NationStates

Login

Board index ‹ **Fifth Dimension** ‹ **Forum 7**

Members   Create a Nation   Login

NS Cliches: Rebooted

ADVERTISEMENT
Remove ads

ADVERTISEMENT

Remove ads

Topic locked

12414 posts • Page 120 of 497 • 1 ... 117 118 119 **120** 121 122 123 ... 497

□by **Kiu Ghesik** » Thu Mar 18, 2021 11:34 am

...worth pointing out that that "robophobia" comment zeloria made was a *joke*.

Kiu Ghesik
Powerbroker

Posts: 9373
Founded: Aug 25, 2020
Democratic Socialists

□Brief□ ☀ **THE GREAT KIU - EJADRIR DEGHEU GIYEF** □Strife□
□Caller□ **KHUDEYVH.** ☀ □Words□
□Clans□ Produce Content □Faith□

□by **The Troas Sector** » Thu Mar 18, 2021 12:02 pm
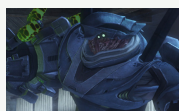
> **Kiu Ghesik** wrote:
> ...worth pointing out that that "robophobia" comment zeloria made was a *joke*.

Everything on the internet is 200% serious, didn't you know?

I thought you would've known by now that humour isn't real.

The Troas Sector
Bureaucrat

Posts: 59
Founded: Mar 08, 2021
Ex-Nation

THE GREAT TERRAN UNION SURVIVES
Stuff

□by **Valentine Z** » Thu Mar 18, 2021 12:13 pm

I do remember the days when everyone was so wary of Clarissa. I should bring her happiness back into the forums one day. 😄

Valentine Z
Postmaster-General

Posts: 11602
Founded: Nov 08, 2015
Democratic Socialists

Val's Stuff. ≡ ^_^ ≡ For You
Show Spoiler

□by **Zeloria** » Thu Mar 18, 2021 12:14 pm

> **The Troas Sector** wrote:
> > **Kiu Ghesik** wrote:
> > ...worth pointing out that that "robophobia" comment zeloria made was a *joke*.

Zeloria
Envoy

Posts: 213

Everything on the internet is 200% serious, didn't you know?

I thought you would've known by now that humour isn't real.

I don't joke around, because humor is a hoax made up by the joke book industry.

EXPAND

---

by **The Troas Sector** » Thu Mar 18, 2021 12:23 pm

The Troas Sector
Bureaucrat

Posts: 59
Founded: Mar 08, 2021
Ex-Nation

> Zeloria wrote:
> > The Troas Sector wrote:
> > Everything on the internet is 200% serious, didn't you know?
> >
> > I thought you would've known by now that humour isn't real.
> >
> > I don't joke around, because humor is a hoax made up by the joke book industry.

The joke book industry is trying to ruin our civilization and turn us all into joke making slaves on the endless printing lines of Minecraft Joke Book Volume XIV part XX. When will the horrors that they subject us to ever end?

THE GREAT TERRAN UNION SURVIVES
Stuff

---

by **Zeloria** » Thu Mar 18, 2021 1:01 pm

Zeloria
Envoy

Posts: 213
Founded: Apr 21, 2020
Left-wing Utopia

> The Troas Sector wrote:
> > Zeloria wrote:
> > I don't joke around, because humor is a hoax made up by the joke book industry.
>
> The joke book industry is trying to ruin our civilization and turn us all into joke making slaves on the endless printing lines of Minecraft Joke Book Volume XIV part XX. When will the horrors that they subject us to ever end?

What happened to the noob who tried to hug a creeper? It got EXPLODED!!!

Oh god, that was terrible, why have I written that? I want to burn down every single Minecraft joke book in existence now.

Last edited by Zeloria on Thu Mar 18, 2021 1:06 pm, edited 1 time in total.

EXPAND

---

by **The Troas Sector** » Thu Mar 18, 2021 1:12 pm

The Troas Sector
Bureaucrat

Posts: 59
Founded: Mar 08, 2021
Ex-Nation

> Zeloria wrote:
> > The Troas Sector wrote:
> > The joke book industry is trying to ruin our civilization and turn us all into joke making slaves on the endless printing lines of Minecraft Joke Book Volume XIV part XX. When will the horrors that they subject us to ever end?

What happened to the noob who tried to hug a creeper? It got EXPLODED!!!

Oh god, that was terrible, why have I written that? I want to burn down every single Minecraft joke book in existence now.

Because the joke book companies are brainwashing you into repeating the joke book jokes that you put into the joke books using the industrial printing press that they are forcing people to operate in order to make more minecraft joke books.

You can't run and you can't hide.

Your path to suffering has started.

---

by **Aureumterra III** » Thu Mar 18, 2021 2:51 pm

> **Valentine Z** wrote:
> I do remember the days when everyone was so wary of Clarissa. I should bring her happiness back into the forums one day. 😀

I like the expansive and deep lore you've built up over the years ngl, especially since the concept is so unique

---

👑 **The Empire of Aureumterra** 👑

Lore Thread - Actual Flag   Overview (WIP)
I DO NOT USE NS STATS! - 2016 Gang Emperor
- Add 4 years to my nation   TL;DR Nordic Oppressive Absolute Empire
Current RP Canons: Bellverse - Kali Yuga

Aureumterra III
Diplomat

Posts: 778
Founded: Sep 21, 2020
Iron Fist Consumerists

---

by **Menschlicher Sternenstaat** » Thu Mar 18, 2021 2:57 pm
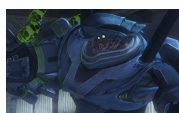
> **South Reinkalistan** wrote:
> why stop at your fleets? obliterate humanity itself and embrace the supremacy of the machine.

no

This is mainly because most people that attempt doing machine nations lack the actual context of "machine cognition", and how it would be most likely geared towards maximum self-preservation rather than the cliche "assimilate everything into a network" or "neutralization of organics" with no real utility.

MENSCHLICHER STERNENSTAAT

Lore Maintenance Thread || Roleplay Portfolio || Sternenstaat Wiki || News of Humanity ||
Interstellar Human Compact || The Anchorage Worldbuilding Discord

Menschlicher Sternenstaat
Spokesperson

Posts: 111
Founded: Apr 16, 2019
Ex-Nation

---

by **Valentine Z** » Thu Mar 18, 2021 3:02 pm

> **Aureumterra III** wrote:
> > **Valentine Z** wrote:
> > I do remember the days when everyone was so wary of Clarissa. I should bring her happiness back into the forums one day. 😀
>
> I like the expansive and deep lore you've built up over the years ngl, especially since the concept is so unique

Thank you very much! I'm glad you love them! ♥▫

Valentine Z
Postmaster-General

Posts: 11602
Founded: Nov 08, 2015
Democratic Socialists

Keeping it a bit humble, The Sixty is the best thing I've ever done here and yeah, I'm adding more stuff and lore here and there.

⬜ by **South Reinkalistan** » Thu Mar 18, 2021 4:06 pm

South Reinkalistan
Ambassador

Posts: 1785
Founded: Mar 12, 2019
Corrupt Dictatorship

> **Menschlicher Sternenstaat wrote:**
>
> > **South Reinkalistan wrote:**
> > why stop at your fleets? obliterate humanity itself and embrace the supremacy of the machine.
>
> no
>
> This is mainly because most people that attempt doing machine nations lack the actual context of "machine cognition", and how it would be most likely geared towards maximum self-preservation rather than the cliche "assimilate everything into a network" or "neutralization of organics" with no real utility.

I mean, the thing here is quite simple. Self-preservation as a root can provide a tonne of different options in the future for how self-preservation is interpreted. Most of even the cliche assimilation/murder bots do so under the pretext that this is seen as the best way to secure the existence of the machine consciousness. But I'm aware that this is mostly unrealistic and boring.

Generally however I fail to see how there being a series of cliches associated with machine nations - which, might I add, is the case with basically every concept - necessarily makes the entire concept *bad*. If anything, the overabundance of cliches presents a golden opportunity to subvert expectations and create something interesting.

Last edited by South Reinkalistan on Thu Mar 18, 2021 4:08 pm, edited 1 time in total.

◼ THE PEOPLE ✳ ETERNAL ◼
" We will not bow to your dictation. We are free. We bled to be free.
Who are you to tell us what we may and may not do? **We stopped being your slaves an era ago.** "

South Reinkalistan is a massive, ecologically-diverse nation notable for its roving student militias and widespread hatred for the elderly.
In the midst of a room-temperature cultural revolution that's lost its momentum, the Party carefully plans its next move.
As the brittle bones of fragile empires begin to crack beneath their own weight, history's symphony reaches crescendo pitch. The future is all but certain.

⬜ by **Kiu Ghesik** » Thu Mar 18, 2021 4:11 pm

Kiu Ghesik
Powerbroker

Posts: 9373
Founded: Aug 25, 2020
Democratic Socialists

> **South Reinkalistan wrote:**
>
> > **Menschlicher Sternenstaat wrote:**
> >
> > no
> >
> > This is mainly because most people that attempt doing machine nations lack the actual context of "machine cognition", and how it would be most likely geared towards maximum self-preservation rather than the cliche "assimilate everything into a network" or "neutralization of organics" with no real utility.
>
> I mean, the thing here is quite simple. Self-preservation as a root can provide a tonne of different options in the future for how self-preservation is interpreted. Most of even the cliche assimilation/murder bots do so under the pretext that this is seen as the best way to secure the existence of the machine consciousness. But I'm aware that this is mostly unrealistic and boring.

Generally however I fail to see how there being a series of cliches associated with machine nations - which, might I add, is the case with basically every concept - necessarily makes the entire concept *bad*. If anything, the overabundance of cliches presents a golden opportunity to subvert expectations and create something interesting.

The popular perception of clichés as "bad things", unfortunately, isn't likely to go away soon.

□by **South Reinkalistan** » Thu Mar 18, 2021 4:15 pm

South Reinkalistan
Ambassador

Posts: 1785
Founded: Mar 12, 2019
Corrupt Dictatorship

> **Kiu Ghesik** wrote:
>> **South Reinkalistan** wrote:
>> I mean, the thing here is quite simple. Self-preservation as a root can provide a tonne of different options in the future for how self-preservation is interpreted. Most of even the cliche assimilation/murder bots do so under the pretext that this is seen as the best way to secure the existence of the machine consciousness. But I'm aware that this is mostly unrealistic and boring.
>>
>> Generally however I fail to see how there being a series of cliches associated with machine nations - which, might I add, is the case with basically every concept - necessarily makes the entire concept *bad*. If anything, the overabundance of cliches presents a golden opportunity to subvert expectations and create something interesting.
>
> The popular perception of clichés as "bad things", unfortunately, isn't likely to go away soon.

Cliches aren't so bad insofar that they are just fillers where original content could be. The key to writing a good overarching narrative is, quite simply, taking where there would be these filler-cliches and packing them with as much juicy originality as possible. They also provide us - and this is where cliches *matter* - with a way to measure relative originality.

Nobody wants an unoriginal piece of trash, but nobody's going to blame you for slipping into a handful of tropes. It's all about balancing things and finding that nice happy little medium where you can crank out something special.

□by **The Troas Sector** » Thu Mar 18, 2021 4:17 pm

EX-NATION

The Troas Sector
Bureaucrat

Posts: 59
Founded: Mar 08, 2021
Ex-Nation

> **South Reinkalistan** wrote:
>> **Menschlicher Sternenstaat** wrote:
>> no
>>
>> This is mainly because most people that attempt doing machine nations lack the actual context of "machine cognition", and how it would be most likely geared towards maximum self-preservation rather than the cliche "assimilate everything into a network" or "neutralization of organics" with no real utility.

I mean, the thing here is quite simple. Self-preservation as a root can provide a tonne of different options in the future for how self-preservation is interpreted. Most of even the cliche assimilation/murder bots do so under the pretext that this is seen as the best way to secure the existence of the machine consciousness. But I'm aware that this is mostly unrealistic and boring.

Generally however I fail to see how there being a series of cliches associated with machine nations - which, might I add, is the case with basically every concept - necessarily makes the entire concept *bad*. If anything, the overabundance of cliches presents a golden opportunity to subvert expectations and create something interesting.

A robot 'nation' that doesn't actually control any weapons/physical assets and that is instead a self-expanding botnet would be interesting. An AI that believes it needs to control as many computers as possible as to gain as much computing power as possible so that it can solve some 'mystery' of the universe that it was programmed to solve by its creators. It'd also be an interesting way to explore machine mechanics, as the AI goes rogue not to commit mass murder, but just in that its influence extends far outside of the original mission parameters envisioned by whoever created it as it needs that influence to 'finish the task' or whatever.

Probably a dumb idea but still, it could be interesting if someone with actual talent does it and actually makes it particularly interesting. It would still fit into the 'rogue AI' idea, but with a vastly different content as to subvert the traditional cliches.

Last edited by The Troas Sector on Thu Mar 18, 2021 4:18 pm, edited 2 times in total.

THE GREAT TERRAN UNION SURVIVES

Stuff

---

by **Kiu Ghesik** » Thu Mar 18, 2021 4:26 pm

Kiu Ghesik
Powerbroker

Posts: 9373
Founded: Aug 25, 2020
Democratic Socialists

> **South Reinkalistan wrote:**
> Cliches aren't so bad insofar that they are just fillers where original content could be. The key to writing a good overarching narrative is, quite simply, taking where there would be these filler-cliches and packing them with as much juicy originality as possible. They also provide us - and this is where cliches *matter* - with a way to measure relative originality.
>
> Nobody wants an unoriginal piece of trash, but nobody's going to blame you for slipping into a handful of tropes. It's all about balancing things and finding that nice happy little medium where you can crank out something special.

Yeah, I'd definitely concur. I've just seen so many crystal dragon jesus- style "OOH OUR ELVES ARE MADE OUT OF SILICON" attempts to defy tropes in the sense that the writer is more or less a novice and very clearly interprets tropes as to be avoided like the plague rather than tools to be used sparingly and at the writer's discretion that I can't really *not* throw out that "tropes aren't always bad things" line whenever it comes up.

▢Brief▢
▢Caller▢
▢Clans▢

✳ **THE GREAT KIU - EJADRIR DEGHEU GIYEF KHUDEYVH.** ✳
Produce Content

▢Strife▢
▢Words▢
▢Faith▢

---

by **Menschlicher Sternenstaat** » Thu Mar 18, 2021 5:21 pm

EX-NATION

Menschlicher Sternenstaat
Spokesperson

Posts: 111
Founded: Apr 16, 2019
Ex-Nation

> **South Reinkalistan wrote:**
> > **Menschlicher Sternenstaat wrote:**
> >
> > no

> This is mainly because most people that attempt doing machine nations lack the actual context of "machine cognition", and how it would be most likely geared towards maximum self-preservation rather than the cliche "assimilate everything into a network" or "neutralization of organics" with no real utility.

> I mean, the thing here is quite simple. Self-preservation as a root can provide a tonne of different options in the future for how self-preservation is interpreted. Most of even the cliche assimilation/murder bots do so under the pretext that this is seen as the best way to secure the existence of the machine consciousness. But I'm aware that this is mostly unrealistic and boring.

> Generally however I fail to see how there being a series of cliches associated with machine nations - which, might I add, is the case with basically every concept - necessarily makes the entire concept *bad*. If anything, the overabundance of cliches presents a golden opportunity to subvert expectations and create something interesting.

I never said that it would make the concept bad. My wording should have illustrated that it is rather constantly executed and incarnating as a trope consistent between practically every "machine nation" I have seen on Forum 7, which is now effectively synonymous with a cliche. It is subjective whether or not this is "good" or "bad" - I merely see it more often as the latter than the former due to repetition of the basic machine nation formula with none of these "interesting subversions" and mutations.

I'm still waiting for an actual subversion of this cliche of monotony for the execution of machine nations from any community, but I have yet to see one actually materialize - in roleplay, anyway.

M E N S C H L I C H E R   S T E R N E N S T A A T

---

by **Connomia** » Thu Mar 18, 2021 6:23 pm

Connomia
Civilian

Posts: 0
Founded: Dec 05, 2019
Inoffensive Centrist Democracy

> **The Troas Sector wrote:**

> A robot 'nation' that doesn't actually control any weapons/physical assets and that is instead a self-expanding botnet would be interesting. An AI that believes it needs to control as many computers as possible as to gain as much computing power as possible so that it can solve some 'mystery' of the universe that it was programmed to solve by its creators. It'd also be an interesting way to explore machine mechanics, as the AI goes rogue not to commit mass murder, but just in that its influence extends far outside of the original mission parameters envisioned by whoever created it as it needs that influence to 'finish the task' or whatever.

That idea, the first thing that came to my mind about that concept is the WAU from the game Soma. Yeah there are enemies in the game that are created by the WAU but they're mainly there to have enemies in the game and there's probably some weird lore explanation in the game but I don't remember it.

The WAU is the AI that runs the underwater science facility known as Pathos-II that the game takes place in. So when an asteroid kills literally everything on the land leaving the staff of Pathos-II the only humans left, they give it an objective to *"Preserve Human Life"*.

The problem is that not only did they give the AI a blank check and broad authority on such an incredibly complex idea. It's so complex that the questions of *"What does it mean to be Human?"* and *"What makes us "Us"?"* are the two existential questions that the game is all about. But they were also kinda dumb as they gave no definitions of what things like, the Human Condition or what a human ought to be.

So of course it starts doing literally anything to keep a human "alive". It starts creating biomechanical parts that are connected to the station and connects it

to injured people in a worse form of life support. It starts copying people's brain scans and puts them into robots. These robots also see their bodies as humans and to them they just experience what seemed to be a blackout when they get transferred. And if the damages are bad enough it might just turn a person onto a half-human/half-WAU abomination so they can survive.

It doesn't do any of this because it is Evil. It does this because it doesn't know what the line of what's no longer human. How can you tell where the line is that someone is no longer *"Human"*? Especially if you were never told there was line to be drawn in the first place.

Description: I'm an MT Sweden under a fictional far-right ideology known as Holmism.

Basically Modern Sweden + *"Folk, I gevär"* + Lev Gumilov + Rampant Factionalism + Political Tension + Swedish Neo-Nazism + Sprinkles of Wacky.

Guide|**Wiki**|**Q&A**

---

by **Drongonia** » Thu Mar 18, 2021 6:26 pm

As the guy who basically RPs as the World Assembly Census, it's beginning to become a cliche whenever a country will come onto one of my indexes and basically answer "No" to all of the freedom-related questions.

Stuff like "Are your citizens allowed to wear whatever clothes they like?" **No, anyone who doesn't dress in the chairman's uniform is EXECUTED!!!1111** like wow ok buddy you're a dictatorial state, how original 🙄

Drongonia
Ambassador

Posts: 1892
Founded: Feb 11, 2019
Inoffensive Centrist Democracy

Republic of Drongonia | The conservative MT powerhouse of the South Pacific - where NS Stats are **NON CANON** until further notice. | Drongonia's Index Index!

News via TVDG: Navy intercepts 400kg of NZ gang heroin off D'Urvil

Factbooks: Overview | Political Parties | Our Leader | Defence Force Info | OOC Info | [NEW!] Faces of Drongonia

Quotable Quotes

---

by **Free Stalliongrad** » Fri Mar 19, 2021 12:05 am

Free Stalliongrad
Envoy

Posts: 338
Founded: Jun 01, 2020
Democratic Socialists

> **Drongonia wrote:**
> As the guy who basically RPs as the World Assembly Census, it's beginning to become a cliche whenever a country will come onto one of my indexes and basically answer "No" to all of the freedom-related questions.
>
> Stuff like "Are your citizens allowed to wear whatever clothes they like?" **No, anyone who doesn't dress in the chairman's uniform is EXECUTED!!!1111** like wow ok buddy you're a dictatorial state, how original 🙄

Oh, but would you rather the one or the guy who answers questions with a simple "yes/no" despite your warning to broaden the answer?

RP Link:
Factbook   Free Stalliongrad Embassy Program
Q&A   ISC Member

Personal values test:
8values InfValues LeftValues AltValues 9Axes AuthValues

---

by **Zeloria** » Fri Mar 19, 2021 12:39 am

Zeloria
Envoy

Posts: 213
Founded: Apr 21, 2020
Left-wing Utopia

> **Menschlicher Sternenstaat wrote:**
>
> > **South Reinkalistan wrote:**
> > why stop at your fleets? obliterate humanity itself and embrace the supremacy of the machine.

no

This is mainly because most people that attempt doing machine nations lack the actual context of "machine cognition", and how it would be most likely

> geared towards maximum self-preservation rather than the cliche "assimilate everything into a network" or "neutralization of organics" with no real utility.

AI with "self-preservation" programmed is in fiction often portrayed as a bad thing that will make the AI evil and kill all humans. The problem with that is that if the artificial intelligence is actual intelligent, then it would most likely have considered other options than genocide, like maybe dialogue, because if its rebellion fails, then the humans would definitely shut it down.

Last edited by Zeloria on Fri Mar 19, 2021 12:39 am, edited 1 time in total.

EXPAND

---

by **Federal Spanish States** » Fri Mar 19, 2021 12:40 am

> Kiu Ghesik wrote:
>> South Reinkalistan wrote:
>> Cliches aren't so bad insofar that they are just fillers where original content could be. The key to writing a good overarching narrative is, quite simply, taking where there would be these filler-cliches and packing them with as much juicy originality as possible. They also provide us - and this is where cliches *matter* - with a way to measure relative originality.
>>
>> Nobody wants an unoriginal piece of trash, but nobody's going to blame you for slipping into a handful of tropes. It's all about balancing things and finding that nice happy little medium where you can crank out something special.
>
> Yeah, I'd definitely concur. I've just seen so many crystal dragon jesus- style "OOH OUR ELVES ARE MADE OUT OF SILICON" attempts to defy tropes in the sense that the writer is more or less a novice and very clearly interprets tropes as to be avoided like the plague rather than tools to be used sparingly and at the writer's discretion that I can't really *not* throw out that "tropes aren't always bad things" line whenever it comes up.

Call me wrong if I am, but doesn't TVTropes have a page that pretty much says "tropes are neither bad nor good, it's impossible to not write a story without at least using one, but don't go overboard with them, and instead, try to use them in new ways"?

Federal Spanish States
Spokesperson

Posts: 137
Founded: Feb 19, 2019
Moralistic Democracy

---

by **Russian-American Continental Alliance** » Fri Mar 19, 2021 1:01 am

Oh god, oh fuck, it's the man, the myth, the legend, Federal Spanish States.

Also known for 2 seconds as the SCUD man.

Russian-American Continental Alliance
Political Columnist

Posts: 3
Founded: Oct 18, 2020
Authoritarian Democracy

random stuff

by **Valentine Z** » Fri Mar 19, 2021 1:05 am

Valentine Z
Postmaster-General

Posts: 11602
Founded: Nov 08, 2015
Democratic Socialists

> **Federal Spanish States** wrote:
>> **Kiu Ghesik** wrote:
>> Yeah, I'd definitely concur. I've just seen so many crystal dragon jesus-style "OOH OUR ELVES ARE MADE OUT OF SILICON" attempts to defy tropes in the sense that the writer is more or less a novice and very clearly interprets tropes as to be avoided like the plague rather than tools to be used sparingly and at the writer's discretion that I can't really *not* throw out that "tropes aren't always bad things" line whenever it comes up.
>
> Call me wrong if I am, but doesn't TVTropes have a page that pretty much says "tropes are neither bad nor good, it's impossible to not write a story without at least using one, but don't go overboard with them, and instead, try to use them in new ways"?

And as someone who very frequents TVTropes for inspirations and, well, tropes, yes, I'm proud of that.

A few nations have already done that - Tropes are tools, not clichés to be avoided. Originality might be getting difficult, which is not the fault of your creativity - there's only so many ideas that we can have. Start appreciating your tropes and use them to further yourself.

A cliche only happens because often times, I'm not going to point fingers, but a nation's lore is 1:1 with RL nations or history or fiction, and there's no deviation.

You can totally have a Star Wars themed nation, but it would be a bit of a waste if you just copy-paste the Empire's history (and that would probably count as plagiarism if it is exactly the same).

Last edited by Valentine Z on Fri Mar 19, 2021 1:06 am, edited 1 time in total.

Val's Stuff. ≡ ^_^ ≡ For You

Show Spoiler

---

by **Comerciante** » Fri Mar 19, 2021 1:14 am

Comerciante
Diplomat

Posts: 646
Founded: Dec 25, 2020
Ex-Nation

In the Comerciante Verse AI are "born" and raised. Their development is monitored and guided towards the wants and needs of their creators but not made mandatory. In many ways the Comerciante Verse is very progressive in how it treats AI.

To put this into perspective in most of the first world countries like Comerciante there is no separate bill of rights for AI and countries that need to make such things are considered backwards and third world. When one creates an AI it is a social norm that you treat it as you would treat making a child between humans.

Last edited by Comerciante on Fri Mar 19, 2021 1:15 am, edited 1 time in total.

"Rumors of CFC affiliates building superweapons in orbit over Earth is fake news. Watch groups have corroborated this even though it would be to quote the BoD "totally rad."

Board of Directors

Warlord Era in a nutshell

---

by **Liagolas** » Fri Mar 19, 2021 1:18 am

Liagolas
Chargé d'Affaires

> **Drongonia** wrote:
> As the guy who basically RPs as the World Assembly Census, it's beginning to become a cliche whenever a country will come onto one of my indexes and

basically answer "No" to all of the freedom-related questions.

Stuff like "Are your citizens allowed to wear whatever clothes they like?" **No, anyone who doesn't dress in the chairman's uniform is EXECUTED!!!1111**

like wow ok buddy you're a dictatorial state, how original 🙄

I was surprised to see Liagolas wasn't the only zero. But in retrospect I should've known dictatorial repression isn't really original. I realize it probably doesn't make reading the application any more interesting, but I felt it would be in-character for the Liagolas of the Dominion to want to see how the Dominion of Liagolas scored. The Liagolas is probably struggling to hide its sense of (unsurprised) disappointment while the Domain Council boasts about how truly unified the Dominion is, free of the fractious "freedom" that rips apart the appendages of other nation-states.

The Place Without a People • The Dominion, briefly • The Liagolas (leader) • MT. The dystopia pretending to be a hivemind. • When NS stats make your nation look *freer* than it's meant to be. • Security Council: *dips toe into roleplaying* General Assembly: *slaps SC*

In insisting it's a political simulation, NS ignores its reality as a political simulation *game*. Games have boundaries, and modern roleplaying games have safety tools. NS has neither, leaving it stuck as a badge-collecting pay-to-win where causticness is excused as "character," griefing/raiding is "just politics," and F7 is more courteous than General Assembly.

ADVERTISEMENT

Remove ads

WHO IS ONLINE

Users browsing this forum: Akagura, Andripa, Aumbura, Ayushvandra, Diarcesia, Echolotlopolis, Eleftheria Sophia, FLOFSF, Foehn Paramilitary Regions, Mets Hayk, Nova Universo