

THE FORTRESSIAN LETTER

“As It Develops”

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Moatose 7

New Order For Platinum Band

Coast Guard to Protect Fortressian Borders

PA – In a surprise move, Her Majesty the First Princess established an eighth order of the Platinum Band, the Order of the Coast Guard. Charged with defense of the Principality’s borders, including land, maritime, and airport points of entry, the new order is intended to take over responsibilities that had previously been the purview of the Order of the Navy. “The everyday defense of our territorial integrity requires a different mission set than those necessary for power projection or foreign intervention,” said the spox on behalf of the Coast Guard Branch, the newly created organ within the Department of Defense providing civilian control of the new military service. “Establishing a dedicated order for this important task will free the other orders to remain focused on their domain specialties, which in turn will improve the defense capability of the Pillow Fortress.”

The establishment of the Order of the Coast Guard was accomplished over the course of a few days which saw the order develop much of the same structures as its existing peers within the

Platinum Band, including a suite of awards and decorations in line with those already extant, while the units within the Order of the Navy previously assigned to territorial defense were formally transferred to the Coast Guard.

Reaction from the general populace has been mixed, with some worried this signals a move away from the Principality’s traditional lax immigration policies. “Absolutely not,” said the Coast Guard Branch spox when asked for comment, “the Order of the Coast Guard was established by Her Majesty upon review of the global security situation, and in acknowledgment of an increasingly unstable and dangerous world. It was not and is not her intention to sacrifice our country’s soul. As per the Order of the Coast Guard’s mission statement, control for policing Fortressian borders and points of entry remains with the civilian Fortressian Border and Customs Administration, to which the 7502nd Coast Guard Support Regiment has been attached.”

It is unknown whether these assurances will placate the fledgling order’s critics, who may yet be proven correct. With the many changes that have already happened in 7 so far, in response to so many threats, one wonders if the ‘country’s soul’ can indeed survive, with Coast Guard or no.

Constitution Amended

Xeer, Succession Among Changes

PA – The Constitution of the Year I was amended on Moatose 1. After months of rumors and speculation, as reported on by *The Fortressian Letter*, sweeping changes made across multiple chapters and articles mark the most substantial revision of the Principality’s second highest law since its original promulgation.

The Xeer was the most radically affected as its form and function now resemble no other comparable court anywhere within either the micro- or macronational worlds. Instead of one body of multiple justices deciding on the “charter compliance” and constitutionality of a law, that body is to be broken up into an odd number of groups that

each independently reach an opinion, and the Princess chooses one of these opinions as the official and final ruling. Difficulty managing the power of the Xeer was the original reason the Summer Constitution was replaced by the Autumn Constitution, so the Fortressian judiciary is no stranger to being the source of controversy, but this change concentrates an unprecedented amount of power in the hands of the Princess. Her Majesty did not respond to a request for comment.

More changes to the constitution involved the Directory, specifically now it is possible for the different advisory councils to give their responsibilities vis-a-vis recommending certain laws to each other. This seems to have been an ex post facto change, as the different advisory councils have switched responsibilities in the recent past. Again, Her Majesty did not respond to a request for comment.

The final set of substantial changes were to the line of succession. It establishes the House

of Platz-Halter as the ruling dynasty of the Pillow Fortress, and goes on to say that should that dynasty go extinct, the government is to clone the last most recent reigning Princess who will then continue on in the normal fashion, unless a similar situation should occur. While this is perhaps not the most major of changes made in these amendments, it is the most far out. Human cloning is not yet a proven science, yet it is now the law of the land with an open ended regency to ensure its viability. Her Majesty did not respond to a request for comment on this topic, either.

In addition to all these changes to the law, the document itself was modified with a new, san-serif font and justified margins. “The nature of the amendment process means the entire constitution is changed each time,” said the Princess in a comment volunteered to *The Fortressian Letter*, “so it was the perfect opportunity to bring it more in line with current typographical standards.”

RUMOR:

Department of Sport & Recreation Getting Axed?

PA – The Department of Sport & Recreation is currently under review with an eye to being disestablished, sources with knowledge of the matter have told *The Fortressian Letter* on the condition of anonymity. Asking not to be quoted directly, the gist of what they said was that Her Majesty has been on a liberalizing trend, and plans to ease the government’s role across a variety of sectors, though nothing that compromises her promises in the State Charter. Allegedly she’s finding it hard to justify the government’s intervention in sports, believing leagues should be established by individual Pillowans as they wish. The removal of the mention of “sport” as being one of the responsibilities of the Council of State in the recent constitutional amendments bolsters the credibility of this rumor.

New Font Invades Pillow Fortress Wiki

ELEKTRASPACE – The font Bebas Neue has been appearing all over the Pillow Fortress Wiki, in what appears to be an update related to Project Marx.

Project Marx Begins

Graphic Design Top Priority For Year 7

PA – The latest royal decree, the thirty-first such in the history of the Principality, sees the government embarking on a bold project to overhaul the Pillow Fortress’s graphic design. In order to create a “professional, unified visual language” Her Majesty has tasked the Department of Culture and the Department of Intra-Governmental Affairs to develop a style guide within two years. “It’s important we have clear and unambiguous messaging from

the government to the population, and from the government to the governments of other states,” said a Department of Culture spox, “standardizing the visual language across branches and departments is the first and most important step in that process.”

With an open ended mandate and two years to completion, is it too early to expect changes to official content? The recent updates to the Pillow Fortress Wiki appear to be part of Project Marx, albeit preceding the official announcement. The Department of Culture spox was upfront about the connection. “The existing work on the Pillow Fortress Wiki’s graphic design was folded in to the larger Project Marx by order of Her Majesty. It is

our intent that those updated standards, including but not limited to font choice, will be incorporated into the final style guide as presented to the Directory by the end of the year 8.”

Among the many questions that remain to be answered about the project, the most obscure seems to be the name. Why *Marx*? Again the Department of Culture spox was quick with a response. “It’s an inside joke between the Princess and several of her friends.” There was no further elaboration as to the precise meaning of that joke, only an assurance that, “*Marx*, in this context, does not refer to the historical figure Karl Marx, but has a graphic design connotation.”

Review: The Legend of Zelda: Echoes of Wisdom

Nintendo missed the opportunity to call this, the first game in the *Legend of Zelda* franchise to star Princess Zelda since 1995’s *Zelda’s Adventure* for the Philips CD-i, *The Legend of Link*, and that set the tone for the entire game. Though competently executed, nearly everything in *Echoes of Wisdom* feels phoned in, rushed, or otherwise not up to the potential of its promise. As it shares the same engine and art style as the recent *Legend of Zelda: Link’s Awakening* (1, Switch) remake, it’s hard not to compare the two. In nearly every category the thirty year old out classes its direct descendant.

The standard *Legend of Zelda* formula is altered from the hack and slash combat of the original to a system of copying items and enemies encountered throughout the adventure, which can then be used at any time later on, assuming one has enough of the resource needed to generate them. These eponymous ‘echoes’ are plentiful, and only towards the very end does it feel as though you’ve run out of new things to add to your inventory, but in practice you’ll find a small handful of them most useful, likely less than ten in total, and use those 99% of the time. I have to believe that there were, in actuality, many, many ways of tackling different obstacles and defeating bosses, but if there were beyond the same tricks I’d been doing for hours, the game doesn’t punish you for failing to find them.

Nor does the game encourage you to seek them out, as there are, with one notable exception in the penultimate dungeon, none of the sprawling and intricate puzzles the franchise is known for. This is another area the remake of *Link’s Awakening* looms over *Echoes of Wisdom* in that it at least had multi-screen puzzles where what you do in one room meaningfully affects what you can do in others. You may choose to give *Echoes of Wisdom* some understanding here, as it was perhaps too hard to make complex puzzles without the assurances that every player would have all the tools necessary to complete them. This understanding, however, does not improve the experience any.

It seems like a waste of time to mention the story, since *The Legend of Zelda* games aren’t exactly known for their deep narratives (with one exception being, of course, *Link’s Awakening*), but what *Echoes of Wisdom* gives us is fairly weak, even by the standards set by the franchise.

This review sounds harsher than I intend it to be. There’s real fun to be had with *Echoes of Wisdom*. The characters, those that we get to know, are charming and memorable. The world is cute and wholesome, the music is inoffensive, and when you solve a puzzle it does feel like an accomplishment. But maybe it would be able to reproduce that feeling more often and consistently if the solutions were something six beds couldn’t fix.

Play *Echoes of Wisdom* to get your *Legend of Zelda* fix before the next entry inevitably comes to the Switch 2, but if you can wait, wait.



OP ED:

We Need a Brave Pillow Fortress

The sad state of affairs we find ourselves in is not one of growth or power, but stagnation. We can create as many departments, branches, militaries, and agencies as we like, but until the Principality makes its presence known to the wider world, until the Pillow Fortress begins accepting new citizens, we will languish in obscurity, and eventually decay into nothingness.

What do we have to show for outreach in our eight year history? A couple ancient Twitter threads from Her Majesty’s pitifully low follower account. Anything else? The Principality has no presence on MicroWiki, nor on Wikipedia, YouTube, or Reddit (though in that last case it is a good thing not to be on there).

We must end this informal (?) policy of Sakoku, and reach out to the world. Things are dangerous, there’s no denying that, and they may only become more so over time, but if we retreat to a permanent hermitage we will be surrendering before ever having a chance to fight, to prove ourselves and our values as worthy of existence.

That is why I am calling on our most noble and wise First Princess to send a delegation to MicroCon 2025. Let us enter the world stage at the very top of our class.

-Anonymous

