

# CivMC Local Icenian News 2

1-02-2025 1D

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Well, the Election is over, and the results have been counted, and let's say that the survey I started was mostly correct with the BND winning the people's vote! So, what does that mean to us citizens?

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## **The Blue New Deal: What will happen to Icenia?**

Now the BND is leading our government, citizens can expect significant improvements aimed at enhancing engagement, economic growth and infrastructure. The BND is committed to making Icenia a more dynamic place to play, ensuring that all players (new and old) have opportunities to earn money, and open companies too.

## **Revolutionizing Transportation**

One of the key plans under the BND is the creation of a Department Of Transportation to oversee and develop the existing high-speed rail networks. To achieve this, the government will nationalize Patriot Rail, converting it from a private entity into a state-run organization. This will provide fairly paid jobs for Icenians whilst also ensuring efficient rail expansion both within and beyond Icenia. Additionally, the Secretary of transportation position will be established to oversee the management of the travel infrastructure like rails and ice roads.

## **Expanding Labor Opportunities**

The Icenian Labor Engagement Program is another major initiative designed to integrate both new and existing players into the workforce. In collaboration with major companies such as Tusk Armory, Icenian Industries and Cane Comr, the program will provide high-paying jobs in infrastructure maintenance, farming and public works projects. By offering structured tasks upon arrival, newfriends will immediately feel engaged, reducing inactivity and player dropout rates.

## **Building future leaders**

To foster leadership development, the Leadership Opportunities Program will introduce assistant roles withing key government departments. These positions will allow players to gain experience in governance by handling entry-level responsibilities, such as helping with housing registrations or rail repairs. This program ensures that promising players can work their way up to more significant political roles over time.

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## Newfriend Recruitment Incentives

Recognizing the importance of a growing community, the Newfriend Retainment Incentive offers monetary rewards to citizens who recruit and mentor new players. Sponsored by Tusk Armory, this initiative rewards both recruiters and recruits when new players establish themselves in Icenia. This program aims to increase the number of new players spawning in Icenia, strengthening the nation's position withing the server.

## A Brighter Future For Icenia

With the implementation of the Blue New Deal, Icenia's future looks promising. A stronger transportation system, better labor engagement, leadership pathways, and recruitment incentives will create a more prosperous and inclusive nation. The BND is set to reshape Icenia for the better, ensuring a thriving and sustainable community for all players.

Overall, BND's win in this election is set to turn Icenia for the better. This is a start for the new history in Icenia. But now, what has ChrisChrispie said about the new government?

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## Interview with ChrisChrispie

### Can you give a short description about what you do as a president?

Chris's job is essentially to be the public face of Icenia, and also to make sure that the "little chuddies" are playing nicely in the sandbox.

### What has been your biggest accomplishment in Icenia?

Chris said that his biggest accomplishment in Icenia was turning it into the world powerhouse in Classics with Enforcer15, Quanton, Lagi and Soundtech. His biggest accomplishment on CivMC was planning and executing the Grasslands Gambit with Mr. Quanton Biscuit and bringing home a massive win for Icenia, which "resulted in a peaceful server ever since". He also said that founding Icenia some 10 years ago was a huge accomplishment in itself!

### What was the biggest challenge that the government faced?

The biggest challenge that he faced as president of Icenia was surviving two major wars that "put us on our ass". Icenia was founded in the worst possible area on CivMC and was totally surrounded by people who wanted us removed at the start of the world. Due to the remarkable people who made up Icenia, we "managed to come out the other side of the gauntlet" against some of the most annoying people on CivMC. He also said that "Civ has never known a more powerful nation"

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## **What are your main priorities this term?**

Chris' main priorities this term were to find some way to make the state system more equitable for smaller states like Bloom. He feels that they deserve better representation in the Senate and in the decision making of the nation given they have been with Icenia for more than five years and because as well as the fact that they have contributed so much to our beloved nation.

## **What do you want to change this term?**

Chris said that he would like to get more active on CivMC. He says "It's no secret that I've been mostly a 'behind the scenes' kind of guy when it comes to a lot of the community engagement for the past two years.". A lot of that was to do with burnout, as well as the guys on the ground now doing the dirty work of day-in day-out management of Icenia are doing a pretty good job, that said, he said "I know that I haven't done a good job of showing face publicly recently and I want to change that."

## **How has Icenia changed under your leadership?**

When Icenia was founded in 2.0, "we were a bunch of rag-tag guys who didn't know what we were doing". Upon our re-founding on Civclassic, they were a backwater mid-era creation which had to work itself up to respectability when they really didn't demand it. This "took a lot of work on the part of the smart guys around me". His image was not really great coming into classics, he adds. On CivMC, Icenia has opened up considerably in the realm of 'who's who' so to speak. He said that "We were more or less an old boys club at the start of the server and now we have a totally new generation of leadership in the Senate.". He also said that "Speedy, Zolo, Dr\_Bacon\_Hair, etc have been wonderful additions to the nation and have totally taken the Icenia pill, which is what I was hopeful they'd do.". Upon adding that "Icarus is as much a part of Icenia as Bloom is and as the OGs like myself and Lagi are.". This is what makes the nation the great and dynamic place that it is.

He'd also say that Icenia's military prowess has increased greatly over the past few years on CivMC. This was "not because we wanted to, but because we had to.". When you settle next to "assholes like ElKool and Adderal and that pot smoking chud known as Capri, you need to really build yourself up and build yourself up fast." he also adds that Icenia came into the server purely wanting to be an economic powerhouse, but "quickly realized that we needed to be able to defend that." Despite that, he is happy that Icenia has teeth to back up it's openness, "it's something that lots of open nations of the past like Mount Augusta (who had to move their entire city) never had the ramifications that are evident, again, they had to move their own city." Icenia may have been battered and bruised a few times in the past, but "we've never had to take that level of utter humiliation" to protect the newfriends of our city. As well as that, we have "stayed where we planted our flag and we've vigorously defended that land and will continue to do so alongside our allies."

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## **How has the economy changed during your presidency?**

Chris does not have much to do with Icenia's Economy these days, but Icenia has lots of portals and a great EXP industry. He also thinks that Icenia's economy is great.

## **Do you have any plans for new infrastructure projects, and if so, what are they?**

Chris wants to champion a direct rail to 0,0, and he thinks that Icenia needs it. He is also a strong supporter of continued development of our urban core which is something that he thinks the BND people are coming around to. He also says that "Icenia works best if it's dense and there is a lot to look at and see."

## **What advice would you give to future leaders of Icenia, and what kind of legacy would you like to leave behind?**

Chris thinks that his legacy will "ultimately be written and understood by other people" and not just himself. You buck that off when you run a nation "as large as Icenia". He also wants his legacy to be "purely based around developing Icenia into what it is today.". He also says that "Icenia is my baby and I feel very protective of it.".

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## Competition Time!

The entries are in, and the picking has been done, The winner of Local Icenian News' Best Build Competition is FWCD for their amazing Statue of Karl Marx! It sure does look great sitting on the island of the shore of New Danzilona! If you want to sign up for the next building competition, sign up by the next Issue's release on the following link below to be in with a chance of winning the competition!

[Click here to sign up to the build's contest!](#)



Here is the winning build! It looks amazing looming over the bay!

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## Editor's Message

That raps up the interview with Chris and this weeks full newspaper article. Thanks for reading this and to those who signed up to last week's competition. Good luck for those who have joined for the next issue's contestants!

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