tabloid magazine THE POSH PENGUIN

By GABRIEL S. PENGUON
Continued by Iliana Vere
Edited and finished by Griffin Alexander

Disaster struck just a couple of hours ago in a grove on the outskirts of Wintreath when a swarm of Beeterflies (bee-butterfly hybrids that travel in groups) attacked a group of construction workers that were reportedly working on the Monarch's seasonal cottage. It's rumored that the Monarch had chosen that specific area, not aware that it was a hunting ground for the insects.

"When I was walking along one day, I caught wind of what looked to be a Betterfly fluttering about. I had remembered hearing that if you followed one back to its nest, you were guaranteed a long, happy, and fruitful life. So I told my men to follow the Betterfly. I had no idea that it would lead them to an area populated with Beeterflies." Monarch Wintermoot told reporters while resting peacefully on his throne in his castle. "I am truly perplexed as to how these creatures of legend would do such a thing to such poor people."

Local villager Laurentus Valeria had a different opinion. "Most people have heard the actual stories: Betterflies lure people into dangerous situations. I had a friend last week find a Betterfly just outside of Cain. He was so entranced by its rainbow wings that he followed it. I think that thing somehow knew what it was doing, because it led him right to a small clearing and just flew away as if it was laughing at him. When my buddy regained his senses, he found himself surrounded by sleeping Sabertooth lions. He was lucky to make it out of there without waking any of them."

"I'm surprised the Monarch acts like he's never heard any of this," states the Monarch's royal advisor, Chanku. "I'm pretty sure I recall one of the nearby villages complaining about missing villag-



Stock footage of a swarm of bees, since reporters kept getting attacked whenever they tried to get a picture of the beeterflies. So just imagine these...but with butterfly wings.

ers that were lured away by these Beeterflies, only to turn up dead after falling off cliffs, or being ripped apart by Snow Tigers." Shocking, to say the least...but what was even more shocking was the next thing this same advisor told me in a whisper. "You didn't hear it from me, but the Monarch did know of this danger, but he was insistent on having his cottage there. And you also didn't hear this from me, but he's got a stash of Beeterflies hidden away in the ca--"

~~We're sorry to report that as reporter Gabriel S. Penguon and Advisor Chanku ended up disappearing during the report. This was 10 days ago. Last night, we had gotten wind that his notes were found in the snow, which we were able to gather together and put together this article. Unfortunately, both his and Advisor Chanku's bodies were found at the bottom of a pit of Minos...detestable scavenging creatures that pervade the sewers. We can only conclude that the two were discussing something that~~

~~wasn't meant to be heard, and met a grisly end in the process. I ask that the readers please take a moment to remember Advisor Chanku for his work for the Monarch, as well as Gabriel S. Penguon...former Count of Cain as well as avid article writer. They will never be forgotten.~~

We're sorry to report that former Count of Cain and avid reporter Gabriel S. Penguon, former Royal Advisor Chanku, and former reporter Iliana Vere have met their unfortunate end at the hands of Wintreath's feral wildlife. Please keep their families in your thoughts and prayers, and please stand with the Monarch to get us through this troubling point in time. They will never be forgotten.

Wintreath: @Pengu

Wintreath Nation: Penguin Dictators
Graphics courtesy of VECTEEZY.COM
and HYPESCIENCE.COM
