[center][size=6][b]SKANDIA CHRONICLES (Edition 2)[/b][/size][/center]

[center][size=5][b]Issue 001[/b][/size][/center]

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[url=http://dntmain.enjin.com/forum/page/1/m/17339906/viewthread/11102929-skandian-chronicles][\*] Edition 1 of the Skandian Chronicles[/url]

[\*] [url=http://dntmain.enjin.com/forum/m/17339906/viewthread/11201077-skandian-history-article-1-3]Skandian History Part 1/3[/url]

[\*] [url=http://dntmain.enjin.com/forum/m/17339906/viewthread/11537515-skandian-history-article-2-3]Skandian History Part 2/3[/url]

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[size=7]W[/size]elcome to Edition 2 of the Skandian Chronicles! I'm hoping to appeal to a larger part of the DNT Community and making these articles less boring. However, because I don't know how to do that for you all except making them shorter (which I already do too much), please post feedback below on how I can help you read this easier. For the most part this will follow the same format as the last Skandian Chronicles with an Intro, 3 Domestic, and 2 Global news as this is mainly chronicles for Skandians who are away from the game at the moment.

[size=8]BREAKING NEWS[/size]

The Skandian Council has agreed unanimously to approve of Project Arcadia. More information will be updated here as it comes available.

[size=8][color=#dd2423]GLOBAL NEWS[/color][/size]

[Image]

[b]ARTICLE 1:[/b] To start things off we'd like to display our extreme sympathy to TechDragons & TheApples due to the fall of their factions over the past 2 weeks. Around two weeks ago TechDragons fell due to inactivity and traitorous actions of some members. All Techdragons members that did not rebel were invited to Skandia and are currently living happily here. Furthermore, last week Apples had their base griefed by their leader similar to the fall of Templars. All TheApples members left and asked to join Skandia which was approved by Skandia and nearly all of TheApples members have been merged in. Therefore, with the #2 and #2 biggest Factions dragged down we'd like to congratulate Void on becoming the new 2nd biggest faction and we wish them luck a similar fate will not reach them.

[Image]

[b]ARTICLE 2:[/b] Secondly we have the major announcement of the Arcadia Project. Much of the information surrounding the project will remain confidential until a later date, however, for the moment we'll vaguely explain the idea. The Arcadia Project is a project that will allow other factions to join a group involving Skandia and become "united" in a way to create a United Nation type of government. This will not require a true merge between factions, but will create a unified type of government between the two. The matter is currently in voting phase of the Skandian Council and negotiations are in place with DNT Staff to help sponsor the project (which in itself should be saying something). If the project becomes approved in both categories and then has receives Popular Sovereignty in Skandia, it will be released into the public and plans will be put in place.

[size=8][color=#ddd123]DOMESTIC NEWS[/color][/size]

[Image]

[b]ARTICLE 3:[/b] We'd like to announce that Skandia construction of Xaoc Outpost has began! We've successfully managed to rebuild a new power grid, which is being rebuilt in Skandia's PvE Base due to its effectiveness, consisting of Geothermal, Generator, Water, Wind, Solar, and Nuclear Power. The mass amount of power coming from multiple sources is expected to help make the base so that a player will need to take out multiple sources of power before knocking it out instead of simply blowing up all the reactors.

[b]ARTICLE 4:[/b] Skandia has begun the process of creating new cities for itself. Due to a lack of land, that some of you will find hard to believe, Skandia will be creating 2 brand new types of cities. Some will be underground such as Elysium and Jibrail, while more will be in the sky to help with the spacial crisis at Skandia [1st World Problems]. Construction of the Underground City of Jibrail is being led by Demonlucky and Elysium by Tonymai1. No leader has been placed in charge of the Department of Sky Cities.

[b]ARTICLE 5:[/b] Recently Skandia has entered an energy crisis causing sparks for reform in Skandia's networks. During Skandia's original creation the expectation for the city to reach its current size was unheard of, so therefore, much of the power grid is outdated. Currently power in Skandia is being fueled by private sources due to some machine (Still unidentified) zapping 100 million eu from the power grid. A new power plant is being built based off of the Xaoc Outpost design and is expected to produce 6000 eu per tick to help with the power supply. Furthermore it will hold 1 Billion EU in storage and be fueled again by all sources of power. The Power Plant covers both underground and above ground and is a 10 story building which will be able to support factories as well. Furthermore, oil power is being worked on in Skandia once again, after the Chernobyl incident, and precautions are being taken to prevent a similar disaster.

That's all for this week's Skandian News, remember to post your feedback on how we can improve the chronicles!

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