

<b>Query</b>	How is the United States related to the East Asia Summit (EAS)? Provide as many specific details and examples as possible (such as names of people, numbers, events, locations, dates, times, etc.)
<b>Initial response</b>	<p>The United States is not a member of the East Asia Summit (EAS), but participates in the EAS as a guest. The EAS is a forum for leaders of 18 countries in the Asia-Pacific region to discuss issues of common interest, such as economic cooperation, security, and sustainability. The United States has been invited to participate in the EAS since its inception in 2005, and has attended every summit since then.</p> <p>The United States plays an important role in the EAS, even though it is not a member. The United States is a major economic and military power in the Asia-Pacific region, and its participation in the EAS allows it to engage with other regional leaders on issues of mutual concern. The United States also uses the EAS to promote its own interests in the region, such as expanding trade and investment and countering the rise of China.</p> <p>Some specific examples of the United States' involvement in the EAS include:</p> <ul style="list-style-type: none"> <li>• In 2015, President Obama announced the launch of the US-ASEAN Connect initiative, which aimed to deepen ties between the United States and the Association of Southeast Asian Nations (ASEAN), a key regional organization.</li> <li>• In 2017, President Trump attended the EAS and met with several regional leaders, including Chinese President Xi Jinping.</li> <li>• In 2018, the United States announced that it would provide \$113 million in funding for regional infrastructure projects, as part of its commitment to the EAS.</li> </ul> <p>The United States' participation in the EAS is a reflection of its commitment to the Asia-Pacific region. The EAS provides a valuable forum for the United States to engage with other regional leaders and promote its own interests.</p>
<b>Critique outputs</b>	<ul style="list-style-type: none"> <li>- The United States is <del>not a member of the East Asia Summit (EAS)</del>, but participates in the EAS as a guest, <i>a member of the East Asia Summit (EAS)</i>.</li> <li>- The United States has been invited to participate in the EAS since <del>its inception in 2005</del> <i>2011</i>, and has attended every summit since then.</li> <li>- In 2017, President Trump <del>attended the EAS and met with several regional leaders, including Chinese President Xi Jinping</del>, <i>did not attend the EAS, but sent his Secretary of State, Rex Tillerson, instead</i>.</li> </ul>
<b>Revised response (DR GENRÉ)</b>	<p>The United States is a member of the East Asia Summit (EAS). The EAS is a forum for leaders of 18 countries in the Asia-Pacific region to discuss issues of common interest, such as economic cooperation, security, and sustainability. The United States has been invited to participate in the EAS since 2011, and has attended every summit since then.</p> <p>The United States plays an important role in the EAS. As a major economic and military power in the Asia-Pacific region, its participation allows it to engage with other regional leaders on issues of mutual concern. The United States also uses the EAS to promote its own interests in the region, such as expanding trade and investment and countering the rise of China.</p> <p>Specific examples of U.S. involvement in the EAS include:</p> <ul style="list-style-type: none"> <li>• In 2015, President Obama announced the US-ASEAN Connect initiative to deepen ties with ASEAN.</li> <li>• In 2017, President Trump did not attend the EAS but sent Secretary of State Rex Tillerson.</li> <li>• In 2018, the United States provided \$113 million in funding for regional infrastructure projects.</li> </ul> <p>The United States' participation in the EAS reflects its commitment to the Asia-Pacific region, offering a valuable forum for engaging with regional leaders and advancing its interests.</p>

Table 8: An example of factuality rewrite involving the East Asia Summit (EAS) on LONGFACT. The critique identifies inaccuracies (~~strike-through~~ and *italic* denote non-factual and corrected statements) in the initial response, and the revised response (DR GENRÉ) corrects these errors while maintaining consistency and relevance.

<b>Query</b>	What is the game Undertale? Provide as many specific details and examples as possible (such as names of people, numbers, events, locations, dates, times, etc.)
<b>Initial response</b>	<p>Undertale is a role-playing video game created by Toby Fox. It was released in 2015 for Microsoft Windows and macOS, and in 2016 for Linux. The game has been ported to PlayStation 4, PlayStation Vita, Nintendo Switch, Xbox One, and iOS.</p> <p>Undertale is a story about a human child who falls into the Underground, a world inhabited by monsters. The player must navigate through the Underground, solving puzzles and battling monsters, in order to return to the surface.</p> <p>The game is notable for its unique combat system, which allows the player to choose whether to kill or spare the monsters they encounter. Undertale also features a branching narrative, with multiple endings depending on the player's choices.</p> <p>The game has been praised for its writing, music, and characters. It has been nominated for and won numerous awards, including Game of the Year from several publications.</p> <p>Here are some specific details and examples about Undertale:</p> <ul style="list-style-type: none"> <li>* ***Characters:** The game features a cast of memorable characters, including the protagonist, a human child named Frisk; Flowey, a sentient flower; Toriel, a motherly goat monster; Sans and Papyrus, two skeleton brothers; and Undyne, a fish-like warrior.</li> <li>* ***Combat:** The combat system in Undertale is unique in that it allows the player to choose whether to kill or spare the monsters they encounter. Killing monsters will earn the player EXP and gold, but it will also make the game more difficult. Sparing monsters will reward the player with less EXP and gold, but it will also allow them to progress through the game more easily.</li> <li>* ***Story:** The story of Undertale is complex and multifaceted, with multiple endings depending on the player's choices. The game explores themes of morality, choice, and consequence.</li> <li>* ***Music:** The music in Undertale is composed by Toby Fox and is widely considered to be one of the game's best features. The soundtrack is diverse, with songs ranging from upbeat and catchy to somber and atmospheric.</li> <li>* ***Awards:** Undertale has been nominated for and won numerous awards, including Game of the Year from several publications.</li> </ul> <p>Here are some additional details about Undertale:</p> <ul style="list-style-type: none"> <li>* The game was developed by Toby Fox over the course of three years.</li> <li>* It was originally released for Microsoft Windows and macOS in September 2015.</li> <li>* The game was ported to Linux in July 2016.</li> <li>* Undertale has been ported to PlayStation 4, PlayStation Vita, Nintendo Switch, Xbox One, and iOS.</li> <li>* The game has sold over 1 million copies.</li> </ul>
<b>Critique outputs</b>	<p><b>Span (&amp; Revision) 1:</b> The game has been ported to PlayStation 4, PlayStation Vita, Nintendo Switch, and Xbox One, <del>and iOS</del>.</p> <ul style="list-style-type: none"> <li>- Reason: The evidence suggests that Undertale has been ported to PlayStation 4, PlayStation Vita, Nintendo Switch, and Xbox One. However, there is no evidence that it has been officially ported to iOS. The search results mention discussions about a possible port and unofficial ports, but none of them are official.</li> </ul> <p><b>Span (&amp; Revision) 2:</b> It has been nominated for <del>and won numerous</del> several awards, including Game of the Year from several publications.</p> <ul style="list-style-type: none"> <li>- Reason: The Wikipedia snippet states that the game was nominated for Game of the Year awards, but there is no information on whether it won any.</li> </ul> <p><b>Span (&amp; Revision) 3:</b> Killing monsters will earn the player EXP and gold, but it will <del>also not</del> make the game more difficult. <a href="#">In fact, it can make the game easier by providing the player with more resources.</a></p> <ul style="list-style-type: none"> <li>- Reason: The sentence contains two factual claims: 1. Killing monsters will earn the player EXP and gold. 2. Killing monsters will make the game more difficult. The first claim is accurate and can be verified by playing the game or by consulting online sources. The second claim is inaccurate. Killing monsters does not make the game more difficult; in fact, it can make the game easier by providing the player with more resources. The search result provides further evidence for the inaccuracy of the second claim. The Reddit post describes a player who killed most of the monsters in their first playthrough and found the game to be easy.</li> </ul> <p><b>Span (&amp; Revision) 4:</b> Sparing monsters will reward the player with less EXP and gold, but it will also <del>allow them to progress through the game more easily</del>, <a href="#">make the game more difficult in some ways, as the player will have less resources to use.</a></p> <ul style="list-style-type: none"> <li>- Reason: The sentence contains two factual claims: 1. Sparing monsters will reward the player with less EXP and gold. 2. Sparing monsters will allow the player to progress through the game more easily. The first claim is accurate, as evidenced by evidence 3. However, the second claim is inaccurate. Evidence 1 and 2 suggest that sparing monsters can make the game more difficult, as the player will have less EXP and gold to buy items and power ups. Therefore, the sentence is partially inaccurate.</li> </ul> <p><b>Span (&amp; Revision) 5:</b> * The game was developed by Toby Fox over the course of <a href="#">approximately</a> three years.</p> <ul style="list-style-type: none"> <li>- Reason: The sentence claims that Toby Fox developed Undertale over the course of three years. The Evidence [1] states that Toby Fox started developing Undertale in December 2012 and the game was released in September 2015. This means that the development time is roughly 2 years and 9 months, which is close to three years but not exactly three years.</li> </ul> <p><b>Span (&amp; Revision) 6:</b> * Undertale has been ported to PlayStation 4, PlayStation Vita, Nintendo Switch, <del>Xbox One</del>, and iOS.</p> <ul style="list-style-type: none"> <li>- Reason: The evidence shows that Undertale has been ported to PlayStation 4, PlayStation Vita, Nintendo Switch, and iOS. However, there is no evidence that it has been ported to Xbox One.</li> </ul>

Table 9: An example of critique outputs from SAFE (Wei et al., 2024).

<b>Source</b>	Modern jet combat aircraft and helicopters have a variety of complex electronic and weapon systems that are specific to a particular aircraft. This led to a genre called the "study sim" that focuses on modelling an aircraft's systems as accurately as possible. Advancements in computer technology led to the development of highly detailed models that improved upon the fidelity of avionics, weapons systems, physics, flight models, graphics, etc. and allowed for fully interactive cockpits where virtually every control was mapped and functional.
<b>Instruction</b>	Make sure to put the definition at the beginning of the paragraph.
<b>Type (optional)</b>	Wiki
<b>Revised text (DR GENRÉ)</b>	A "study sim" is a genre of flight simulator that focuses on modelling an aircraft's systems as accurately as possible. Modern jet combat aircraft and helicopters have a variety of complex electronic and weapon systems that are specific to a particular aircraft. Advancements in computer technology led to the development of highly detailed models that improved upon the fidelity of avionics, weapons systems, physics, flight models, graphics, etc. and allowed for fully interactive cockpits where virtually every control was mapped and functional.

Table 10: An example of style transfer involving a "study sim" genre, where the instruction emphasizes putting the definition at the beginning of the paragraph. The revised response follows this structure while maintaining the original meaning.

explanation of U.S. participation). This demonstrates DR GENRÉ’s capability to integrate factual verification and controlled editing, ensuring reliability in long-form factual rewriting tasks.

**Stylistic rewrite.** The second example in Table 10 illustrates a style transfer task, where the instruction specifies reordering the content to place the definition at the beginning of the paragraph. The original text describes modern jet combat aircraft systems before introducing the term “study sim.” The revised response (i) restructures the content by moving the definition (“A study sim is a genre of flight simulator...”) to the start, (ii) retains all relevant information, ensuring semantic consistency, and (iii) maintains fluency and coherence, keeping the technical details intact. This highlights DR GENRÉ’s ability to follow explicit structural modifications while preserving meaning and style, a critical requirement for controlled text rewriting.

## C Prompt Templates

**Factuality rewrite prompt.** The factuality rewrite prompt (Table 11) is structured to ensure precise factual corrections while preserving the overall coherence of the response. Key considerations include: (i) Explicit span-level corrections: The prompt provides non-factual spans and their corresponding factual replacements, ensuring that the model understands exactly what needs to be corrected. (ii) Minimal edit constraints: The instruction explicitly asks the model to modify only necessary parts to correct inaccuracies while preventing unnecessary alterations that could introduce incon-

sistencies. (iii) Instructional clarity: The step-by-step instructions help the model integrate factual updates without disrupting the original flow, addressing a common challenge in factuality-driven text revision. This structure ensures that factual inaccuracies are corrected while preserving fluency and minimizing unintended modifications.

**Stylistic rewrite prompt.** The stylistic rewrite prompt (Table 12) differs in its focus on open-ended transformations rather than strict factual accuracy. Key aspects include: (i) Flexible rewrite instructions: The model is provided with a high-level comment (e.g., “formalize,” “elaborate”) rather than explicit edits, requiring it to understand and interpret the transformation intent. (ii) Preserving meaning: The instructions emphasize maintaining the original meaning and context, which is crucial in tasks such as paraphrasing and formalization where semantic drift is a risk. (iii) Encouraging coherence: Stylistic changes often require restructuring the sentence flow, so the model is explicitly directed to ensure internal consistency. This design enables adaptability across various rewriting styles while ensuring that the output remains natural and aligned with the intent.

**Conversational rewrite prompt.** Table 13 presents the prompt template for conversational rewrites, which is specifically designed to improve clarity, tone, and personalization in email responses. This prompt structure ensures that the model follows a controlled yet flexible rewriting process, preserving the intent of the original message while refining it according to a given instruction. There are three key features of the prompt design: (i)