

GNN Briefing

“We report, you believe!”

The GNN are amongst the world’s most respected news team. Working almost purely from their website in this modern era, their team reaches far and wide across the globe, carefully selecting the most relevant, important, and possibly paid-for coverage for their readership.



Make no mistake – the GNN reporters are here to report, but they’re also looking at furthering their own careers. Through social engineering, eavesdropping and general shenanigans, they’re all looking for the scoop that will set them apart from their peers.

Lead by our very own editor-in-chief, Popecrunch (the internet persona of ###Pope’s character name###), you will be responsible for sourcing articles about the in-game events and presenting them on our very own website.

Upon publication, control will secretly rate each article looking at three areas:

Scoop rating / 5 – is this a brand new scandal or idea, or a continuation of something? Remember, people want new and interesting news every day. The average attention span is shockingly short.

Shock rating / 5 – is this a shocking event, or a more mundane one? An article on a Japanese weapons team rampaging through Madagascar will be far more interesting than a storm in the US.

Sleaze rating / 5 - how was this information gained? What juicy detail does it give for the public to get their teeth into?

At the end of each in game year (Turn 4 and Turn 8), a journalist prize will be awarded to the person with the highest score. This will take the form of a resource point to be awarded to any country they see fit, which could encourage co-operation!

Your editor will provide you with necessary logins and style guides. However, here are some essentials:

- You are allowed and **STRONGLY ENCOURAGED** to develop a personality for the author or authors you are writing for.
- You are allowed and **STRONGLY ENCOURAGED** to bend journalistic ethics as far as you think you can in pursuit of a story: Remember, our goal is solely to increase our viewership, nothing more. This often aligns with protecting humanity, but not always.
- Use multiple author accounts to write for a number of reporters, so it doesn’t look like we have one guy who writes about the political intrigues of the Middle East and also health tips for radiation exposure. Popecrunch will make you as many author accounts as you need.
- Come up with a sentence or two of backstory for your authors for use in the Meet Our Staff page.

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PLEASE DO NOT:

- Actually directly lie to people in interviews or in-character contact with other players unless you have a VERY good reason. Note that I am specifically NOT asking you not to lie by omission or say things that are intended to make the person you are saying them to believe something that isn't true, even though you didn't TECHNICALLY lie. (Example: In the previous game, I caught Brazil out in an attempt at media manipulation by saying 'what I can offer you is (access to the media Brazil shouldn't have).' Note that I didn't explicitly offer it – I merely said that offering it was, technically, something that was not impossible for me to do. I also knew full well that the other player would assume I meant it as an offer because I was abusing a figure of speech. This is something that should be used sparingly, simply because word WILL get out about it, and other players WILL be a LOT more careful with what they reveal to you.
- Allow spelling or grammatical errors to intrude in the article. We're supposed to be CNN with the serial numbers filed off, please use spellcheck.
- Comment on articles as the persona of your authors. If you want to comment on articles, just generate a new account for it.
- It is generally agreed that journalists will not spoof the nicknames of others on IRC, Reddit or such forums.