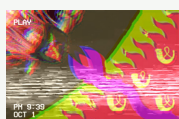


## NS Cliches: Rebooted

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**Wormfodder Delivery**  
Chargé d'Affaires

Posts: 478  
Founded: Feb 14, 2021  
Compulsory Consumerist  
State

by **Wormfodder Delivery** » Sun Sep 19, 2021 9:48 am

Can't get any accusations of lacking realism when your nation isn't realistic in any sense of the word. 🤔

[Info](#) [The Wormfodder Delivery Service](#), bringing Wormfodder to you, wherever you are. [Stuff](#)

I also am currently making a [pocket guide on how to have a good time on FZ](#).  
[Get the latest, hottest news at WDSNN, the best News source of the next dimension!](#)

It is now safe to keep playing.



**Dayganistan**  
Ambassador

Posts: 1453  
Founded: May 02, 2016  
Father Knows Best State

by **Dayganistan** » Sun Sep 19, 2021 10:17 am

Feyrisshire wrote:  
-snip-

But thinking about what your nation would realistically face with it's military is setting you up for failure in NS superpower competition so you can't play in II. Which is the issue people run into. You can never get an RP where two second rate powers go at it without superpowers intervening. Or you can never have a counterinsurgency without someone deciding they need to send 5 aircraft carriers and 200,000 troops to deal with it, or even worse support the insurgency that you're trying to deal with as a second rate power.

Republic of Dayganistan

A secular, Tajik dominated state in Central Asia which has experienced 40 years of democratic backsliding. NS stats are NOT used.



**Enzonar**  
Bureaucrat

Posts: 51  
Founded: Nov 30, 2020  
Psychotic Dictatorship

by **Enzonar** » Sun Sep 19, 2021 11:06 am

Why Is this thread so toxic?

I need to make an actual factbook

[my nation](#)

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**Aureumterra III**  
Diplomat

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

by **Aureumterra III** » Sun Sep 19, 2021 11:29 am

Dayganistan wrote:

Feyrisshire wrote:

-snip-

But thinking about what your nation would realistically face with it's military is setting you up for failure in NS superpower competition so you can't play in II. Which is the issue people run into. You can never get an RP where two second rate powers go at it without superpowers intervening. Or you can never have a counterinsurgency without someone deciding they need to send 5 aircraft carriers and 200,000 troops to deal with it, or even worse support the insurgency that you're trying to deal with as a second rate power.

This is basically why I mainly just stick to closed RPs with a degree of quality writing and shared canon, unfortunately most open RPs devolve into godmodding fights for the past few years now

👑 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



**Crysuko**  
Negotiator

Posts: 7142  
Founded: Feb 26, 2013  
Left-Leaning College State

by **Crysuko** » Sun Sep 19, 2021 11:43 am

ENZONAR wrote:

Why is this thread so toxic?

Where?

Quotes:

[Show Spoiler](#)

Syndicalist, vehement anti-fascist.

**I USE Qs INSTEAD OF Qs**



**Wormfodder Delivery**  
Chargé d'Affaires

Posts: 478  
Founded: Feb 14, 2021  
Compulsory Consumerist State

by **Wormfodder Delivery** » Sun Sep 19, 2021 11:44 am

ENZONAR wrote:

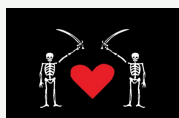
Why is this thread so toxic?

The WDS uses it as a landfill, that's probably why.

[Info](#) [The Wormfodder Delivery Service](#), bringing Wormfodder to you, [Stuff](#) wherever you are.

I also am currently making a [pocket guide on how to have a good time on FZ](#).  
[Get the latest, hottest news at WDSNN, the best News source of the next dimension!](#)

It is now safe to keep playing.



**New Dunmore**  
Political Columnist

Posts: 4  
Founded: Apr 24, 2020  
Capitalist Paradise

by **New Dunmore** » Sun Sep 19, 2021 11:58 am

Dayganistan wrote:

Feyrisshire wrote:

-snip-

But thinking about what your nation would realistically face with it's military is setting you up for failure in NS superpower competition so you can't play in II. Which is the issue people run into. You can never get an RP where two second rate powers go at it without superpowers intervening. Or you can never have a counterinsurgency without someone deciding they need to

send 5 aircraft carriers and 200,000 troops to deal with it, or even worse support the insurgency that you're trying to deal with as a second rate power.

This is why people should decide who they wanna RP with tbh.

Even if everyone was fully realistic with their nation with logistics, command structure, and tactics, it doesn't change the fact that some nations are simply not really compatible in an International Incidents RP. Imagine an open RP where a PT nation proclaims that it is gonna invade its neighbor, but then an FT nation decides that the PT nation does not deserve to exist anymore because they were gonna make that particular PT nation's neighbor worship their race as Gods. Unless the FT nation purposefully underpowers itself for the sake of balance (like if they only sent a small force like some cowboys vs aliens heckery), we know who's gonna win.

For some people, that might be alright, but for others not so much.

Last edited by **New Dunmore** on Sun Sep 19, 2021 11:58 am, edited 1 time in total.

**New Dunmore**

*Where Freemen Stand*

A Low-Fantasy PT Pirates Republic fighting FT aliens.

This is a puppet, guess who and you'll get free No, this isn't Robot Pirate Island rum. YoHoHo and War Crimes, what more could a man ask for?



**Dayganistan**  
Ambassador

Posts: 1453  
Founded: May 02, 2016  
Father Knows Best State

by **Dayganistan** » Sun Sep 19, 2021 12:01 pm

**New Dunmore wrote:**

This is why people should decide who they wanna RP with tbh.

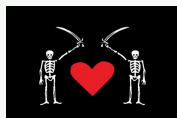
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For some people, that might be alright, but for others not so much.

It's not necessarily a tech level issue. Even if you stick to MT vs MT, you're still going to get people who want to power wank.

Republic of Dayganistan

A secular, Tajik dominated state in Central Asia which has experienced 40 years of democratic backsliding. NS stats are NOT used.



**New Dunmore**  
Political Columnist

Posts: 4  
Founded: Apr 24, 2020  
Capitalist Paradise

by **New Dunmore** » Sun Sep 19, 2021 12:04 pm

**Dayganistan wrote:**

**New Dunmore wrote:**

This is why people should decide who they wanna RP with tbh.

Even if everyone was fully realistic with their nation with logistics, command structure, and tactics, it doesn't change the fact that some nations are simply not really compatible in an International Incidents RP. Imagine an open RP where a PT nation proclaims that it is gonna invade its neighbor, but then an FT nation decides that the PT nation does not deserve to exist anymore because they were gonna make that particular PT nation's neighbor worship their race as Gods. Unless the FT nation purposefully underpowers itself for the sake of balance (like if they only sent a small force like some cowboys vs aliens heckery), we know who's gonna win.

For some people, that might be alright, but for others not so much.

It's not necessarily a tech level issue. Even if you stick to MT vs MT, you're still going to get people who want to power wank.

Oh yeah, I was just giving tech-level as an example. If you want an MT one, then imagine Not!America going to war with a rogue state like Not!Iraq. You'd still run into the same issue, at least I think. It happened IRL, but I am sure that if it happened on NS, it would be considered unnecessary weight throwing without either context or careful moderation.

Last edited by [New Dunmore](#) on Sun Sep 19, 2021 12:08 pm, edited 2 times in total.

**New Dunmore**

*Where Freemen Stand*

A Low-Fantasy PT Pirates Republic fighting FT aliens.

This is a puppet, guess who and you'll get free No, this isn't Robot Pirate Island rum.  
YoHoHo and War Crimes, what more could a man ask for?



**Aureumterra III**  
Diplomat

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

by [Aureumterra III](#) » Sun Sep 19, 2021 12:05 pm

Dayganistan wrote:

New Dunmore wrote:

This is why people should decide who they wanna RP with tbh.

Even if everyone was fully realistic with their nation with logistics, command structure, and tactics, it doesn't change the fact that some nations are simply not really compatible in an International Incidents RP. Imagine an open RP where a PT nation proclaims that it is gonna invade its neighbor, but then an FT nation decides that the PT nation does not deserve to exist anymore because they were gonna make that particular PT nation's neighbor worship their race as Gods. Unless the FT nation purposefully underpowers itself for the sake of balance (like if they only sent a small force like some cowboys vs aliens heckery), we know who's gonna win.

For some people, that might be alright, but for others not so much.

It's not necessarily a tech level issue. Even if you stick to MT vs MT, you're still going to get people who want to power wank.

If you are the OP you can set your own standards for the thread

👑 **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



**Gonswanza**  
Ambassador

Posts: 1580  
Founded: Aug 13, 2021  
Inoffensive Centrist  
Democracy

by [Gonswanza](#) » Sun Sep 19, 2021 2:31 pm

Wormfodder Delivery wrote:

Can't get any accusations of lacking realism when your nation isn't realistic in any sense of the word. 🤔

Based worm.

Praise our glorious president Laura Ortiz! [Yea, I sell things. KTO Member!](#)  
[Amistad Declaration signatory! Down with slavery!](#)

[GNN] Check [hyperlink blocked] for further instructions or [frequ  
◀ ▶



**Unified Communist Councils**  
Envoy

by [Unified Communist Councils](#) » Sun Sep 19, 2021 4:46 pm

On the realism/effort-post vs casual RP debate in general. It's not the power wank that's the main issue, the United States is a global superpower and yet it still failed in Vietnam and Afghanistan. It's the fact that the countries (Both effort-poster or casual) take themselves so seriously to the point that they enforce their way of thinking upon others. Generally, they always want things

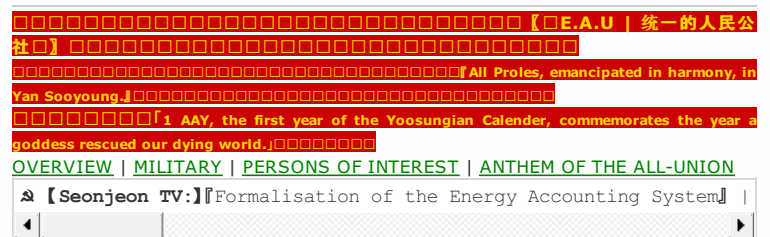
Posts: 251  
Founded: Jul 22, 2021  
Civil Rights Lovefest

to go their way, often spouting that they're "too successful/sensible/rational/powerful/etc" or some other excuse to not fail. It isn't the power wank, it's the attitude you have to put up with that is the root cause of this "unfun" negative association since nothing inherently states that a conflict between, for example, an MT nation vs FanT nation, won't be fun.

The fun is largely dependent on the mindset of the roleplayers as a person, and if both players ideally want to just get along and are willing to make concessions in order to maximize the most fun out of the scenario, they will generally set themselves up for success. The same argument can very much be said about the amount of effort that goes into a nation's world-building. People open to improvement will generally be more pleasant than those who are firmly entrenched in their opinion that their nation is at the "peak" of its potential and are not prone to failure.

TL:DR: You will tend to have more fun RPing with somebody who rolls with the punches. They could be incompetent at first but show a consistent openness for improvement over time. Vice versa, it won't be as fun RPing with somebody who is always looking down on you, always having some kind of "criticism", that in reality are just nitpicks to try to dictate everything that you do in a way that will only benefit themselves.

Last edited by [Unified Communist Councils](#) on Sun Sep 19, 2021 4:51 pm, edited 2 times in total.



**Gonswanza**  
Ambassador

Posts: 1580  
Founded: Aug 13, 2021  
Inoffensive Centrist  
Democracy

by [Gonswanza](#) » Sun Sep 19, 2021 5:49 pm

**Unified Communist Councils wrote:**

On the realism/effort-post vs casual RP debate in general. It's not the power wank that's the main issue, the United States is a global superpower and yet it still failed in Vietnam and Afghanistan. It's the fact that the countries (Both effort-poster or casual) take themselves so seriously to the point that they enforce their way of thinking upon others. Generally, they always want things to go their way, often spouting that they're "too successful/sensible/rational/powerful/etc" or some other excuse to not fail. It isn't the power wank, it's the attitude you have to put up with that is the root cause of this "unfun" negative association since nothing inherently states that a conflict between, for example, an MT nation vs FanT nation, won't be fun.

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I enjoy this guy over the guy who rattled off a list demanding realism out of NS... Which is already a god-awful take.

Again, I prefer this over absolute realism. People come here to escape reality and the daily grind, not embrace it in its entirety and force it upon others whether they like it or not.

Praise our glorious president Laura Ortiz! [Yea, I sell things. KTO Member! Amistad Declaration signatory! Down with slavery!](#)

[GNN] Check [hyperlink blocked] for further instructions or [frequ



**Unified Communist Councils**  
Envoy

Posts: 251  
Founded: Jul 22, 2021  
Civil Rights Lovefest

by **Unified Communist Councils** » Sun Sep 19, 2021 7:01 pm

Gonswanza wrote:

I enjoy this guy over the guy who rattled off a list demanding realism out of NS... Which is already a god-awful take.

Again, I prefer this over absolute realism. People come here to escape reality and the daily grind, not embrace it in its entirety and force it upon others whether they like it or not.

It's like how Warhammer 40k fans absolutely nerd out about how the space marines are the strongest, except replace Warhammer 40k with realism as the topic of obsession and replace space marines being invincible soldiers with some form of analysis and lore writing about realism supremacy.

【E.A.U | 统一的人民公  
社】  
All Proles, emancipated in harmony, in  
Yan Sooyoung,  
AAY, the first year of the Yoosungian Calender, commemorates the year a  
goddess rescued our dying world.  
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【Seonjeon TV:】Formalisation of the Energy Accounting System |



**Neo-Western East Korea**  
Spokesperson

Posts: 147  
Founded: Jun 15, 2021  
Iron Fist Consumerists

by **Neo-Western East Korea** » Sun Sep 19, 2021 7:05 pm

Sphess Mehreens? where are ground mehreens?



**Amenria**  
Senator

Posts: 4300  
Founded: Jun 08, 2017  
Democratic Socialists

by **Amenria** » Sun Sep 19, 2021 10:49 pm

I'd rather take a tiny pinch of real\*sm, then throw the rest out the window so I can have fun and have a cool multiverse.

#### The Empire of Amenria (亚洲帝国)

Sinocentric Asian theocratic absolute monarchy. Set 28 years in the future. On-site factbooks are no longer canon.

[Nani!? A rules creepypasta set in R1!?](#)

My views



**Soviet Progonya**  
Spokesperson

Posts: 181  
Founded: Mar 16, 2020  
Corrupt Dictatorship

by **Soviet Progonya** » Mon Sep 20, 2021 2:24 am

Gonswanza wrote:

I enjoy this guy over the guy who rattled off a list demanding realism out of NS... Which is already a god-awful take.

Again, I prefer this over absolute realism. People come here to escape reality and the daily grind, not embrace it in its entirety and force it upon others whether they like it or not.

I mean, my nation straight up wouldn't exist if realism was a necessity when creating a nation here, so I'm glad it isn't. Realism in the sense of having world building with internal logic and characters with realistic goals is a good thing, but forcing everyone to not have a wacky premise would be cringe. Ultimately my nation is less for me to rp as an irl possible nation (which it straight up isn't) and more for me to have an interesting setting for stories.

A post-apocalyptic nation located entirely within a megastructure amidst a burning Earth, in a world where reality barely holds together and magic arises from the cracks.

Current affairs

Making an FNF mod, don't care if I'm cringe, Absolutely in love with the game Iron Lung, Two months on Chad Position circa 24/03, Late to the party but loving Breaking Bad

Erik | Male | Russian | Christian | Mixed Race  
I'm into TF2, Madness Combat, art, animating, Hotline Miami, competitive rifle shooting.  
[My art account](#) [My animations](#) [My fan project](#)  
Trans rights and racial equality are based

Innatist with a side of virtue epistemology, slightly utilitarian with hedonist characteristics, not smart enough to understand

economics



**Unified Communist Councils**  
Envoy

Posts: 251  
Founded: Jul 22, 2021  
Civil Rights Lovefest

by **Unified Communist Councils** » Mon Sep 20, 2021 2:36 am

**Soviet Progonya wrote:**

"Realism in the sense of having world building with internal logic and characters with realistic goals is a good thing".

Couldn't have phrased it any better.

【E.A.U | 统一的人民公社】  
All Proles, emancipated in harmony, in  
Yan Sooyoung.  
AAY, the first year of the Yoosungian Calendar, commemorates the year a goddess rescued our dying world.  
OVERVIEW | MILITARY | PERSONS OF INTEREST | ANTHEM OF THE ALL-UNION  
【Seonjeon TV:】Formalisation of the Energy Accounting System



**Hanoverian Great Britain**  
Envoy

Posts: 228  
Founded: Nov 20, 2019  
Inoffensive Centrist Democracy

by **Hanoverian Great Britain** » Mon Sep 20, 2021 6:36 am

**Soviet Progonya wrote:**

**Gonswanza wrote:**

I enjoy this guy over the guy who rattled off a list demanding realism out of NS... Which is already a god-awful take.

Again, I prefer this over absolute realism. People come here to escape reality and the daily grind, not embrace it in its entirety and force it upon others whether they like it or not.

I mean, my nation straight up wouldn't exist if realism was a necessity when creating a nation here, so I'm glad it isn't. Realism in the sense of having world building with internal logic and characters with realistic goals is a good thing, but forcing everyone to not have a wacky premise would be cringe. Ultimately my nation is less for me to rp as an irl possible nation (which it straight up isn't) and more for me to have an interesting setting for stories.

*Insert me having a British monarch whom, before becoming King, was a decorated tennis player, a Hollywood actor, and a WW2 fighter pilot in the USAF (TG for more info on that)*

In all, screw realism to a certain point, I'd say, it just kills your imagination that should be appropriately expressed at a make-believe site like NS



**United Kingdom of Great Britain, Hanover, and Northern Ireland**

**"By God and By the People"**

**HM ALEXANDRA,**

**QUEEN OF THE BRITISH**

Royal News: Prime Minister David Cameron resigns; Secretary of State for Transport Patrick A



**Tremulo**  
Attaché

Posts: 72  
Founded: Feb 02, 2021  
New York Times  
Democracy

by [Tremulo](#) » Mon Sep 20, 2021 6:40 am

Yeah. I love a heavy amount of realism, but it can really bog people down. If I'm in an rp game with an unrealistic nation, I'm not forcing realism on them since it wouldn't be the point...

[Indiana 2, Island Boogaloo](#)

[Firefly News: Otter population in New Patoka Lake up 25% from last year according to census, President Johnson to judge venison cooking festival, Progressive Party conflicted about Green Party in latest meeting, Collectivist Action Party's leader to face life in prison for orchestration of riots in Wabash](#)

[ooc](#)



**Kiu Ghesik**  
Powerbroker

Posts: 9373  
Founded: Aug 25, 2020  
Democratic Socialists

by [Kiu Ghesik](#) » Mon Sep 20, 2021 7:16 am

hot take, realism isn't necessary for a good narrative but internal consistency is, and throwing the latter out the window along with the former just to indulge rule of cool strips all sense of meaning from a story

☐ Brief  
☐ Caller  
☐ Clans

\* THE GREAT KIU - EJADRIR DEGHEU GIYEF  
KHUDEYVH. \*

[Produce Content](#)

☐ Strife  
☐ Words  
☐ Faith



**Neo-Western East Korea**  
Spokesperson

Posts: 147  
Founded: Jun 15, 2021  
Iron Fist Consumerists

by [Neo-Western East Korea](#) » Mon Sep 20, 2021 7:22 am

I do agree with internal consistency being necessary, which is why I've personally tried to make sure that the nation (while it makes no sense and could never function), still has active issues and isn't "Glorious Leader Stops 927473747th Degenerate Terrorist Attack with Bare, Vaguely Attractive Hands" (outside of propoganda)



**Aikoland**  
Ambassador

Posts: 1885  
Founded: Dec 22, 2011  
Capitalist Paradise

by [Aikoland](#) » Mon Sep 20, 2021 7:55 am

One thing I like to do is stuff that is very much *not* realistic but I just do to have fun.

Like on Gandoor, the banknotes I designed have anime characters on them. Of course, if I were trying to be realistic, they'd probably have like famous people from Gandoor's history or whatever on them. But I couldn't be assed to find some random old photos or paintings to use as 'yeah this is like some famous writer from Gandoor in the 19th century so he's on this note cuz he's considered the greatest author in our history', so I just stuck cartoon characters I like on the money for some fun.

And that's what's most important tbh: having fun. This is a damn game, if you're not enjoying what you're doing here (whether that's writing factbooks about your nation, RPing, debating in general, wasting time in F7, etc.), then *why* are you doing it? Go do something else that you enjoy.



**Amenria**  
SenatorPosts: 4300  
Founded: Jun 08, 2017  
Democratic Socialistsby **Amenria** » Mon Sep 20, 2021 8:30 am**Kiu Ghesik wrote:**

hot take, realism isn't necessary for a good narrative but internal consistency is, and throwing the latter out the window along with the former just to indulge rule of cool strips all sense of meaning from a story

Be me and spend sleepless nights on worldbuilding your magic system.

**The Empire of Amenria (亚洲帝国)**

Sinocentric Asian theocratic absolute monarchy. Set 28 years in the future. On-site factbooks are no longer canon.

[Nani!? A rules creepypasta set in R1!?](#)

[My views](#)**The Realm of Hyrule**  
EnvoyPosts: 204  
Founded: May 10, 2021  
Ex-Nationby **The Realm of Hyrule** » Mon Sep 20, 2021 8:54 am**Kiu Ghesik wrote:**

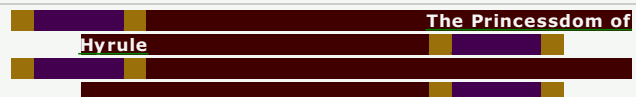
hot take, realism isn't necessary for a good narrative but internal consistency is.

Very much true!

If you can keep your narrative and/or worldbuilding consistent, and it is explained to any understandable detail, then your narrative/worldbuilding becomes the new realism within your universe...

Me? I'm just unoriginal and thus try to stick to some OTL realism...

Because, as I said... *I am TRULY unoriginal*



*The Princessdom of Hyrule. A fanfiction based on the Legend of Zelda :: Twilight Princess that takes place half a decade after the conclusion of the game. A new caste of Hyruleans, no less the newly built army resent the old Guard and Princess-Sovereign Zelda for the surrender of the realm to the Twilight and the weakness of Hyrule from invasion...*

*Meanwhile, the Zora worry greatly about the militarization of Hyrule, and the Goron less so due to the Economic stranglehold of the Rupee of which they have as leverage.*



**Never again shall Hyrule fall, and never again shall we sully the name of Hylia under our weakness!**

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