



Petty Warlord 🌟 17/02/2026 00:42

→ Forwarded

That Box Outside Your Principal's Door v2

Concern:

Can writers and artists really handle the release of yippie? Considering Iberia has for months been lacking both gfx and loc as the main roadblock to release I really really doubt that writers, especially, are capable of completing the insane amount of work required. This is a huge amount of work and they clearly dont have the record to back it up, just going into their report document you can see way too many missed quotas. I dont mean this as a hit on the writing/artist team but i just can't be asked to trust them with their past record.

TMT had a scope that grew during development, meaning that there would be periods with low requests and then periods of lots of requests. We're learning from this experience and don't think it'll be a problem for Yippie.

Furthermore I think the writers and artists will perform well and your concern will hopefully be answered by their performance.



Petty Warlord 🌟 17/02/2026 01:02

→ Forwarded

That Box Outside Your Principal's Door v2

Concern:

What is the point of secrecy for dev stuff? What difference does it make if something is leaked to 4chan, Reddit or somewhere else? People being mad at x rework? So what? They'll get mad or not anyway.

People have a right to decide when and how the stuff they work on gets shown off, and usually that leads to better reveals. Things do get leaked and we can't really stop that but the teasers we plan for are better for development than the leaks we don't plan for.



landlordism solves quite a lot 🐱 19/02/2026 15:31

↪ Forwarded

That Box Outside Your Principal's Door v2

Concern:

Not a concern but how do promotions get decided upon and who decides?

Promotions to senior roles are decided upon by their Department Lead with input from their deputy.



Kateryna ♀ 🐱 FOOL 🐱 19/02/2026 22:21

↪ Forwarded

That Box Outside Your Principal's Door v2

Concern:

Not a question as well, but how are moderators and Ambassadors selected? There's no recruitment form, and some of them are purely moderators with no other role, so how were they chosen/recruited?

Hiya! We tend to speak about potential moderator recruits between us 3 moderation leads, with our picks ranging from established and uncontroversial members of the community, to members of the team such as ambassadors. We tend to take in suggestions from other TCs as well, and members of the team declaring interest in any of the moderation leads' DMs may be recruited as well.

06 March 2026



landlordism solves quite a lot 🐱 06/03/2026 13:27

↪ Forwarded

That Box Outside Your Principal's Door v2

Concern:

I asked this before as well, but I think it got overlooked, so I'll just send it again. If I wanted to become an Ambassador, what are the requirements? Is there anything I would have to do; anything that could boost my chances?

Well, community engagement is the key to ambassador work - it requires you to be engaged with the community in some format. If you want to become an ambassador you can dm me and we will talk about it



Frolicking Crypto Piechart Fan 📱 19/03/2026 12:01

Hi, so this message came in rather late last night, and while I did have some things to say about it, I felt it better to wait until the morning to condense it down into something comprehensive (comprehensible?).

For me, I work on TNO because I enjoy it, I like writing for myself. I do not write for the vocal minority that plays Hoi4 and expects TNO to work like Hoi4, or is only interested in specific countries. I do not wish to degrade the level of my work to appeal to them, and I suspect most other members of the team feel the same way. I especially would not want to do so when what we have been doing seems to be rather successful with over 500,000 subscribers now (I had to doublecheck this cause it still feels surreal), and I know those guys read what I write, like nothing bigs me up then seeing the content of something I wrote being posted in a community chat or written about on TV Tropes.

But again, I do recommend working for yourself, work because you enjoy it. I enjoy writing and designing content, so I do that here, and I must really enjoy it cause I do it on occasion for TFO too. The vocal minority you are describing here tends to long for a TNO living only in their nostalgia, who I don't think actively plays TNO anymore either (if ever). I'd rather focus on the guys who do, the guys who read your work, and the guys who do enjoy it, cause they very much exist or else that 500,000 figure wouldn't be there.



Concerns Form Notifier APP 01:11

That Box Outside Your Principal's Door v2

Concern:

Hello, I only recently joined the team and have done all my writing work for the modern tordesillas. Some of the pieces I've written have been some of the best writing I've done and I feel that I've grown a lot, thanks to frolicking and the many LCs/Deputy WLs that have come and gone.

However, seeing the recent criticism on social media about the Latin American skeletons have really demotivated me. Not many people seem appreciative of the content and really makes me start to think about what I'm writing about or who I'm writing for. I feel like 90% of the players will just gloss over something I've put hours, days, weeks, months into. This is not a fault of the designers, I've loved spending my time not only writing, but also learning these countries and their leaders. But it's just so crushing to see people seem to only care about Italy instead of an entire subcontinent worth of content. This is not hatred towards the community, but just any advice on how to move forwards and write when you know no one will

Concern: (cont.)

I read it (or when you know people even resent it) would help soothe my mind.

