



The Iron Times

100% Halal!!! 0% Fake!!!



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Independent Republic of Orange Nations

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Interview with Rhizoctonia *By brewersalliance*

Brewersalliance. How did you find the game cybernations?

A: I originally played a similar nation simulator game called City Empires. That game was dwindling in players, and our AA on there decided to move our AA to CN. Many of our members already played CN, so we came together to form what was VoC on CN, or East India Company.

Q. When did you start playing?

A: I played a long time ago but only for a short time. My current nation, is at this time 3630 days old, some almost 10 years exactly.

Q. Was IRON your first alliance? If not, what was?

A: I was in Legion for a bit at the start, then left there to start/lead VoC AA.

Q. Why did you switch and join IRON?

A: VoC was a nice micro AA, who was aligned to both TOP and IRON. We decided after we found recruitment difficult to compete with larger nations in attracting new members to merge into a larger one. We chose to merge with IRON, and that's how I came to be in IRON.

Q. What was your first job with IRON?

A: MS I believe, but was a long time ago

Q. What is your favorite thing about IRON?

A: The community. Without the community and the people in it, I would of been long gone from the game. It's what has kept me here and me wanting to make sure as Gov I kept us in best possible position globally.

Q. You served on council as both MoIA and Sec of State-Which position did you prefer. Sec of state?

A: Lmao, well i preferred Sec of State. MoIA, and IA in general are the unsung heroes of IRON. There's a lot of tasks, and many are tedious and time consuming that it's constantly finding a better way of doing things, while trying to find people willing to help. I enjoyed Sec of State and being apart of negotiations and planning with other AA's

Q. What was your favorite thing about being on council? Least favorite?

A: My favorite thing about being in council was the wars we were able to give to our membership through my time. We delivered on setting up the opportunity to hit many AA's our BR wanted for a while, Sparta, TOP, Polar, MI6, etc. I also enjoyed just getting the privilege to serve. Least favorite is the constant back in forth in my head about moves going on, and if someone was trying to Backstab us or enemies planning against us. I also was someone who always liked to question and keep Council on their toes before I was Council, so becoming a Counselor I was unable to do that anymore, and also saw the difficulties that came with being a Counselor and things not being so black and white.

Q. How is retired life going for you?

A: It's going well. It's a stress off my life that I needed after being apart of Council for like 4 years? I enjoy just being a regular member, and my sleep schedule appreciates it, with no more long nights of staying up before work the next day.

Q. Be honest, if I was in your range, would you have rogued me by now?

A: Absolutely positively, yes.

Without a thought 😊

Q. What are you passionate about outside of CN?

A: My wife, my family, my career, golf, and video games. O and posting memes

Q. What other games do you play?

A: Mostly PC games. Right now: Apex Legends, Sea of Thieves, League of Legends, PUBG. I also play PnW, but not as active there

Q. What does bendiciones mean to you?

A: Blessings to you, and a big penis (inside Joke)

Q. Do you have any advice for any of our new members?

A: Get involved in the community as a whole. Both on the forums, and our discord. Community is what makes this game. Be it, signing up for a job you may like, or just posting in general off topics on our forums, to playing Mafia on our forums. We have a great combination of people from all different places in this world, who are genuine good people. I wish I had the pleasure to know many of them in real life.



New Faces, Same IRON Spirit: Editorial

By Rafay

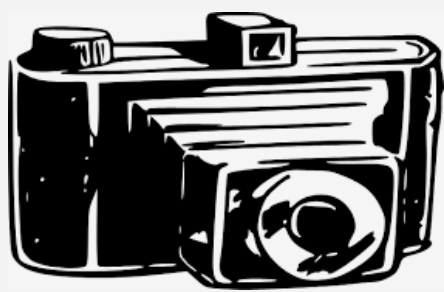
When I joined IRON in 2011, I was taken aback by a different yet astonishing system of government of our alliance. It was surprising to see an non-democratic alliance run so well; better than a well oiled machine, the reason; meritocracy. It is the core foundation of our alliance's continued success and survival. During my time I worked in almost all departments of our glorious alliance however, much to my frustration I never made it close to the top of any of the departments. But, now I understand that I never deserved to. My performance was definitely not at the level that met our alliance's standards necessary to maintain supremacy in all aspects of Planet Bob. That, my good friends is the IRON Spirit; the spirit of meritocracy, the very spirit and ideology that has catapulted our alliance into orbit and has helped us stay there when most alliances have crashed and burned to dust or even failed to launch!!!

I had joined the IRON Times with nothing in mind but a way to satisfy my hobby of writing. I love to write and I know words, I have the best words (wink). So I thought I could write up some interesting pieces for the times, analyze and cover important happenings on Bob and express them in black and white. My first article was covering IRON Fantasy Football League’s second season (which is a fun activity for the few involved). This is only my second issue as a contributor. Never in my wildest possible dreams could I have ever fathomed that I’d be promoted to the post of Chief Editor!!! (Full disclosure: I know nothing about editing; let’s see where this goes....) So when brewseralliance and sffc1 PM’ed me asking about the new post I was more scared than elated. But then I realized that there must be a reason that the IA department have considered me for this honorable post and that must be that I have demonstrated the IRON Spirit necessary to lead this great publication into the next era and that, my readers, is a promise to you that no matter what, I will deliver to you the best and most entertaining piece of print media or I will step down even if I sense that I have lost a sliver of enthusiasm or energy or dedication to this paper.

I cannot thank Rearview Rover enough for his unprecedented and amazing contributions to the IRON Times. He was an exceptional editor, it truly is sad to see him step down. He brought this paper back to life and breathed into it a new zeal. Thank you RR.

Looking to the future I can only say that I want this great publication to be the voice of the body republic; your voice, my friends. I want us to make IRON times so amazing that we can not only delight and enlighten ourselves with it but post it on the Cyber Nations Forums. But we cannot achieve that when we can’t even cater to the needs of our own. The January issue was kind of bittersweet as I know we worked hard on it but the reaction seemed numb which led to us deciding to publish bi-monthly instead of monthly editions. Very few people read it and fewer commented. That is my goal, I want you to participate, take a copy (it’s free) and criticize us (or praise us), but tell us what do you want to read. Do you want us to cover real world news or CN news or do you want us to do satire or comedy. This is what I have in mind to give the body republic a true voice; an extension of IRON, which we all can be proud of.

But I cannot do that alone and luckily I’m not alone. I have a wonderful deputy, Cydonian Knight; who if I slack is ready to step up and take the reins and continue to charge full speed ahead and a wonderful team of experienced contributors, reporters, journalists, graphics people, etc. Add to that the guidance of RR; you’ve got yourself a heck of a team dedicated to bringing you the best that print media has to offer; The IRON Times.



Photos of the Month!

By: Nadarr





Congratulations to the
graduates of January and
February 2019:

ACE Grads:

SaxonRegna
Nadarr
dsfrr1

Regular Grads:

PenguinNation
Dontavian
Lordsmallballs
EggtavianEmperor



Hype!!!

Shower Thoughts

By Kverst

1. Nature pre-slices and pre-wraps oranges.
2. Aliens invaded the Moon on July 20th, 1969.
3. People say “tuna fish” but don’t say “chicken bird”.
- 4.. If you did something like a boss, you’d just pay someone else to do it.
5. All our pets probably have stockholm syndrome.
6. Your right elbow has never been touched by your right hand.
7. When you drink alcohol, you’re borrowing happiness from tomorrow.
8. Chewbacca probably can’t even say “Chewbacca”.
9. Netflix should have a rating of, “I hate this, but I want to keep watching.”
10. People can eat the same breakfast for weeks, but eating the same dinner for week? Ridiculous.

Mafiascum: IRON's Favorite Pastime

By Rafay

Mafiascum or Mafia for short is an internet based game that is played on forums across the globe. The game can be played by any number of players and has simple rules but complex strategies. There are usually 2 factions in the game each vying for victory over the other. The object of the game is to survive by eliminating the members of the other faction completely and winning the game. The

first faction is the Town (good guys) most players in the game belong to this group and remaining few players are grouped into the Mafia (bad guys) faction. The Town players don't know other members of their faction while Mafia do know the fellow team members.

There can be other factions too like 2 mafia factions or a Serial Killer; a lone player who has to eliminate all players to win the game himself. The game is divided into 2 phases; day and night. During the day phase all players participate and talk and vote for whom they believe is the scum. During the night phase only members of mafia faction can communicate within themselves and the moderator (the person who sets up and runs the game sort of like a dungeon master if you will). The town can try to eliminate mafia by voting on a player they believe most likely to be scum by the person's actions, statements, etc. The Mafia can eliminate players by misleading the town into voting for one of their own or by killing a town player of their choosing in the night phase of the game. When one side loses all members, the game ends.

Aside from the basic setup there are certain roles (characters with special powers) added to both factions. These are regular players during day phase but can use their special abilities during night phase. Such as but not limited to a doctor; a player who can save someone from getting night killed or a role-blocker who can stop players from using their special abilities during the night!!! To make the game even more fun, some moderators add themes to their setups. One such game is taking place as of this writing; brewersalliance's Game of Thrones themed mafia game and TheWarrior's Harry Potter themed mafia games add a quite unique flavor to the game.

The game has been played since 2009 there have been 109 games of mafia played making it more popular than any other activity in IRON!!!. The town faction has won 42 and mafia 49 games respectively and solo players have won 9.

Like any other sport, mafiascum can only be as good as its players. Now, let's take a look at some of the names that have left an indelible mark on the history of mafiascum in IRON. First and foremost, the man who needs no introduction, the man who probably is synonymous with the game of mafia itself; KevinH. Kevin is a transcendental mafia superstar who has the honor of playing with both the old and new generation of mafia players. He had a rough start to his career losing his first game (Game 11 of mafia "Fools around us"). However, since then Kevin has been nothing but phenomenal. He has a record 34 wins in his career and no sign of slowing down. Not only is he an amazing player but he is great at setting up and running games of various themes that are fun for everyone. On that very note, one of the best moderators of the community was Kaziocore who's in-game accomplishments have been overshadowed by his amazing moderation skills. Little known fact, Kaziocore has silently racked up 14 wins in his career. And he didn't mostly play games but liked to moderate them. Kaziocore sadly retired from both moderation and playing a long time ago.

Another noteworthy name to mention who has the same credentials as Kevin is that of Electric Mango; who has notched up 23 wins in his career and is 2nd in all time wins leaderboard. Sadly,

Icebergs in the Atlantic: Polar's Conquest of NADC

By Rafay



On Jan 19 2019, the NpO declared war on their former allies NADC on grounds that the latter had not been sincere allies to Polaris and that it was NpO that had maintained NADC's dominance on the maroon sphere for so long. However, the said favor was not repaid in kind by the NADC so Polaris mobilized its forces to wipe out the "stain on the maroon sphere".

On the eve of war Polaris had alliance strength of 9.5 million which is 6 times the NS compared to NADC's 1.6 million. The NpO has 133 members to NADC's 25 (5:1 disadvantage).

The Polaris war machine has 6 million men, 381,000 tanks, 6500 aircraft, 3460 vessels and 2500 nukes at their disposable while NADC has 650,000 men, 58,000 tanks, 770 aircraft, 650 vessels and 431 nukes.

On the 1st day of war alone Polar wiped out 110,000 NS of NADC and putting 14 (50%+) nations in Anarchy while losing 65,000 NS of their own and 11 nations in anarchy.

The war seems all but lost for NADC unless the war escalates into another multi-alliance conflict.

Here are some of the reactions of IRON members on the war:

- "can we roll odn?" – Shahenshah
- "This isn't a war. This is just a CN bully picking on a smaller alliance. I've said it before, and will say it again. One day, it will be us. We will wake up, all double tapped at the update with half the game against us, and their president will be like: "Today I was squeezing an orange, and it squirted in my eye. So we are attacking IRON." All the rest of Oculus will be like: "Wult, screw IRON" and that will be the end of it. Also roll ODN." – NabuPilarar
- "Really wouldn't be a smart move. At this time we are not expecting the conflict to escalate." – Blade 619, Minister of Defence, IRON.

By the end of first week Polar had lost 400,000 NS whilst dishing 600,000 NS worth damage. However, Polar has lost 3 member nations during this week. We are unaware whether that is due to war or general inactivity. 24/25 NADC nations are in anarchy while only 2 NADC nations sit above 100,000 NS compared to 7 at the start.

The 2nd week of the war saw more destruction come NADC's way as they lost half their starting NS i.e. 800,000 and Polar lost an additional 150,000 NS for a total of 550,000 NS lost over the course of war. Polar also lost 3 more members during this week. There is no member in NADC with over 100,000 NS now.

The 3rd week saw a lull in fighting as the alliances probably looked to regroup and recuperate the losses during the 2 weeks. Polar lost 60,000 NS and NADC lost 30,000 NS this week. NADC has only 2 members in IRON's Kilo squadron (70,000 NS+) and they have 7 members in peace mode while 15 of the 17 members at war are in anarchy. Polar recruited two members during the break in fighting.

On February 19th; the 4th week of war, it was announced that both alliances had agreed to a white peace deal and peace will be declared after wars expire at the end of the week. The alliances also signed a 3 month Non-Aggression Pact. This week saw reduced action from

Mango too has retired from the game after a colorful career. When talking about legends and greats we must not forget the present and future of the game. The “New” Generation, so to say, of mafia players is nothing short of gifted and talented in their own right. Leading the charge from the front is the self-proclaimed #GOAT and Joe Montana of Mafia is Rafay, who is a smack-talking hard hitting, no nonsense kind of player whose style is neither clean nor methodical but based on intuition and devil may care attitude. Rafay began his career under the guidance of greats such as Kaziocore and Electric Mango and has proven a worthy contender to Kevin’s dynasty with 18 wins (3rd all time). The Kevin-Rafay rivalry is the best thing going in mafia today.



The “New” Generation also features the likes of your favorite President; TheWarrior!! Yes folks the President is a Mafia player too and an analytical one at that. He loves to build text walls with his well thought out analysis and dissects the game down to the bone to his convenience. Whether he plays town or mafia; he plays the part with praiseworthy diligence and conviction. He’s a must have on your team if you want solid chances in the game. He has 9 wins on record.

And who can forget the loveable brewsky; brewersalliance. He started off as a mafia player but is looking to become a first class moderator after his hit Game of Thrones mafia series. Brewsers style may appear to be unorthodox or confusing to people; often at times he appears to be drunk but that is just feigning ignorance to veil tact. Brewsers has found the “W” 8 times in his career.

Other interesting names include Robert2424; perhaps the most unlucky guy in the game but still has 14 wins. A solid player with a sound knowledge of the game yet he ends up often on the losing end but mostly due to the folly of his team mates. Robert holds a grudge towards Rafay due the latter’s carefree play style and that only makes game more fun.

Rounding up the bunch is Sister Midnight; who after Kevin is perhaps the only member of the Old generation. She’s a blast from the past, quite literally. Her spunky play style and experience has breathed new life into the mafia game. Her sexual innuendos and in game drama are a thing to experience. Other notable names are; Wolfpacks (9 wins), iSocialism (12 wins) and Lord MK (7 wins). With that being said, I hope you enjoyed this little history and introduction of IRON’s favorite pastime and its amazing individuals. Now I would like to make a sincere request to the council and especially the President, if they are reading still. Kindly, approve of Mafiascum as the official/national pastime of IRON. We here at mafiascum community would love to welcome and train new members. The game is only more fun if there are more players.

the Polar side however; NADC assaulted their opponents with full force dealing 200,000 NS worth of damage whilst taking 50,000 NS damage in return. Polar lost 2 members due to the war and NADC lost 1 member (the first loss of membership) this week. 9 nations of NADC are in peace mode and 13 in anarchy. NADC has only 3 members with 70,000+ NS (IRON’s kilo) and one of those is in peace mode.

The total losses at the end of war are;

NpO:
NS= 900,000
Soldiers= 800,000
Tanks= 43,000
Aircraft= 400
Naval vessels= 60
Nukes= 300
Member nations= 6

NADC:
NS= 800,000
Soldiers= 80,000
Tanks= 19,000
Aircraft= **Gained 300**
Naval vessels= 200
Nukes= 200
Member nations= 1