

WINTREATH'S



designed by Hydra
edited by taulover

ORENDI

issue XX

Dog Days Dispatch



in this issue:

CLICKWAR

STORTING REPORT

MAFIA
CHAMPIONSHIP

CULTURE REVIEW

Graphics courtesy of FREEPIK.COM



Ministry of Culture

Cultural insights that drive ideas and innovation

The Culture Review:

By GERRICK
Jarl of Culture



North, the negator, chose to side with us and not prevent us from making the killing blow at night.

Spyfall is an easy-to-learn forum game where the undercover spy tries to figure out the location of the game while all the other players, who act in their given roles related to the location, try to figure out who the spy is. **Spyfall IX** was hosted by **Kane** and took place over the month of April with six players. This game, which was set in the Wizarding World of Harry Potter, was unique because there were twists to the roles given to each player. The location for the game was in Diagon Alley where Death Eaters were holding captive the players, who were given the roles of several characters in the series. The game ended when **Pengu**, the spy, correctly guessed the location. A few weeks later, **Spyfall X** was hosted by **Pengu** and took place from late May through early June with nine players. This game was set in the world of the TV series *The Good Place* and was unique as it had an unknown number of spies (which ended up being revealed at the end to be four!). The game ended when I, **Gerrick**, one of the spies along with **North**, **taulover**, and **Ruguo**, correctly guessed the location.

Cards Against Humanity is a party game in which players complete fill-in-the-blank statements using words or phrases typically deemed as offensive, risqué, or politically incorrect printed on playing cards. After **Wuufu** ported the game over to Discord so that his bot Zaphyr can host it, **Wintermoot** started to set up games, which now take place every Friday. The first games took place on April 26 with **Elbbsas** beating out two other players and **SirDracolich** beating four others. May 3's games saw **Bloody May** and **Aragonn** winning their games against six other players each. And we've had many more games since then. Come join us on **Fridays at 9:15pm ET** on our Discord server to play **Cards Against Humanity** with us!

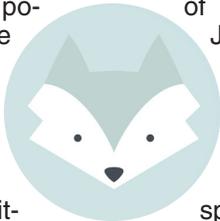
This is the tenth installment of the Culture Review, written by me, Wintreath's Jarl of Culture. I'll be talking briefly about some events going on in the cultural areas of the forums, such as Ministry news, forum games, and contests that took place from April to July.

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 June, there were four Culture Thane positions: of Werewolf, Roleplay, Gaming, and LGBT Affairs. The roles are now filled by **Pengu** as Thane of Werewolf, **Excalibur** as Thane of Roleplay, and **Chanku** as Thane of Gaming. Shortly after the elections and some talks in the Cabinet, the Thane of LGBT Affairs position was closed since there wasn't much interest in the position, especially due to the fact that a large portion of the government is already LGBT, which made it rather redundant.

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 Wintreath's Finest of March 2019 was **taulover** for his continuous work on the Orendi as well as being a consistently active member of the community. The winner of Wintreath's Finest of April was **Wuufu** for porting **Cards Against Humanity** over to our Discord server so that we can play it using his Discord bot, Zaphyr. The winner of Wintreath's Finest of May was **Chanku** for starting the new Tekkit Minecraft server, which has renewed activity in the Minecraft area. **North** won in June for his activity and Speakership, and **Marzipan** won in July for revitalizing the Dumping Grounds spam games.

Other nominees for Wintreath's Finest over the months included Clytirrisia for his work as Thane of Regional Outreach, Ruguo for really getting involved and taking initiatives, Wintermoot for setting up and hosting the new **Cards Against Humanity** games, and Kane for hosting **Spyfall**.

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. April's avatar theme was **Earth** in honor of Earth Day, beating out themes like trees, pranks, and gender awareness. May's avatar theme was **Flowers** since spring was now in full bloom, though other nominations included the **Marvel Cinematic Universe**, **Game of Thrones**, and "whatever you want"



June's avatar themes were **Pets in Outfits**, **Summer**, and **Winter** after a tug of war between those who live in the northern hemisphere and are experiencing summer versus those in the southern hemisphere who are now in winter. The July theme was **Dungeons & Dragons**, while the August avatar was **Food** to celebrate this year's Summersend theme.

Werewolf (aka Mafia) is a forum game where the few undercover werewolves attempt to kill all the other players, who in turn try to expose and kill the werewolves. **Werewolf XVIII**, the fourth "Choose Your Own Werewolf" game hosted by **Pengu**, took place in mid-June. 13 players signed up and answered the six CYOW questions that had hidden meanings, which resulted in a "Wintreath's Got Talent" theme, the four basic roles plus a negator and an alpha wolf, a higher ratio of werewolves, and an adventurer mechanic for the seer and alpha wolf. After just two day and night phases (one of the shortest complete games we've had), the werewolves -- **taulover**, **Mathyland**, **Gabrielle**, and **Gerrick** -- won when

Wintreath: @Gerrick
Wintreath Nation: Geramundo
Graphics courtesy of VECTEEZY.COM



An Interview with Laurentus on the

MAFIA CHAMPIONSHIP

By TAULOVER
Thane of Foreign Releases

In late May/early June, we were invited to participate in the Mafia Championship, an international tournament of forum Werewolf/Mafia. Laurentus, one of our most feared Werewolf players, was nominated to participate. After his game's conclusion, I spoke to him about the experience.

How were you first introduced to the game of Werewolf/Mafia?

Back when Colby was still around, he was New Hyperion's ambassador to Wintreath, and invited us all to join them for what, at the time, was a completely unknown game to me. The way he described it sounded very interesting, though, so I decided to sign up. I studied the first 2 games before playing, and then got the role of defender, along with Sapphiron. I loved the game, as I've always been fascinated by games of lying/bluffing and trying to see through people's mind games. That one experience cultivated a lasting love for it- and a lasting rivalry with Sapphiron, because I know just what he's capable of. :D

What was it like to be thrust into the competitive Mafia scene?

Exciting and overwhelming. I was not quite prepared for the level of activity the game required, and it was tricky to get used to the jargon and set strategies they employed, while still trying to come across as not suspicious. It proved to be a fruitful endeavour, though, because I learned a lot from the guys there.

The trickiest thing for me to overcome was that the roles were not tied to alignment, and we were allowed to freely reveal our roles.

In your assessment, how did the game go, both for you and overall?

I did quite poorly, in my estimation. My instincts were generally pretty good, but my strategy for trying to stay below the radar more than usual actually ended up getting me killed by the vigilante of the game, probably because I looked like a scary Wolf who would have been hard to get lynched with the Town cred I'd earned.

My estimation of the game itself is a lot better. Town lost in the end, but they did so against perhaps the most skilled Wolf I've ever had the pleasure to see in action. I would love to take part in another, when an opportunity presents itself again.

What have you learned or taken away from this experience?

I've learned how little I know, and how much I still have to learn. :D

Watching Lady Lambdadelta in action as a Wolf felt like the final, perfected form my natural play style should probably try to evolve into, because a big disconnect for me personally has always been that I am not quite as brazen as a Wolf as I am as a Townie, probably because subconsciously, the fact that I know I'm lying holds me back from truly going all out.

I don't think my playstyle and Lady's are identical, as I am never that that aggressive, but it has served as an example for how I can approach the game if I ever end up being the Wolf again.

I also learned quite a few new ways to try and engage with players who are strangers to me, as I typically rely a lot on metagaming, and I've also learned that an over-reliance on meta isn't good either.

If you're interested, you can follow the game for yourself on the Mafia Universe forums.

Wintreath: @taulover

Wintreath Nation: Alcubierre

Graphics courtesy of MAFIAUNIVERSE.COM

PENGU REVIEWS: JERSEY DEVIL

(PLAYSTATION 1/PSX)

By PENGU
Thane of Werewolf



You're in for a *devil* of a time.

Many many moons ago back in the late 90s, I remember being exceptionally excited when my birthday hit, and my parents presented me with the gift of a Playstation 1. For me, there was always this unbridled joy that came with being gifted a new system...one that was only matched by knowing that I could afford the newest one myself. But of course, my parents being who they are (despite my dad disliking video games) they also got me a couple of games to go with it (Final Fantasy 9 and Spyro the Dragon) as well as the demo disk that introduced my love for even more of the games which I would later play in the future (including the Gex trilogy, which I'll be discussing in another review).

The game Jersey Devil, was unfortunately not one of the games on the demo. It was, however, one of the first games that I saw in the game store that piqued my interest (the first were actually Chrono Cross and Crash Bandicoot). After having just played Spyro a bit and absolutely loving the gameplay, the idea intrigued me: you play as a purple devil super hero that basically goes around fighting crime and foiling the bad guys.

It took me almost 18-19 years, but I finally finished that beast of a game...and I'm content. You know those games that you invest yourself quite a bit in even if they're somewhat short, and you just feel that tinge of relief when you finally close the book on that story? That's about how I feel with this one. It was a long process filled with losing my PS1 due to its easily breakable CD drive, obtaining a new one, having the same happen, turning to emulation, getting distracted by other games, turning back to emulation, and finally finishing it.

And now, after that long introduction, I'd like to start talking about what makes this game tick...what makes it interesting and unique. What works? What didn't work? Would this game do well if it was remade today? Or is it a game that wouldn't stand the test of time even with a fresh coat of paint?

Well, the first thing to talk about in a game is its story. As I mentioned, in this game you play the nameless purple devil protagonist simply known as the Jersey Devil. As a baby, you're found by a strange pumpkin-headed (literal pumpkin-headed) lippy guy known as Dennis. He takes you to the workshop of his master, the evil Dr. Knarf (pronounced with a silent K, like the sound Pinky makes in Pinky and the Brain). The doctor takes an interest in you and decides to dissect you, but his knife was destroyed after Dennis interrupted the doctor with his discovery. So Dr. Knarf goes to get some new tools, only to come back to you destroying his lab, witnessing you holding a bottle of nitroglycerin in your hand and dropping it, ejecting your-

self from the lab. Years later, crime is rampant in Jersey City with random vegetable creatures causing havoc. Jersey Devil has become a full fledged super hero with a cape, and has took it upon themselves to stop crime in its tracks and stop Dr. Knarf for good.

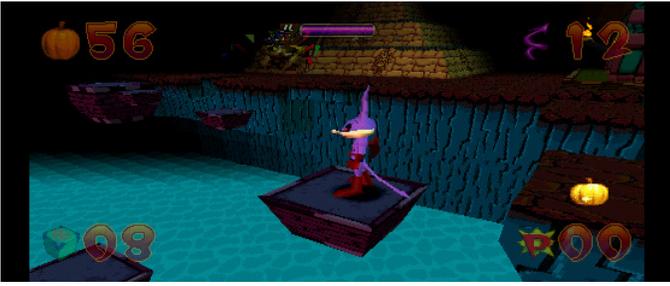
Cut and dry, the plot is very basic. Bad guy wreaks havoc, good guy sets out to stop them. Admittedly, the story isn't the game's strong suit outside of the amusing opening cutscene. I absolutely love that they named the Dr. Knarf, and him and Dennis remind me of a unique type of Pinky and Brain dynamic; Dennis is very slow but has some charm to him, and Knarf is clearly an overly ambitious and over-the-top evil person that you know would rule the world if he could. They even kind of sound like Pinky and the Brain when they talk, so I'm really wondering if there was some inspiration from that in there.

But what really interests me is the gameplay of this game. At its most basic, the game looks as if it only has a handful of levels: The museum, chemical wasteland, park, crypt, and shipyard. But you'll learn very early on that each area has actually 2 levels, 3 if you count the secret bonus levels found in each area. So if you visit an area like the museum for the first time, you'll be gathering letters that will let you into the first area, while the 2nd time may have you doing different things or even taking a different route entirely to access the 2nd area.

Navigating your way through the game itself is pretty straightforward. You can jump, duck, punch, do a tail spin when you hit punch button during a jump, and glide. Most



Many levels had this kind very linear-or-you-die path.



No, really.

of the game is basically “get from point A to point B, and collect pieces of a key to progress.” How this happens varies somewhat in both challenge as well as type. You may have to attack multiple enemies to get the pieces of key (in this game’s case, it’s letters spelling out KNARF...I swear this guy is obsessed with himself), avoid getting crushed by boulders, or survive a slide to the bottom. All and all, the controls and navigation are pretty simple.

The only gripe in this department, much like basically 95% of games released in this time is the camera. With games such as this, Spyro, Gex, Mario, Zelda, etc... the camera mixes between being free-movement to you moving it manually with the back triggers. In most games, however, you get to choose just how manual or automatic you want it to be. You are basically tailoring just how painful you want the experience to be, with semi-automatic usually being the best choice, and automatic normally being the worst.

With Jersey Devil, you only get the one choice of VERY semi-automatic...and at many points with its closed areas (such as the cavern level in the Park area), it can be a huge problem. I’d probably lose count of how many times I’ve died because the camera focused on a wall and had problems refocusing, or when it suddenly span around out of nowhere and I didn’t see the hole my character fell into at the time.

I also did have a minor gripe with the jumping mechanic. On its own, it functions pretty normally: you press a button to jump, and when you’re on a trampoline-like object, you press jump to make you go a bit higher. But there’s also the somewhat confusing and mildly annoying auto-jump whenever you reach the edge of something. When you’re going between a break in the path, it’s perfectly fine as there’s plenty of space to work with. However, when you’re trying to balance on the head of a turtle or going from small tree branch to small tree branch, that auto-jump will almost always lead to certain death. Oh, you weren’t far enough on the turtle’s head to be able to hit that barrel? Just move slightly more and watch your character jump like you’re trying to hop across, and flail like crazy to course correct as your character inevitably falls into the water and drowns.

There was also the fact that if you auto-jumped from a ledge, you could easily glide (which was handy in one of the secret levels). But god forbid you forget about auto-jump and instinctively press jump on the ledge and attempt to go into a glide, because the game won’t let you. Sure, you can still jump while auto-jumping (which actually

does nothing), but you absolutely can’t glide. So unless you jump just before the ledge or remember the auto-jump mechanic exists, you’ll just have to say hello to the pit below.

Off that note, I will say that I do applaud Jersey Devil’s approach to difficulty. In the first levels of the first 2 areas, the levels themselves are pretty simple and straightforward. However, with each level there is an obvious increase in difficulty, naturally with the final areas and levels being some of the most difficult.

That being said, while I appreciate the game’s gradual increase of difficulty, I really don’t care for how it achieves that.

Even when this game first came out, the difficulty of it was never in the enemies themselves or various traps. Don’t get me wrong: the enemies themselves could be frustrating at points down the road, but only because they guarded so often that you basically had to wait for them to hit you before you could do any damage. Likewise, traps could be a nuisance from time to time as well, but only because they led to the game’s most frustrating way of dying: Falling.

Yes, falling. Land in water? You fall and drown. Everywhere you go, there are ledges, holes in the floor, and many, MANY different ways that your character could fall. Traps could knock you into a hole, enemies or bosses could hit you mid jump or glide and cause you to fall, or you could miss a ledge by just a bit and slowly descend to your death. Didn’t duck under or jump on top of a pipe as you’re riding across? Prepare to fall in the water and drown or fall to the ground and die. It’s almost as if the creators had a fetish for characters falling to their death, because outside of the main areas... levels were almost always surrounded by potential fall-death hazards. Just touching an enemy would knock you back and could potentially knock you down one of those hazards (hell, a couple will actually rush at you for just this). I was never the biggest fan of fall deaths...but even Spyro didn’t have them to this almost absurd degree (I mean, Spyro had them...but the levels were open enough and gave enough powerups so they were never an issue).

And I’ll be completely honest, I used an invincibility cheat during my most recent playthrough. Not because the enemies or bosses are tough...oh no. Bosses even without any cheats enabled are almost laughably simple...with the worst being, as I mentioned earlier, a blocking machine that you had to time just right. No, the cheat itself was because, as I



Really, I’m not kidding.

mentioned, when an enemy hits you it knocks you a small amount back. And most of the time, this happens to be near a fall hazard, which as I mentioned is instant death. And given the fact that you have a set amount of lives... this can be a very shortly played game if you don't time everything well enough (though thankfully the game is VERY merciful in letting you save every time you get past one of the "areas" in a level (meaning every time the game has to load into a new part of the level). There ARE also continue points as well, but it's still just a nuisance that I wish didn't exist.

Now, outside of those gripes, I'd also like to mention that this game is basically a collectathon. In each level and secret level, there are a set number of nitro boxes as well as a set of 2 hostages (32 in total). Now...unlike games such as, say, Spyro, there is no real reward for collecting everything (aside from maybe the last cutscene in JD, I'm not sure). Whenever you finish a level, you're given a medallion of sorts that will help you in the final level. If you just rush through the level, the medallion is red. If you rush through and get all the nitro boxes, you see JD blow up the end area with a nitro bottle, and your medallion is a teal color. If you rush through and just save the hostages, it's purple (I believe). If you take the time and do both objectives, you get a gold medallion.

Granted, you are given a sort of reward in "Power Points" when you collect all the nitro boxes in a level. And each secret level can only be accessed by having a set number of Power Points.

Speaking of Secret Levels, this is one part of the game that's pretty...eh. All of the secret levels are basically a giant slide that's themed based on the area it's in. Your only job is to slide down collecting pumpkins (this game's version of mario coins) and devil tails (extra lives). At the end of each are 2 hostages, and your only real challenges are getting the switches (for 2 of the levels) and avoiding obstacles/TNT boxes. It was kind of a neat idea for maybe the first 2 levels, but I was really hoping for a bit more variety outside of the obstacle type and look.

The levels themselves outside of the before mentioned obvious fall-fetish are pretty neat for the most part. The look of them is pretty alright, nothing spectacular or horrible, but the idea of them is a little fun.

The bosses themselves for each level ranged from neat, to odd, to bleh. Fighting a sumo-bear creature and spray can with wheels and a cape was very amusing to say the least and they did fit with the game's slightly whimsical undertone...but fighting a giant bat at the end of the Crypt level as opposed to the end of the Caverns level (where bats were the main enemy) was confusing to me, and admittedly fighting said sumo-bear really made no sense in retrospect rather than...say, fighting a large sumo-cabbage creature or some other odd concoction that the game was going for.

Graphics wise, for the time the game came out it was pretty okay...roughly on a similar level as Spyro or Crash. Playing it again, I was very confused at a choice they made early on in the game: The opening scene is done in the style of cartoon, which I actually really liked as I enjoy cutscenes like that. However, it's literally the only

scene in this game using that style...everything else uses the in-game graphics, including the ending cutscenes (both after the last battle as well as the actual ending cutscene). It actually made me wonder why that scene was even included in the first place, if just to draw people into a game that they may end up being disappointed in if it wasn't included.

I actually somewhat enjoyed the soundtrack to the game as well as the choices in sound. The soundtrack had a bit of that whimsical cartoon vibe in some areas, and just overall the songs fit the areas being visited. For what little voice acting there was (mainly from Knarf and Dennis), it was actually pretty decent. However, once again I was baffled as to why it was needed outside of the opening and ending cutscenes. With as little as there was, the game could have functioned completely fine without it. But no, on random occasion when you enter an area, it'll cut to Dr. Knarf in bland-background area either laughing or making some sort of comment. There's no reason for those bits to be in there, they just are.

Overall, the game has its goods, and its bads. Despite the flaws that it does have, it's still an enjoyable game. Would it do well today? Sure, I think if remade correctly, it could do fine. Take out the random Knarf-talking bits when you enter an area, fix the jumping mechanic, ease up maybe just a bit on the falling hazards (seriously, they're practically everywhere), and I think the game could do okay in this day and age. With its dents and cracks, I still found it to be enjoyable on a smaller level than I did Spyro, even if I had to resort to cheats so that I wasn't being pushed into the water or down a hole in the floor every five seconds.

Admittedly, it's not a game that I'd recommend in its current state for those reasons. It has its fun moments, but the mounting frustration from the amount of ways to fall and lose a life would probably frustrate players a bit. However, with a bit of polish (and hell, I'll be honest that this game would be an absolute gem with a Spyro/crash type of graphical remake), I think this is a game that people would greatly enjoy.



I think a remade version could look pretty cool, especially if they went full-superhero cartoon style.

Wintreath: @Pengu

Wintreath Nation: Penguin Dictators

Images courtesy of WIKIPEDIA.ORG

LOOKING BACK AT CLICK- WAR SEASON 1, SEVERAL MONTHS LATER

By TAULOVER
Thane of Foreign Releases

I came to Clickwar several hours late, as I was busy when Wintermoot had launched the game. By the time I was there, all the tiles were already taken. But many of them had only a one or two points, on them, and with a few clicks, I was able to establish myself over the board.

Informal alliances quickly formed and broke, as we vied to hold onto our tiles for a precious 24 consecutive hours to begin generating the coveted legacy points. Soon (though it felt far longer), I had my few legacy-generating tiles.

In real time, the spam battles became games of chicken, as we continually spammed the same tile until one player gave up. There was a real psychological component; if you could just hold on long enough to convince the other player that you wouldn't leave, they might leave before you need to. I once spent several hours warring with Red Mones while listening to a new album until Mones ultimately conceded.

In the longer term, the war became a long wait, until players were offline, so that you could strike and take tiles when they weren't looking. Of course, once they returned, there'd be a spam war in the making. So point buffers accumulated, numbering into the many hundreds as players sought to protect their tiles best as possible. Pengu, for instance, had tiles numbering at 400 and even higher.

I also began developing an active defense strategy. As legacy points accumulated, there became clear targets for retaliation. When one of my tiles was threatened, I began attacking that player's tiles, threatening to take those down with me. At first, this worked, and I was able to negotiate some shaky peaces out of this situation, such as with Ruguo's Silverfishdom.

Occasionally, more gracious tactics worked. On the night of the January 2019 total lunar eclipse, Elbbsas agreed to a truce so I could go out there to see

JANTH seat of the Noble House of BURDOCK Gerrick	I LOOOOOOOO VE Gerrick	I am surrounded by heretics taulover	Revenge of Poporing Fields Wintermoot	Revenge of Poporing Fields II Wintermoot
BITCONNEEEEE EEEEEEECT Gerrick	WHATAMIGON NADOOOO taulover	The Cream Cliffs Elbbsas	Sorry Mones blame Moot taulover	Its mine now BSR trader
Silverfishdom Ruguo	The Bamboo Meadow Elbbsas	The Pasta Shop Elbbsas	The Meat Circus Elbbsas	The Fruit Orchard Elbbsas
Silverfish Reef Ruguo	The Fish Pond Elbbsas	The Dairy Factory Elbbsas	The Fungus Farm Elbbsas	The Vegetable Pasture Elbbsas
Zaphyr's Corner Sofa Wuufu	Poporing Fields Wintermoot	Anguard Wintermoot	Pumpkin Fields Wintermoot	Southreach Keep Wintermoot

My view of the final game board.

and help photograph the event. Fast forward a few weeks to the last day of my winter break, at which point I had become the leader in both tiles and legacy. I was flying out that night, and having one last dinner. But as we drove to the restaurant and waited to be seated, I was only focused on one thing: an incoming spam battle with Wintermoot. As we warred, it became clear that this would not end any time soon, and I was forced to concede the loss of a few of my tiles to spend these last few hours with my family.

But my redeye flight had free WiFi.

When I woke up early that morning, I immediately opened Clickwar and began whittling down on Wintermoot's tiles. Given that my entire defensive strategy relied on threatening retaliation, I thought I needed to act on this. And so, by the time I arrived back at school, I had successfully taken a tile.

Thus began a several-days-long destructive war between myself and Wintermoot. Once Wintermoot realized my goal of accumulating legacy, I quickly

lost. Wintermoot was not aiming for the leaderboard in legacy, and so was able to sacrifice his tiles' legacy to destroy mine. We negotiated a peace as I conceded the tiles he had taken.

After this, the game largely stagnated on my end. Points decayed time and time again, with some occasional inactive tiles being taken over.

Until one day, two weeks before game's end, when Elbbsas seized three of my tiles.

Now, I needed to make a move, and quickly, to secure my position. I had learned from my previous battle with Wintermoot not to directly retaliate, as that could be highly destructive and counterproductive, so I took other steps.

First off, I needed accurate information. When back-of-the-napkin calculations became inadequate, I quickly wrote up a Python script to calculate future legacy points. The results: if nothing changed, things would be close.

So I negotiated with Elbbsas. I sacri-

ficed my position at the top of the tiles leaderboard for preserving my legacy points, temporarily held several of Elbbsas' tiles to stop and reset legacy generation on them, and convinced Elbbsas to go after Gerrick, the second-place legacy holder. The latter two turned out not to be strictly necessarily according to my Python script, but I wanted to make sure that things would work out.

And ultimately, things did work out. I finished first on legacy, with Elbbsas coming in as first on tiles at the end of the game. But more than that were the memories generated on this simple but addicting game—equal parts frustrating yet enjoyable.

Clickwar Season 2 is in development, and will feature, among other updates and improvements, a faction system.

Wintreath: @taulover

Wintreath Nation: Alcubierre

NEWS IN BRIEFS!



By TAULOVER
Thane of Embassy Dispatches

- The **5th annual Summersend Festival** begins **August 16th!** Join us for Wintreath's premier cultural event of the year.
- Potatoeists and Tomatoeists battle for the Summersend theme, but ultimately, **Stay Cool: A Summersend Culinary Survival Guide** wins the day.

THE STARTING REPORT

A Recap of Recent Wintrean Legislative Events

By KATIE

Thane of Diplomatic Officers / Officer of Information

EVENT RECAP

- **2.08.2019** – The **32nd term Underhusen** is elected, consisting of **Chanku, Katie, Laurentus, taulover, and AJ'BLarg**.
- **2.12.2019** – After long hours sifting through old books and dusty records, the Skrifas choose **taulover** as the Speaker for the 32nd term.
- **2.13.2019** – Speaker taulover chooses **Chanku** as the Speaker Pro Tempore and upholds **Katie** as the Officer of Information.
- **2.17.2019** – Speaker Pro Tempore **Chanku** enters a leave of absence set to last a couple of weeks.
- **3.09.2019** – Skrifas **Laurentus** declares an indefinite leave of absence and suggests that a special election be held for his seat. It was not able to be held before the 21-day limit, however, and so the seat was left vacant. By this time Speaker Pro Tempore **Chanku's** leave of absence had ended.
- **4.08.2019** – The **33rd term Underhusen** is elected, consisting of **Chanku, Katie, AJ Blarg, Doc and HannahB**.
- **4.12.2019** – **Chanku** is chosen as the Speaker of the 33rd Underhusen, beating Katie 3 votes to 2, and Doc 3 to 0.
- **4.18.2019** – **Katie** becomes Speaker Pro Tempore by default.
- **6.07.2019** – The **34th term Underhusen** is elected, consisting of **Chanku, Katie, North, Elbbsas and Gabrielle**.
- **6.09.2019** – Members of the Underhusen collude in clandestine conference rooms to choose **North** as the 34th term Speaker, beating Katie 3 votes to 2, and Chanku who received no votes.
- **6.10.2019** – Speaker North chooses **Chanku** as Speaker Pro Tempore and **Katie** as Officer of Information. Who would've thought!
- **8.07.2019** – The **35th term Underhusen** is elected, consisting of **AJ BLarg, Katie, _zM, Chanku and Ruguo**.

LEGISLATION RECAP

Bill Title	Author	Introduced on	Status
Underhusen Election Protection Act ¹	Chanku	2.13.2019	PASSED 4-0-0-0; OH FAILED 0-5-0-0
Prohibition on Citizenship in the New Pacific Order	Chanku	2.17.2019	PASSED 2-2-1-0; OH FAILED 0-4-0-0
Procedural Rules Tabling and Reintroduction Amendment Act ²	Katie	2.25.2019	PASSED 3-0-1-0
Wintreath Symbols Act	Katie	3.04.2019	PASSED 2-0-2-0; OH PASSED 4-0-1-0
Grammar Amendment Simplification Act ³	Katie	3.17.2019	TABLED
Underhusen Seats for the Thirty-Third Storting Act	taulover	3.29.2019	FAILED 1-3-0-0
Grammar Amendment Simplification Act ³	Katie	4.12.2019	FAILED 0-4-0-1
Officer Motions Amendment Act ⁴	Chanku	4.12.2019	PASSED 3-0-2-0
Motion to Appoint Speaker Pro Tempore	Doc	4.13.2019	TABLED
Grammar Amendment Simplification Act ³	Katie	6.10.2019	PASSED 3-2-0-0; OH FAILED 0-3-0-2
Judicial Panel Amendment Act ⁵	Chanku	6.17.2019	TABLED
Chanku Recognitions Act	North	6.20.2019	PASSED 4-0-1-0; OH PASSED 3-0-0-2
Procedural Rules of the Underhusen Amendment XVII ⁶	North	6.28.2019	PASSED 3-0-1-1

NOTES

1. Establishes procedure for if an elected Underhusen is undersized.
2. Codifies the status of "dead" legislation.
3. Allows for more flexibility regarding grammar issues in legislation.
4. Clarifies procedure for appointing and dismissing officers of the Underhusen.
5. Modifies the Wintreath Judicial system to utilize different panels.
6. Clarifies vague wording in Section 5 of the Procedural Rules.

34TH UNDERHUSEN

Speaker North
Chanku
Katie
Elbbsas
Gabrielle

Chairman Wuufu
Wintermoot
trader
Aragonn
Cinciri

34TH OVERHUSEN



Underhusen Election Protection Act

The Underhusen Election Protection Act was introduced to the floor by Skrifka **Katie** on February 13th. It had been reintroduced from the previous term, when it was written by Skrifka **Chanku**. The bill died on the floor that term, with no motions being made by the end of the term. Upon the bill's reintroduction, the main concern raised immediately was the length of time before the next elections that the new unfilled Underhusen is dissolved, and Skrifka **Laurentus** found it to be far too short at 21 days. An agreement was then reached to extend that time to 6 weeks. That discussion also spawned an interest in Underhusen term-length increases.

The bill passed in the Underhusen, but upon reaching the Overhusen, Peer **Wintermoot** found various concerns that he regretted not mentioning earlier. He objected specifically to the fact that a second election would be held to fill the Underhusen in the case that too

few people ran in the first one, a concept he called "inefficient and unfair." Wintermoot also mentioned the possibility of two Underhusen sessions operating in the same forum at the same time, which he said would be problematic. Peer Cinciri also mentioned the possibility of those voted into the new session being upset when their session is suddenly dissolved. The other peers agreeing with Wintermoot and Cinciri, the bill failed in the Overhusen. Skrifka **Chanku** responded to the concerns in the Citizen's platform discussion thread.

Wintreath Symbols Act

The Wintreath Symbols Act was introduced to the floor by Skrifka **Katie** on March 4th. It had been reintroduced from the previous term when it was written under the name *Symbols Act* by Skrifka **Chanku**. 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. A fierce debate ensued over the national animal specifically. However, after that legisla-

tion was initially written, Jarl of Culture **Gerrick** opened a period of nominations for regional animal followed by a regional vote. The winner of this vote was the *Arctic Fox*.

Upon the bill's reintroduction, Chanku objected, as he had in the previous term, to adding precise Hex identifiers for the official colors of Wintreath, on the basis that the flag should not be controlled like that. A compromise was reached where the flag is not necessarily defined by the official regional colors. **Wintermoot** raised the concern of the legality of the Storting mandating the usage of the regional flag in vassal regions, so the requirement was changed to a recommendation. Those two concerns being the only major ones, the bill passed in both houses.



Wintreath: @Katie

Wintreath Nation: Rikuchar

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