Rule 0/0
Emergency Management
Last Revision: nweek 8.
Keywords: Administrator Emergency Forum Paradox Time

There exists, in the context of the game that contains this rule (hereafter in this rule known as "The Game"), a procedure called the Emergency Management procedure. The Emergency Management procedure (hereafter in this rule known as "The Procedure") will be followed in the event of an Emergency, as recognized by the majority of the most recently formally recognized body of players in The Game.

An Emergency, in the context of this rule, is any event or circumstance, not already provided for in the rules of the Game, that prevents the continuance of the Game. Emergencies include, but are not limited to, the following:

- The failure of, or lack of access to, the hosting services and/or equipment used to administer the Game (hereafter in this rule known as "The Host") for a period of seven days.

- The failure of, or absence of, the person recognized as performing the administrative duties of the Game (hereafter in this rule known as "The Administrator") for a period of seven days.

- The existence of a paradoxical condition that cannot be resolved under the current set of rules.

The Procedure is as follows:

1. Game time is stopped. Whatever means used in the Game to track time is stopped as of the beginning of the Emergency. Pending events and deadlines relative to Game time, with the exception of those specified in this rule, are postponed until Game time resumes. Pending events and deadlines with absolute dates and times do not occur.

2. A Forum is established. The Procedure depends upon the availability of a means for players and an Administrator to communicate (hereafter in this rule known as "The Forum"). If a Forum does not exist or is not available, players will establish one by contacting one another and agreeing upon a new Forum. If a new Forum cannot be agreed upon, the Game ends.

3. An Administrator is established. If an Administrator does not exist or is not available, players will establish one from amongst themselves via the Forum. If an Administrator cannot be agreed upon, the Game ends.

4. The Pause is initialized. The Procedure tracks time spent using the Pause. When the Procedure is begun, the Pause is zero; thereafter, until the completion of the Procedure, the Pause is increased by one each day at 00:00:00 UTC.

values. If Universal Entropy is ever greater than 500, the Clock will be turned off until the Watch reads 3 wdays, and the following actions will occur in order immediately:

1)All sirens, big rocks, shields, big sticks, and balls of wax are destroyed.

2)All players are placed into Limbo.

3)All properties of grid squares [[such as Wet or Frozen]] are removed.

4)The Yeti is moved to a random square on the grid.

5)All Gremlins go into Hiding.

6)All players receive 10 points.

7)All players' Entropy values are set to 0.

[[Created by 420/0.]]

Rule 441/0
Gnomes
Last Revision: nweek 9.
Keywords: Uncategorized

There exist objects called Gnomes. Each Gnome has a type. Gnome types may only exist as defined by the rules. Each Gnome can be either at a Grid Location, in Limbo, or in the possession of a Player. Gnomes may be picked up and thrown as if they were Gremlins. Each Gnome has two Hit Points. If a Gnome is Thrown at a player but not caught, it loses one Hit Point. If a Gnome has less than 1 Hit Point, it crumbles to dust and is destroyed. Whenever a Gnome type is defined, a single Gnome of that type shall be placed in the same manner as a Gremlin would be placed when it is first defined.

This rule defers to all rules which define types of Gnomes.

[[Created by 424/0.]]

Rule 442/0
Basic Gnomes
Last Revision: nweek 9.
Keywords: Uncategorized

There exist Gnomes of type Basic.

[[Created by 424/0.]]

Keywords: Uncategorized

The name of this game shall be 'B Nomic.'

Rule 2/1
Names
Last Revision: nweek 6. Revision History
Keywords: Names

Names of game entities may contain alphanumeric, punctuation, and whitespace characters only. Names must be at least one but no more than 255 characters in length. All game entities must have uniquely identifying names.

Names of Players are used for identification of Players. Any similarity between the string of characters that constitute the name of a Player and a string of characters in the text of a Proposal, Rule, or Judgment shall have no impact on the implementation of that Proposal, Rule, or Judgment, unless the language of the Proposal, Rule, or Judgment specifically indicates the string of characters is referring to a Player of that name. [[For example, "the player JohnDoe" or "the player named JohnDoe."]]

Other named entities in the game are not necessarily governed by the same standard for Player names.

[[Revised by 245/0.]]

Rule 3/4
Ndays and Nweeks
Last Revision: nweek 6. Revision History
Keywords: Clock Time Watch

There exist two entities known as The Clock and The Watch. The Clock shall consist of two numbers, representing nweeks and ndays. The Watch shall consist of two numbers, representing wweeks and wdays. The Clock shall always be either On or Off.

If The Clock is On, then at 00:00:00 UTC, the number of ndays on The Clock shall increase by one, unless the number of ndays on The Clock is equal to nine, in which case it shall become equal to 0 and the number of nweeks on The Clock shall increase by one.

If The Clock is Off, then at 00:00:00 UTC, the number of wdays on The Watch shall increase by one, unless the number of wdays on The Watch is equal to nine, in which case it shall become equal to 0 and the number of wweeks on The Watch shall increase by one.

One nday shall be defined as the time between two consecutive changes in the number of ndays on The Clock. One nweek shall be defined to be 10

5. Refresh Proposals are submitted. The Forum will be used to submit, discuss, select and implement proposed changes to the state of the Game (hereafter in this rule known as "Refresh Proposals") for the purpose of either resuming or ending the Game. Players and the Administrator may each submit a Refresh Proposal. Refresh Proposals may affect any aspect of the Game or the state of the Game, including, but not limited to: rules, scores or other player attributes, the valid list of players, the identity of the Host or the Administrator, the legitimacy and/or actuality of any action taken in the context of the Game, etc.

6. A first-round Ballot is formed. When the value of the Pause is 5, the Administrator will gather all submitted Refresh Proposals into a Ballot on which players will vote.

7. First-round votes are cast. Each player and the Administrator casts a single vote to select one of the Refresh Proposals in the Ballot. Votes are cast by announcing them via the Forum.

8. First-round votes are counted. When the value of the Pause is 7, the Administrator will count all the submitted votes and announce to the Forum which Refresh Proposal received the largest number of votes. If only one Refresh Proposal received the largest number of votes, it is implemented by the Administrator and the Procedure ends; otherwise the Procedure continues to Step 9.

9. A second-round Ballot is formed. Refresh Proposals that tied for the largest number of votes received in the prior Ballot will be gathered into a second Ballot on which players will vote.

10. Second-round votes are cast. Each player and the Administrator casts a single vote to select one of the Refresh Proposals in the second Ballot. Votes are cast by announcing them via the Forum.

11. Second-round votes are counted. When the value of the Pause is 9, the Administrator will count all the submitted votes and announce to the Forum which Refresh Proposal in the second Ballot received the largest number of votes. If only one Refresh Proposal received the largest number of votes, it is selected for implementation; otherwise the Administrator selects one of the Refresh Proposals.

12. Selected Refresh Proposal is implemented. The Refresh Proposal selected from the second Ballot is implemented by the Administrator and the Procedure ends.

[[Created by 367/1.]]

Rule 1/0
The Game
Last Revision: nweek 0.

Rule 443/0
Third and long... *boot!*
Last Revision: nweek 9.
Keywords: Uncategorized

Any time before the 8th day of the nweek, the Player in possession of the Football may Punt the Football. E does so by declaring eir intention to do so in a public forum, along with a target location on The Grid at which they are trying to Punt the Football. The target location of the football must be more than 4 units away from any Player on eir team. [[You can't punt at your own players]] The target location must also be within 10 units of the player punting the Football.

When the Football is punted, it ceases to be in the possession of any Player, and removes itself from The Grid. As soon as possible, The Administrator must calculate the actual landing location of the Football and announce it in a public forum. E does this by rolling 1d6 for each of the x- and y-coordinate, and modifing it by the following table:

1: -1, roll again
2: -1
3-4: 0
5: +1
6: +1, roll again

"roll again" implies the Administrator should add the result, then roll 1d6 and add that result, and so on (i.e. the die rolls are cumulative).

At the end of the nweek, after all Players playing football have moved, the Football lands. [[*whump*]] If a player is at the landing location of the Football announced by the Administrator, and e is not on the same team as the player who punted the Football, e may catch it, at which point it is in eir posession. Otherwise, the Football places itself on The Grid at the announced landing location. [[So the football is made of lead... maybe we'll make it bounce a bit later]]

No player on the same team as the player who punted the Football may pickup the Football up until after the end of the nweek after the Football was punted or until a Player who is not on eir team picks up the Football, whichever comes first. [[Basically, after the Football lands, Players on the punting team can't touch it for a nweek. This stops it from just being a longer pass]]

[[Created by 427/0.]]

ndays, or the time between two consecutive changes in the number of nweeks on The Clock.

One wday shall be defined as the time between two consecutive changes in the number of wdays on The Watch. One wweek shall be defined to be 10 wdays, or the time between two consecutive changes in the number of wweeks on The Clock.

Whenever any rule other than this one specifies a certain amount of time, that time shall be measured according to The Clock, unless that rule specifies otherwise. [[Thus, if a rule gives someone 1 nweek to do something, and The Clock is turned Off when the person has 6 days left, then the person still has 6 days left once The Clock is turned back on]]

If the Clock is Off, no player may take any game-related actions except actions which the rules specifically say may be taken while The Clock is Off.

The Clock may not be changed from On to Off or from Off to On except in ways explicitly permitted by the rules. When the Clock is turned Off, the number of wdays and wweeks on The Watch shall be set to zero.

Whenever the current value of The Clock is displayed or referred to, it shall be displayed or referred to with the number of nweeks increased by one and the number of ndays increased by one. [[because The Clock is zero-based]].

[[Revised by 158/1, 158/1, 225/1, 247/0]]

Rule 4/3
Versions and Revision Numbers
Last Revision: nweek 2. Revision History
Keywords: Revision Rules

Every modification to a revisable object that does not eliminate it from play creates a new version of it.

Revision numbers differentiate versions of revisable objects. Each time a revisable object is altered, its revision number is incremented. The initial revision number is 0.

[[Revised by 103/0, 104/0, 108/0]]

Rule 5/1
Serial Numbers
Last Revision: nweek 2. Revision History
Keywords: Revision Rules

Every revisable object has a unique serial number. The serial number of a revisable object is defined as the interpolated string "n/r", where n is the

Rule 438/0
Prose Forms
Last Revision: nweek 9.
Keywords: Uncategorized

Prose Forms are Literary Forms, in which a proposal's rules and actions are presented in the context of a story or narrative. The rules and actions presented must be clearly delimited from the story component, and at the same time must be reflected in the story component. If a proposal is submitted in Prose Form, and it is adopted, it earns its submitter 10 score over and above anything else it may earn.

[[Created by 414/0.]]

Rule 439/0
Hiding Really Means Hiding
Last Revision: nweek 9.
Keywords: Uncategorized

A Gremlin which is Hiding has no location. It is not on the Grid, nor in Limbo, nor in any other location that may exist. A Gremlin which goes into Hiding for any reason is removed from whatever location it happens to occupy at the time it goes into Hiding. Such Gremlins may not be used in GremBall, and may not vote (if another rule specifies that a Gremlin may vote, this rule takes precedence over that one). A Gremlin being carried by another player is considered to occupy the location of that player. [[but since this rule mainly deals with Hiding Gremlins, it shouldn't matter much]]

Gremlins which become Active after being in Hiding have a 50% chance of entering Limbo, and a 50% chance of being placed on the Grid at a random location determined by the Administrator, subject to other rules defining location of objects on the Grid (i.e. a Gremlin can't appear in a location occupied by a Big Rock, etc.).

[[Created by 415/1.]]

Rule 440/0
Entropy
Last Revision: nweek 9.
Keywords: Uncategorized

Players have an attribute called Entropy. Entropy is a Dimension. At the end of each nweek, each player's Entropy shall increase by an amount equal to the sum of the increase in eir charm for that nweek and 1/2 the number of game actions (movements, purchases, throws, etc.)taken during that nweek.

The game state shall have a property known as Universal Entropy. The value for Universal Entropy is always equal to the sum of all players' Entropy

things with it:

1) Throw it at another player. If a Ball of Wax is thrown at a player, the player must, as an action, catch the Ball of Wax within two ndays of it being thrown, or, if e is in possession of the big stick, must hit the ball with the big stick. If the player does not or cannot catch the Ball of Wax, the Ball of Wax hits the player, who then loses 1d3 score points to the player that threw the Ball of Wax; the Ball of Wax then falls where the player is standing. If the player hits the Ball of Wax with the big stick, the Ball of Wax falls in a random location.

2) Stuff the wax into eir ears as protection against the wiles of the Sirens. As long as the player has wax in eir ears, e gains the attribute Deaf. After escaping a Siren's ZOE or after 1 nweek, whichever comes first, e must remove the wax, which then becomes a Ball of Earwax and gains the attribute Disgusting. Balls of Earwax may be thrown, but not used to stuff ears. A Ball of Earwax, when thrown at a player, cannot be caught. It explodes on impact, and the player who has been hit gains the attribute Icky for 1d3 ndays. If e hits the Ball of Earwax with the big stick, the Ball of Earwax explodes, but the bits fall harmlessly to the ground.

[[Created by 368/0.]]

Rule 402/0
The Window Gremlins
Last Revision: nweek 8.
Keywords: Gremlin

There exist two gremlins, The Window Gremlin and The Other Window Gremlin, also known as Curt and Rod respectively. If a player inhabits the same square on The Grid as Curt or Rod, or is in Limbo with Curt or Rod, e may move directly to the other (known as "Climbing through the Window") by declaring eir intention to do so in a Public Forum. If Curt or Rod is in the possesion of a player who Climbs through the Window, that player loses possesion of Curt or Rod. If at any point, Curt and Rod inhabit the same space on The Grid, they both go into Hiding. If Curt or Rod is Hiding and the other is Active, the Active one goes into Hiding. If Checkpoints exist, Curt and Rod both become Active at the begininng of every Checkpoint. If Checkpoints do not exist, Curt and Rod become Active at the beginning of the first and sixth ndays of each nweek. Whenever Curt and Rod become Active, Curt is placed on a random square on The Grid with an x value of 1, and Rod is placed on a random square on The Grid with a x value of 20.

[[Created by 370/1.]]

Rule 403/0
Opposed Proposals
Last Revision: nweek 8.
Keywords: Proposal

serial number.

Only players can make proposals.

[[Revised by 104/0, 106/0, 111/0, 119/0]]

Rule 20/2
Eligible Voters
Last Revision: nweek 6. Revision History
Keywords: Voting

Each Player is eligible to vote on a Ballot if they became a Player in the manner prescribed in the rules at least one full nday prior to the time at which Voting on that nweek's Ballot begins. Players who became a Player less than one full nday prior to the time at which Voting on that given nweek's Ballot begins may not vote until the following nweek's Voting.

Each Player is eligible to vote on each issue on any given Ballot for the duration of the voting for which the Ballot was issued.

[[Revised by 100/0, 287/0.]]

Rule 21/3
Score
Last Revision: nweek 4. Revision History
Keywords: Points Score

Players may own points. The number of points in the posession of a player shall be known as eir score.

The owner of one or more points may transfer any or all points in eir possession to another legal owner by posting to the public forum.

Whenever a rule states that a player receives points, the number of points in eir possession shall be increased accordingly; whenever a rule states that a player loses points, the number of points in eir possession shall be lowered accordingly, but it shall never become less than zero.

New players initially do not possess any points.

[[Revised by 105/0, 140/0, 184/0]]

Rule 22/2
Post-Win Reset
Last Revision: nweek 2. Revision History
Keywords: Win

In the event of a Win being awarded, all scores are immediately reset to the

condition, that player loses the title "Respected One".

[[Created by 343/0.]]

Rule 396/0
A Little Fun For Everyone
Last Revision: nweek 8.
Keywords: Proposal

The Administrator may make proposals as though e were a player. The Administrator shall not be subject to Bandwidth Rationing, or any other means of limiting the number or type of proposals which may be made. Instead, the Administrator shall be limited to one proposal per nweek. [[Just so things don't get out of control...]]

If the Administrator gains or loses points as a result of any change in the game state, including but not limited to the passage or failure of proposals, those points shall instead be awarded to/taken from the Scoring Gremlin.

[[Created by 361/0.]]

Rule 397/0
Poetic Forms
Last Revision: nweek 8.
Keywords: Poetry

Proposals may be sumbitted in a Poetic Form. Poetic Forms are sets of restrictions that are defined to be such by the ruleset. If a proposal confroming to a Poetic Form passes, its proponent recieves 5 points, and e earns the Form Bonus of any forms the proposal conformed to.

[[Created by 362/1.]]

Rule 398/0
The Limerick
Last Revision: nweek 8.
Keywords: Poetry

A Limerick is a Poetic Form. To be a Limerick, a Proposal must conform to all the following restrictions:

1) It must be 5 lines in length, including or excluding the title.
2) Lines 1, 2, and 5 must rhyme, and each be three poetic feet in length.
3) Lines 3 and 4 must rhyme, and each be two poetic feet in length.
4) Comments are excluded from all the above restrictions.

The Form Bonus for a Limerick is 4 points.

Whenever a Player's score reaches or exceeds 1000 points, they are immediately awarded a Win.

[[Revised by 113/0]]

Rule 28/1
Designation of Fora
Last Revision: nweek 8. Revision History
Keywords: Forum

The Administrator may designate a Forum public if it is reasonably accessible to all Players. The Administrator may designate a Forum private only if it is not the sole extant public Forum. Only the Administrator may redesignate Fora. The Administrator shall maintain a list of public Fora. All fora which have not been designated as Public are Private.

[[Revised by 375/1.]]

Rule 29/0
Twilight of the Fora
Last Revision: nweek 0.
Keywords: Forum

If at any time there exist no public Fora, the Administrator shall take such steps as are necessary to designate one. Designation of a Forum as public when there are no extant public Fora need not [[and cannot!]] be done publicly.

Rule 30/0
Vote Counting
Last Revision: nweek 0.
Keywords: Voting

Each Player may cast exactly one vote on each proposal on any given Ballot.

Rule 31/3
Voting
Last Revision: nweek 4. Revision History
Keywords: Voting

To cast a vote, a Player must either submit eir vote to the Administrator or to a Public Forum. Votes which are not publicly known shall not be revealed by the Administrator until voting ends, at which point they must be revealed. During Voting, players may change eir vote on a given issue by submitting a different vote for that issue. Votes may only be cast during the Voting.

value 'zero'. If possible, play continues normally.

[[Revised by 112/0, 113/0]]

Rule 23/0
The Ballot
Last Revision: nweek 0.
Keywords: Voting

The Administrator shall, at least 48 hours prior to the close of voting each nweek, distribute to all Players the Ballot for that nweek. The Ballot shall list all proposals that were recognized after the start of the previous nweek's voting period.

Rule 24/0
The Roster
Last Revision: nweek 0.
Keywords: Players

The Roster is a list of all Players. It shall contain, for each Player, at least the following information: (1) The Player's name, (2) eir email adress, (3) eir score, and (4) a list of all attributes associated with em. The Administrator is responsible for updating the Roster so that it reflects the current game state.

Rule 25/0
The Administrator
Last Revision: nweek 0.
Keywords: Administrator

The Administrator is responsible for all game duties not assigned by the Rules to other players.

The Administrator is David E. Smith.

Rule 26/0
New Players
Last Revision: nweek 0.
Keywords: Players

Any entity otherwise qualified as a Player may become one by posting a message to the public Forum explicitly stating eir wish to become a Player.

Rule 27/1
Winning
Last Revision: nweek 2. Revision History
Keywords: Win

[[Created by 362/1.]]

Rule 399/0
The Cinquain
Last Revision: nweek 8.
Keywords: Poetry

A Cinquain is a Poetic Form. To be a Cinquain, a Proposal must conform to all the following restrictions:

1) It must be 5 lines in length, including or excluding the title.
2) Line 1 must be two syllables in length.
3) Line 2 must be four syllables in length.
4) Line 3 must be six syllables in length.
5) Line 4 must be eight syllables in length.
6) Line 5 must be two syllables in length.
7) Comments are excluded from all the above restrictions.

The Form Bonus for a Cinquain is 3 points.

[[Created by 362/1.]]

Rule 400/0
The Meteor Gremlin
Last Revision: nweek 8.
Keywords: Gremlin

There exists a Gremlin called The Meteor Gremlin, also known as Rocky. Rocky is Active whenever there are more than five vacant Grid locations; otherwise it is Hiding.

At the end of an nweek, if Rocky is Active, Rocky drops a Big Rock onto a random location on the Grid, either a vacant location or one already containing a Big Rock.

[[Created by 364/1.]]

Rule 401/0
A Whole New Ball Of Wax
Last Revision: nweek 8.
Keywords: Grid

The Grid contains objects called Balls of Wax. A new Ball of Wax enters the Grid at the beginning of each nweek at a random location determined by the admin. The location is then made public. If a player's movement brings em into the same square as a Ball of Wax, e may pick it up or leave it.

Once in possession of a Ball of Wax, the player may do one of the following

Players may abstain from voting on a given issue by not submitting a vote on that issue or by explicitly indicating their abstention. Explicit abstentions shall be treated like votes during Voting, but when Voting has ended, they shall be treated as if the player had not submitted a vote.

[[Revised by 100/0, 130/0, 183/1]]

Rule 32/8
Proposal Passage
Last Revision: nweek 5. Revision History
Keywords: Proposal Voting

At the end of each voting period, after the votes on all proposals voted on during that voting period have been counted, the proposals that have received a majority of affirmative votes out of all votes they received are deemed to have passed. The others are deemed to have failed. All proposals that have been voted on during that voting period are then processed in numerical order.

Proposals are processed in numerical order. When a proposal is processed, the following events happen in order:

1. If and only if the proposal passed, its actions (such as Rule Changes and other changes to the state of the game) are put into effect in the order in which they are described.

2. Other events related to the passage or failure of the proposal, such as awarding or deducting points, occur.

Proposals may not take effect retroactively.

If the Administrator is not a player, e may veto a proposal by stating that e does so on a public forum. If a proposal is vetoed in this manner, but at least 3/4 of the votes counted for it were affirmative, the veto has no effect. Otherwise, the proposal is deemed to have failed.

If a proposal would have passed, but is deemed failed *only* due to the Administrator's veto, then:

a) The author of the proposal shall not gain or lose Charm.

b) The author of the vetoed proposal also shall not lose points from eir Score, but gain nd3 points, where n is the number of yes votes received by the vetoed proposal minus the number of no votes received by the proposal. If n is greater than 5, the author shall instead receive 5d3 points.

Any player wishing to override veto of a proposal may do so if the proposal is resubmitted in a subsequent nweek and at least 3/4 of the votes counted

a 1dN, where N is the sum of the following weights, for those locations available to movement:

- the location in the same direction as the Player's attempted movement: 3

- each of the locations on either side of the above: 2

- each of the remaining locations: 1

for a total of 10 if all adjacent locations are available. The possible die values will be allocated to the locations based on their weight.

[[Created by 342/1. Revised by 394/0, 417/1, 425/0.]]

Rule 395/0
I get no respect!
Last Revision: nweek 8.
Keywords: Uncategorized

Players have an attribute called Respect. Respect is a dimension.

If a player believes that an action performed by another player is deserving of the collective and deepest respect and regard of all the players, e may make a Declaration of Respect. This declaration must take the form: "For *reason*, we respect *name*", where *reason* is a description of the action that is believed respectful, and *name* is the name of the player who performed the action.

If a player believes that an action performed by another player is deserving of the collective and deepest disrespect and disregard of all the players, e may make a Declaration of Disrespect. This declaration must take the form: "For *reason*, we disrespect *name*", where *reason* is a description of the action that is believed disrespectful, and *name* is the name of the player who performed the action.

A player may not name emself in a Declaration of Respect/Disrespect.

Declarations of Respect/Disrespect are proposals. When a Declaration of Respect passes, the Respect of the player named in the Declaration increases by one. When a Declaration of Disrespect passes, the Respect of the player named in the Declaration decreases by one. No points are gained or lost by any player as a result of the passage or failure of a Declaration of Respect/Disrespect. This rule takes precedence over Rule 124 in that regard. Declarations of Respect/Disrespect do not count towards any counting of proposals from any given player.

If a player's Respect exceeds all other players' respect by at least 5, that player gains the title "Respected One". If at any time, the Respect of a player who has the title "Respected One" fails to meet the aforementioned

Keywords: Gremlin

Gremlins can be in a grid location, in Limbo, or in the posession of a Player.

If a Player is holding a Gremlin, e must throw it or drop it within two ndays, or become Burned and drop it where e is standing. A Player recovers from being Burned at the end of the nweek. Burned Players cannot catch thrown Gremlins.

If a Player and a Gremlin are in the same grid location, or a Player and a Gremlin are both in Limbo, the Player may pick up the Gremlin.

A Player in Limbo can throw a Gremlin at a grid location or a Player in a grid location. A Player in a grid location can throw a Gremlin at another grid location or at a Player in another grid location, assuming the target is within 7 units of the thrower, or into Limbo or at a Player in Limbo. Gremlins cannot be thrown at Players who are On Leave.

If a Gremlin is thrown at a Player, the Player must, as an action, catch the Gremlin within two ndays of it being thrown. If the Player does not or cannot catch the Gremlin, the Gremlin hits the Player, who then loses 1d5 score points to the Player that threw the Gremlin; the Gremlin then falls where the Player is standing.

[[Created by 330/2. Revised by 363/0.]]

Rule 356/0
Sexy Sirens On The Rocks
Last Revision: nweek 7.
Keywords: Grid

When placing Big Rocks on the Grid, the Administrator will roll 1d6 to determine the presence of a Siren on the Big Rock. If a 6 is rolled, a Siren is on the Big Rock. The Administrator will assign a name to each new Siren and post the name and location of the Siren (and eir Rock) to the Grid webpage or a public forum.

Sirens are Impassable Stationary Objects.

Players in any Grid square immediately adjoining a Siren (either horizontally, vertically, or diagonally) are in the Siren's Zone of Enchantment (ZOE). Players in a Siren's ZOE may only move to other Grid Squares in that Siren's ZOE.

Players in any Grid square immediately adjoining a Siren's Zone of Enchantment (either horizontally, vertically, or diagonally) are in the Siren's Zone of Almost-Total Rapture (ZATR). Players in a Siren's ZATR may only move to Grid squares in that Siren's ZATR or Grid squares in that Siren's ZOE.

Players who have every Dimension at 0 are said to be at the Origin. The Origin is Full Of Stars.

[[Created by 140/0. Revised by 385/0.]]

Rule 154/3
Dimensions
Last Revision: nweek 4. Revision History
Keywords: Dimensions PointsGained PointsLost

Score is a Dimension.

Players have an attribute named Charm. Charm is a Dimension.

Whenever a proposal passes, the proposal's proponent's charm shall increase by one.

Whenever a proposal fails, the proposal's proponent's charm shall decrease by one.

Players have an attribute named Activity. Activity is a Dimension.

Whenever an nweek ends and a player voted on that nweek's Ballot, eir Activity increases by 1.

Whenever an nweek ends and a player didn't vote on that nweek's Ballot, eir Activity decreases by 1.

Whenever a new player joins the game, all of eir dimensions shall be equal to zero, except for those dimensions whose starting values are specified by other rules.

[[Created by 140/0, revised by 184/0, 186/0, 192/0]]

Rule 155/2
No kickbacks
Last Revision: nweek 6. Revision History
Keywords: CFJ Proposal

I. Legislative Kickbacks

No player or other game entity may submit a proposal that calls for one or more effects that discriminate in any way between players based on their voting actions on that proposal, or any other specific proposal or proposals identified in the proposal.

If a proposal, by adding, changing, or repealing rules, will generate effects which are based on the way players vote on that proposal, or any other

[[Created by 314/3.]]

Rule 351/0
Elbonian Airways
Last Revision: nweek 7.
Keywords: Grid

Every square of the Grid which has x and y coordinates that are both integral multiples of 6 is said to contain an Elbonian Airways. Elbonian Airways are Passable SOs. If a player is in a square which contains an Elbonian Airways, e may pay 2+2n points to be Thrown at any other square which contains an Elbonian Airways, where n is the 5th Gremlin number. When a player is Thrown at a square, eir becomes (x+a-3,y+b-3), where x and y are the x and y coordinates of the square being Thrown at, and a and b are both 1d5. If a player, after being Thrown, ends up on a square which is occupied by an Impassable Object, e loses 5 points [[for being injured in the landing]] and is Thrown at that square.

If a player, after being Thrown, ends up on a square which is off the Grid, e Falls Off the Edge, or Falls. When a player Falls, e loses 10 points and is Thrown at a random Square whose coordinates are both less than 15 but greater than 5, unless e has not landed in a legal square since the last time e Fell, in which case e loses 8 points and goes into Limbo.

[[Created by 315/2.]]

Rule 352/0
i said i've got a big stick
Last Revision: nweek 7.
Keywords: Grid

The Grid contains an object called the big stick. The big stick enters the Grid at a random location determined by the admin. The location is then made public. If a player's movement brings em into the same square as the big stick, e may pick up the stick or leave it.

When a Player picks up the big stick, e may use it to administer a Whack to a Player or a Gremlin in an adjacent square. After administering the Whack, the big stick vanishes from the Player's possession and reappears at a random location on the grid.

When a Player receives a Whack, e is knocked two squares away from the Player with the big stick. The Player with the big stick determines the direction. The Player who has been hit receives the attribute Dizzy, which lasts until the end of the nweek.

When a Gremlin receives a Whack, it is knocked off the Grid and receives the attribute Dizzy. It may be placed on the Grid again after the end of the

Rule 206/0
Garbage Collection
Last Revision: nweek 4.
Keywords: Leave

If any player has been On Leave for more than 3 consecutive nweeks, that player shall be removed from the roster and shall cease to be a player.

[[Created by 160/0.]]

Rule 207/0
Merrymaking
Last Revision: nweek 4.
Keywords: Vacation

A Vacation is defined to be a period of time designated as such by a rule. At the beginning of each Vacation, The Clock shall turn Off until the end of the Vacation.

[[Created by 161/0.]]

Rule 208/0
Proxies
Last Revision: nweek 4.
Keywords: Proxies

A player may designate another player to be the holder of eir proxy, with or without restrictions. The holder of a proxy may, depending on any restrictions issued along with the proxy, cast a vote in the name of the player whose proxy is held, on any matter requiring a vote, including, but not limited to, proposals and calls for judgment. A player who has given eir proxy to be held may withdraw it at any time.

[[Created by 163/0.]]

Rule 209/0
Misbehaving Judges
Last Revision: nweek 4.
Keywords: CFJ

The List of Misbehaving Judges (LMJ) is a list of players.
A player is removed from the LMJ two nweeks after e entered it.

Rule 210/0
You Are Here
Last Revision: nweek 4.
Keywords: Dimensions

specific proposal or proposals identified in the proposal, then those rules generate no effects based on the way players vote on that particular proposal.

II. Judicial Kickbacks

No player or other game entity may submit a CFJ that calls for one or more effects that discriminate in any way between players based on their judgement or non-judgement of that CFJ, or of any other specific CFJ.

[[Created by 142/0. Revised by 265/0, 155/1.]]

Rule 204/1
Thou Shalt Not Screw With Time
Last Revision: nweek 5. Revision History
Keywords: Time

A proposal shall not, by its adoption, have any retroactive effect on actions, proposals, rules, CFJs, or game state. A rule shall not change any actions which occured before its adoption or alter any game state at a time before its adoption. However, a rule may allow changes to actions, proposals, rules, CFJs, or any other aspect of game state, so long as the point in time to be changed (if the time is an interval, the beginning of that interval is to be used) is after the time of adoption of the rule.

[[Created by 156/0. Revised by 243/0.]]

Rule 205/2
Leaves of Absence
Last Revision: nweek 6. Revision History
Keywords: Leave

Each player, at any given time, shall be either On Leave or Off Leave. Any player who is Off Leave may, by posting a message on a business forum, declare emself to be On Leave. Any player who is On Leave may, by posting a message on a business forum, declare emself to be Off Leave. A player who is On Leave cannot be selected by any process which randomly selects a player, and may not take any game actions. If more than 2/3 of all players are On Leave, The Clock shall become Off until such time as at least 1/3 of all players are Off Leave. Players may place emselves On Leave or Off Leave while The Clock is Off.

Any player who is not already On Leave and whose Activity has decreased for two consecutive nweeks shall be placed onto Forced Leave. In all other respects being on Forced Leave is identical to being On Leave.

[[Created by 159/0. Revised by 220/0.]]

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current nweek.

The big stick may not be thrown.

If a player carrying the big stick passes up two opportunities to adminster a Whack to a Player or a Gremlin, the big stick vanishes and reappears on the grid as described above.

[[Created by 323/0.]]

Rule 353/0
Shields
Last Revision: nweek 7.
Keywords: Uncategorized

There exists a game object known as the shield. At the beginning of each nweek, if it is not under the control of a player, the Administrator will place the shield down at a random position on The Grid. If at any point the shield and a player occupy the same position on The Grid, the shield is said to be under the control of the player. If a player has the shield under eir control, it moves with em on the grid, and cannot be moved under any other means. While a player has the shield under eir control, they may not be moved under means other than their own once per nweek move. If another game object would move the player controlling the shield, that game object instead moves away from the player one space in the direction it came from. If the shield prevents a player from being moved, it immediately leaves eir control and leaves the Grid.

[[Created by 327/0.]]

Rule 354/0
Buttplates
Last Revision: nweek 7.
Keywords: Uncategorized

If at any point a player has recieved more than one Kick in the Ass in one nweek, e receives the attribute Buttplated for one nweek. If a player is Buttplated, and e receives a Kick in the Ass, the player who gave em the Kick in the Ass does not receive any points, nor does said Kick count towards a Supreme Kicker of Asses attribute. [[Basically, you gotta catch more than one person in the act of doing Generally Abhorred Stuff if you're gonna get the bonus. You gotta earn that.]]

[[Created by 328/0.]]

Rule 355/1
GremBall
Last Revision: nweek 8. Revision History

Each dimension has a number. Score dimension #1. Charm is dimension #2. Further dimensions shall be assigned numbers in the order in which they were created.

Each player has an attribute called Position. Position is list of a player's values for each dimension. Position shall be represented as {a,b,c...} where a is the value of dimension 1, b is the value of dimension 2, c is the value of dimension 3, and so on.

[[Created by 170/0.]]

Rule 211/0
Paper Trail
Last Revision: nweek 4.
Keywords: Proposal

Every proposal awaiting the current voting period shall be displayed for public review, along with the name of the player that proposed it.

[[Created by 176/0]]

Rule 212/1
Bandwidth Rationing
Last Revision: nweek 6. Revision History
Keywords: Proposal

Each player is limited to a maximum of 5 proposals per nweek.

[[Created by 178/0. Revised by 281/1.]]

Rule 213/3
The Cursed Sushi of Babel
Last Revision: nweek 7. Revision History
Keywords: Uncategorized

The Cursed Sushi of Babel is an Object.

The player who has the Cursed Sushi of Babel may not post any message to a public Forum (such as the "spoon-business" list) without first taking these steps:

1. Paste the intended message into the translation box at babelfish.altavista.com .

2. Choose one of the following sequences of steps:

a. Choose to translate the text from "English to Korean" and submit the form,

to be Frozen.

[[Created by 313/3.]]

Rule 349/0
Grid Objects
Last Revision: nweek 7.
Keywords: Grid

There exist objects called Grid Objects. A Grid Object is any object which can occupy a square of the Grid. All Grid Objects must be either Mobile Objects (MOs) or Stationary Objects (SOs), and must be either Impassable or Passable.

A Grid Object is a MO if it is capable of making a Move. Otherwise, it is a SO. A Move is a step between two consecutive squares. Two squares are consecutive if both their x and y coordinates differ by no more than 1.

If a MO tries to Move to a square which cannot be moved to [[like if it tries to move off the Grid, or into an Impassable object]], it Bounces and moves the other way instead. If this is also impossible, it fails to Move. If a MO tries to Move into an illegal square which it already tried to move into once since the last time it came to rest, it fails to Move.

If a Grid Object is Impassable, then no other Grid Object may enter the square it occupies unless a rule explicitly permits those two objects to overlap.

All Grid Objects are Passable MOs unless otherwise specified.

Big Rocks, if they exist, are Impassable SOs.

[[Created by 314/3.]]

Rule 350/0
Pinball Guns
Last Revision: nweek 7.
Keywords: Grid

Any player who does not have a Pinball Gun may buy one for 2 points. If a player is on the Grid, and e has a Pinball Gun, e may Fire the Gun at any square consecutive to eir position. If there is a MO in that square, that MO moves twice in the direction opposite the one from which it was Fired at, unless it Bounces, in which case it Moves in the opposite direction instead.

[[I have to include that in case something bounces as its first move, so it will keep going in the bounced direction.]]

When a player fires a Pinball Gun, e loses it.

second-highest number of affirmative votes on eir proposals on the ballot for the previous nweek.

If the same player recieves the Token of Proposals two nweeks in a row, or if the player who recieves the Token of Proposals is selected randomly, the Bandwidth Gremlin shall go into Hiding. If at any point the Bandwidth Gremlin has been in Hiding for two nweeks, e shall become Active. The Token of Proposals may not be awarded to the same player in consecutive nweeks. If, according to elsewhere in this rule, the same player would receive the Token of Proposals in consecutive nweeks, the Token is not awarded and the Bandwidth Gremlin goes into Hiding.

[[Created by 282/2. Revised by 307/1.]]

Rule 300/1
Keywords
Last Revision: nweek 8. Revision History
Keywords: Keywords

Rules may have one or more keywords assigned to (or removed from) them via proposals.

A second rules listing will be added to the game state, grouping rules under keywords, then listing them in order by rule number. As a rule may have more than one keyword, a rule may appear more than once in the listing.

Un-keyworded rules will be listed as "Uncategorized".

The Administrator may assign any Keyword to any rule at eir discretion.

[[Created by 283/0. Revised by 375/1.]]

Rule 301/2
The Grid
Last Revision: nweek 8. Revision History
Keywords: Grid

There shall exist an environment known as the Grid. The Grid is a square composed of units. The Grid is 20 units wide by 20 units tall. The units are numbered from 1 to 20 horizontally (the x axis) and 1 to 20 vertically (the y axis). Each unit on the Grid can be expressed as an (x,y) coordinate location. The unit (1,1) shall be below the unit (1,2) and to the left of unit (2,1). [[Meaning unit (1,1) is in the lower left of the Grid.]]

Units of the Grid may be occupied by Players. Players are either on the Grid or off the Grid. A Player who is off the Grid is located in Limbo. A Player who is on the Grid will have a location expressed by the (x,y) coordinate location of the unit e occupies. Each Player may occupy only one unit at a time. Multiple Players may not occupy the same unit at the same time.

nday. The Administrator must post notice of the correction(s) made to a public forum within 1 nday following the correction.

Should a player object to the Administrator's actions in executing these powers, eir remedy is the Call For Judgement process.

[[Created by 222/0. Revised by 337/0, 373/0.]]

Rule 258/3
The Pink Cashmere Scarf of Impeccable Style
Last Revision: nweek 7. Revision History
Keywords: Gender

All players have an attribute known as Style. Style is a Dimension.

There exists an object known as The Pink Cashmere Scarf Of Impeccable Style. The Pink Cashmere Scarf Of Impeccable Style may be referred to as The Pink Scarf for purposes of brevity.

The Pink Scarf may not be transferred from one player to another except as specified in this rule. The Pink Scarf may not be transferred to non-player entities.

A player who is in possession of The Pink Scarf may be referred to as The Style Police.

Unless The Pink Scarf Is Muffling, The Style Police must make all posts to Fora, with the exception of Proposals and Calls For Judgement according to the following rules:

1) If the player's declared Gender is M, The Style Police must make eir posts in the best imitation of a lisp.

2) If the player's declared Gender is F, The Style Police must make eir posts in eir best imitation of Jane Austen.

[[For example, e may use polite backhanded compliments as criticism. Refer to Lady Constance in "Gosford Park" as an example: "Green is such a *difficult* colour..."]]

3) If the player's declared Gender is Drone, the player's posts must include *buzz* and *crackle* strings at random throughout, due to the static electricity effects of the Pink Scarf.

4) If the player's Gender is Undeclared, select the effects as follows.

- If the number of the nweek and nday on which the player received the Pink Scarf are both odd, the Scarf affects the player as if eir declared gender were M.

Rule 295/1
Girls Will Be Boys and Boys Will Be Girls...and Drones
Last Revision: nweek 7. Revision History
Keywords: Gender

Players have an attribute named Gender. The Gender attribute is not necessarily the same as the player's biological gender.

A player's Gender attribute may be one of the following: M, F, Drone, or Undeclared. By default, all players are Undeclared. A player may select or change eir gender by declaring it in a post to a public forum.

Gender, once declared, cannot be Undeclared, but it may be changed. When a player announces a change of Gender, the change does not take effect until the beginning of the following nweek.

[[This is to keep the admin from having to update the roster multiple times in an nweek.]]

The act of announcing changes of gender more than twice in an nday and/or more than twice in an nweek shall be added to the LOGAS. A player changing eir Gender from Undeclared to any declared state counts as a change of gender for this purpose.

[[For example, if Player A, whose Gender is hitherto Undeclared, announces on Tuesday morning that e is setting eir gender to M, on Wednesday to F, and on Thursday to Drone, e is as deserving of a Kick in the Ass as if e had performed all those actions on the same nday.]]

[[Created by 267/1. Revised by 337/0.]]

Rule 296/2
The Scoring Gremlin
Last Revision: nweek 8. Revision History
Keywords: Gremlin

There exists a Gremlin known as the Scoring Gremlin. Whenever a proposal is recognized, if the Scoring Gremlin is active, it shall award the player with the lowest nonzero score 1 point. If at any time multiple players are tied for the lowest nonzero score, or the Scoring Gremlin has no points, the Scoring Gremlin shall go into Hiding. If the player with the lowest nonzero score has at least 20 fewer points than any other player with a nonzero score and the Scoring Gremlin has at least 5 points, the Scoring Gremlin shall become Active.

Players may give points to the Scoring Gremlin in the same manner as giving points to other players. [[It's like charity, only different.]]

Rule 260/1
Kick in the Ass
Last Revision: nweek 6. Revision History
Keywords: Uncategorized

There exists a part of the game state known as the List Of Generally Abhorred Stuff, which may be abbreviated LOGAS. The LOGAS is a list of actions, and its content may be modified using proposals.

Whenever a player performs an action that is on the List of Generally Abhorred Stuff, any player may respond in a public forum to the forum message containing that action, with the text "*name* gets a Kick in the Ass." *name* should be substituted with the name of the player performing the action that is on the LOGAS.

Multiple Kicks in the Ass may not be given in response to a single Action or Forum message.

When a Kick in the Ass is recognized by the Administrator, the player who recieved the Kick loses 5 points and gains the attribute "Sore" for the duration of one nweek.

When a Kick in the Ass is recognized by the Administrator, the player who delivered the Kick receives 5 points and gains the attribute "Kicker of Asses" for the duration of one nweek.

Players may recognize that eir action is on the LOGAS and Kick eir own Ass. When the self-inflicted Kick in the Ass is recognized by the Administrator, the player who received and self-inflicted the Kick loses 5 points and gains the attribute "Sore, but Self-Aware" for the duration of one nweek. A player who Kicks eir own Ass does not receive 5 points or gain the attribute "Kicker of Asses."

Any player who successfully delivers three or more Kicks in the Ass to players other than emself in a single nweek receives an additional 10 points, awarded upon the recognition of the third Kick in the Ass, and gains the attribute "Supreme Kicker of Asses" for the duration of three nweeks.

The Administrator does not need to recognize a Kick in the Ass if he thinks it is unfounded.

[[Created by 238/0. Revised by 246/1.]]

Rule 261/2
The PIG
Last Revision: nweek 7. Revision History
Keywords: Gremlin

There is a Gremlin named the "Proposal Ingesting Gremlin", or PIG.

- If the number of the nweek and nday are both even, the Scarf affects the player as if eir declared gender were F.
- If the number of nweek and nday are mixed, the Scarf affects the player as if eir declared gender were Drone.

The effects do not change by the nday [[because that would be confusing and hell to keep track of]]; whatever effect was applicable on the nday that the player received the Scarf remains in effect until the Scarf changes ownership or until the player declares a Gender.

[[This change avoids the issue of dice-rolling and keeping people honest, and hopefully makes things easier for the admin. :)]]

The Pink Scarf is Muffling when The Style Police declares in a public forum that "The Pink Thcarf Ith Muffling". When The Pink Scarf is Muffling, The Style Police must make all posts to Fora without using the vowels a, e, i, or o. The Pink Scarf is not Muffling when The Style Police declares in a public forum that "Th Pnk Scrf s nt Mufflng".

The Style Police is encouraged to make comments on the style of all proposals in the spirit of eir role as The Style Police.

At the end of each nweek, The Style Police shall choose a new recipient of The Pink Scarf within two ndays. The Pink Scarf should be awarded to the player who, in the opinion of The Style Police, has made the most stylish proposal in the past nweek, regardless of whether that proposal passed or failed.

The new recipient of The Pink Scarf shall also receive 2d10 Style points, and 1d6 points to be added to eir Score.

The Style Police may not award The Pink Scarf to emself. The Style Police may choose not to award The Pink Scarf for a given nweek, but will lose 5 Style points and 2 Score points per nweek The Pink Scarf is retained as a result.

[[Created by 228/0. Revised by 258/0, 267/1.]]

Rule 259/2
Same As It Ever Was
Last Revision: nweek 9. Revision History
Keywords: Proposal

For the purposes of the rules, and for all other purposes within the game, the term "proposal" shall be considered precisely equivalent to the far superior term "proosal".

[[Created by 229/0. Revised by 259/0, 392/0.]]

[[Created by 268/0. Revised by 361/0, 296/1.]]

Rule 297/1
The Witch Gremlin
Last Revision: nweek 7. Revision History
Keywords: Gremlin

There exists a Gremlin known as the Witch Gremlin. If the Witch Gremlin is Active, any player who has not done so already that nweek may pay (10 + 5d3) points to make the Witch Gremlin Curse a player. As long as a player is Cursed, e may not vote. At the end of each Voting Period, all players cease to be Cursed and, if the Witch Gremlin is Hiding, it becomes Active. If at any time more than 2 players are Cursed, the Witch Gremlin goes into Hiding. If the Witch Gremlin is Repressed, all Cursed players cease to be Cursed, and the player who Bribed the King Gremlin loses 5 points.

[[Created by 269/0. Revised by 310/1.]]

Rule 298/0
List Of Nobility
Last Revision: nweek 6.
Keywords: Uncategorized

There exits a game entity known as the List O' Nobility, or LON for short. The LON is a list of all players' Nobility. The nature of the LON itself shall be decided by the Administrator.

[[Created by 278/0.]]

Rule 299/1
Bandwidth Gremlin
Last Revision: nweek 7. Revision History
Keywords: Gremlin

There exists a gremlin known as the Bandwidth Gremlin. At the beginning of each nweek, if the Bandwidth Gremlin is Active, the Bandwidth Gremlin gives what is known as the "Token of Proposals" to the player who recieved the highest number of affirmative votes on eir proposals for the previous nweek. The player who holds the Token of Proposals may make one more proposal than is allowed under the current ruleset. Immediately after eir extra proposal is recognized by the Administrator, the Token of Proposals is automatically returned to the Bandwidth Gremlin. If, at the beginning of an nweek, two players are tied for the highest number of affirmative votes, the Token of Proposals is given to the player with the lower score. A player may not recieve the Token of Proposals if eir charm is equal to zero, or if their activity is less than zero. If, for any reason, the Token of Proposals may not be awarded to the player to whom it would be awarded as specified elsewhere in this rule, it is awarded to the player who recieved the

If the PIG is Active at the beginning of the 9th nday of each nweek, it eats the kth proposal on the ballot, when the proposals on the ballot are in order of identification number, where k is equal to the nth Gremlin number, where n is the number of proposals on the ballot. If this proposal contains fewer than 30 words, then after eating it the PIG eats the kth proposal again, where k is equal to the nth Gremlin number and n is the new number of proposals on the ballot.

Any proposal which is eaten by the PIG is immediately removed from the ballot and has no effect.

If a Ballot is issued with fewer than 12 proposals on it, the PIG goes into Hiding. At the beginning of each nweek, the PIG becomes Active.

[[Created by 239/0. Revised by 311/2, 337/0.]]

Rule 262/0
Individuality
Last Revision: nweek 5.
Keywords: Uncategorized

No player may change eir name to that of an entity defined in a current proposal.

[[Created by 240/1.]]

Rule 263/1
Titles
Last Revision: nweek 5. Revision History
Keywords: Titles

Titles are names that are defined to be titles by the rules.

A player holds a title when it has been awarded to em as specified by the rules, e ceases to hold the title when the rules specify that e loses it. Unless otherwise specified by the rules, it is possible that no player holds a certain title or that the same title is held by multiple players at the same time.

Players have an attribute named Nobility which is a list of all titles the player currently holds.

New players initially hold no titles.

[[Created by 244/0. Revised by 263/0.]]

Rule 293/1
The Immunity Idol

Last Revision: nweek 9. Revision History
Keywords: Gremlin Proposal

There shall exist an object called the Immunity Idol.

The player who holds the Immunity Idol:
1)May hold any gremlin for any amount of time. If a player loses the Idol while they are holding a gremlin, the time limit starts from the point at which they lost the Idol.
2)May be "hit" by any gremlin without a point loss. If a gremlin hits the player with the Idol, e immediately goes into Hiding.
3)May forego making debt payments to Luigi without penalty.
4)May NOT curse any other player or be cursed emselves.
5)May NOT recieve the Token of Proposals.
6)May NOT Climb Through the Window.
7)May NOT have any of eir proposals eaten by the PIG.

Any rule which creates a gremlin which directly affects players must also amend this rule to specify how that gremlin would affect the player with the Idol.

At the beginning of an nweek, the Immunity Idol is awarded to the Player who scored the most points in the previous nweek. [[For example, at 00:00:00 on nday 0 of nweek 7, the Immunity Idol would be awarded to the player who scored the most points in nweek 6. This example assumes a zero-based Clock.]]

In the event a group of Players are tied for scoring the most points in the previous nweek, the Immunity Idol is awarded to the Player in that group who has the most total points. In the event a group of Players are tied for scoring the most points in the previous nweek *and* there are two or more Players in that group that are also tied for the most total points in that group, then the Immunity Idol shall Speak, saying "Hell with that," and is awarded to the Player who joined the game most recently.

The Immunity Idol may not be transferred to another Player except by means explictly prescribed by the rules.

[[Created by 250/0. Revised by 422/0. Chutzpah 2.]]

Rule 294/0
Limitation of Voting
Last Revision: nweek 6.
Keywords: Voting

Only entites specifically allowed by these rules may cast votes.

Players may vote.

[[Created by 252/0.]]

the beginning of each nweek, the Gremlin number shall become equal to 1d120.[[120 because it's divisible evenly by 1,2,3,4,5,6,8,10,and 12.]]

The nth Gremlin number shall be defined to be the Gremlin number divided by 120/n, rounded up to the nearest integer. [[Thus, the 1st Gremlin number is 1, the second is either 1 or 2, the third is 1,2,or 3, etc. This allows for many Gremlins to use random numbers without having to do seperate random rolls for each Gremlin. It also allows multiple Gremlins to work in tandem bcs they know the random number governing any other Gremlin that uses random numbers.]]

There exist entities known as Gremlins. No Gremlin may exist except as specified in the rules. All Gremlins must have unique names, in the form of "the **** Gremlin", where **** is a string of at least 1 alphanumeric character. At any time, each Gremlin may be in one of two conditions: Active or Hiding. When a Gremlin is first defined by the rules, it starts out Active and in Limbo unless the defining rule specifies otherwise.

[[Created by 200/0. Revised by 310/1, 330/2.]]

Rule 257/3
Powers of Executive Tidiness
Last Revision: nweek 8. Revision History
Keywords: Administrator

The Administrator is explicitly empowered to do the following:

1) Correct the spelling, grammar, or formatting of any rule or CFJ, providing such correction does not alter the meaning of that rule or CFJ, and Administrator posts notice of the correction(s) made to a public forum within 1 nday following the correction.

2) Correct the spelling, grammar, formatting or content of any game documents or web pages, provided such correction does not alter the game state.

3) Make corrections to the game state when system errors, system downtime, program errors, or other unanticipated system events have altered the game state in a manner not explicitly permitted by the rules. The Administrator must post notice of the correction(s) made to a public forum within 1 nday following the correction.

4) Adjust the Clock and/or Watch as necessary to correct for errors introduced by system errors, system downtime, program errors, or other unanticipated events. The Administrator must post notice of the correction(s) made to a public forum within 1 nday following the correction.

5) Correct a proposal or rule that uses the term "day" by replacing it with the term "nday", if it appears clear that the term was intended to refer to an

The Grid shall initially contain five Shiny Things and five Scary Dark Things. The Administrator shall randomly determine the initial location of each of the five Shiny Things and each of the five Scary Dark Things. For each Shiny Thing or each Scary Dark Thing, the Administrator shall generate a random location by using the value of each die of 2d20 to generate the x and y coordinates of each Shiny Thing and each Scary Dark Thing. The Administrator shall never reveal the current locations of the Shiny Things and Scary Dark Things to any Player, unless in a manner prescribed by the rules.

If at any time a Player occupies the same grid location as a Shiny Thing, e will be awarded 25 points and the Shiny Thing will be removed from the grid and added to the Relocation Queue.

If at any time a Player occupies the same grid location as a Scary Dark Thing, e will lose 25 points, and the Scary Dark Thing will be removed from the grid and added to the Relocation Queue. If the Player then has zero or less points, eir point total is set to zero, and e is removed from the grid and returned to Limbo.

If at any time a Shiny or Dark Thing (either one) occupies the same grid location as another Shiny or Dark Thing (either one), both Things will be removed from the grid and added to the Relocation Queue.

While there are Things in the Relocation Queue, the Administrator will teleport each in turn to a randomly determined location on the grid.

Initially, all Players are in Limbo. A Player may enter the Grid by announcing on a public Forum that e will enter the Grid at a particular (x,y) coordinate location. A Player may enter the Grid at any location not already occupied by another Player. Once a player has entered the Grid, e shall be considered on the Grid. Once a player is on the Grid, e may only leave the Grid [[e.g. change his status to "off the Grid"]] or move to other units on the Grid in a manner prescribed by the rules. A Player cannot enter the Grid if there are fewer than two unoccupied locations on the Grid.

Once per nweek, any Player on the Grid may announce that e intends to move to a new (x,y) coordinate location. Unless otherwise prescribed by the rules, Players may only move from eir current location to any of the units surround eir current location. [[E.g. the x and y coordinates of a player's location may only be increased or decreased by 1 each nweek.]]

Moves on the Grid happen at the end of the nweek and are processed in the order in which they were announced. If a Player attempts to move into a unit occupied by another Player, eir Move fails and e remains in eir current location.

The distance between two squares is the square root of (the difference in x-values of the squares squared plus the difference in y-values of the

displayed in public view.

If no such entity exists, then the date and time of the end of the current nweek must be displayed in public view.

[[Created by 193/0]]

Rule 215/0
I Can't See My Watch Either
Last Revision: nweek 4.
Keywords: Time Watch

If there exists an entity called "The Watch" and its value is not equal to 0 wweeks and 0 wdays, then its value must be displayed in public view.

[[Created by 194/0.]]

Rule 216/0
Elimination of Boilerplate
Last Revision: nweek 4.
Keywords: Proposal

To "propose a rule" is defined to mean making a proposal which contains one Action, which is to create a Rule. The Proposal is given the same title as the Rule. The Proposal and the Rule need not be introduced separately.

To "propose [multiple] rules" is defined to mean making a proposal which contains a number of actions, each of which creates a Rule. When proposing multiple rules, it is only necessary that the beginning of each rule be marked in some obvious way (such as "This is a new rule whose title is 'Title Goes Here':") If the Proposal is not given a title, it gets the title of the first Rule it proposes.

In each case, either the end of the last rule or the end of the proposal as a whole should be marked. If the end is not marked, the last rule proposed continues until the end of the Forum message.

[[Created by 196/0.]]

Rule 217/3
Standard Delimiters
Last Revision: nweek 7. Revision History
Keywords: Proposal

The character sequences '{{' and '}}' (without the single quotes) may be used in the text of any Action, Proposal, or Rule [[yay recursion]] to mark the beginning and end, respectively, of text that should be set apart, such as the text of a Proposal or Rule, or an amendment to either one. If it is not

from Luigi if e has a nonzero Debt.

At the beginning of each nweek after the nweek in which the Player borrowed from Luigi, eir Debt increases by 20% in interest, rounded up.

A Player with nonzero Debt can repay Luigi at any time as a game Action by transferring points to Luigi; eir Debt is reduced accordingly.

If a Player repays eir debt in the same nweek e borrowed the points, no interest is charged.

At the end of an nweek, if a Player has failed to repay at least the current nweek's Interest, Luigi takes eir points up to the Debt amount (or all if eir points are less than the Debt amount), applies these taken points to the Debt, and Breaks a Limb. The number of Broken Limbs a Player has is recorded in an Attribute called Broken Limbs. Each Broken Limb reduces the number of proposals a Player may participate in the creation of by one.

Broken Limbs Heal at the rate of one per nweek, starting with the second consecutive nweek in which the Player did not get an additional Limb Broken, until all Limbs are Healed or more Limbs are Broken.

If at any time Luigi possesses no points and no Player has a nonzero Debt, Luigi goes into Hiding. Luigi becomes Active again if points are transferred into his possession.

[[Created by 292/2.]]

Rule 346/2
Big Rocks
Last Revision: nweek 8. Revision History
Keywords: Grid

A Player can purchase a Big Rock to put on the Grid. E may either specify the target location of the Big Rock at a cost of 10+5d3 points, or allow the Big Rock to be placed randomly at a cost of 5+5d3 points.

A Big Rock must be placed in a vacant location on the Grid, or in the same location as another Big Rock.

Once a Big Rock is placed, no other object -- Players, Things, etc. -- can occupy that Grid location, with the exception of a Siren. Sirens can only be placed on Big Rocks by the Administrator.

If a Big Rock is placed in the same location as another Big Rock, both Big Rocks, as well as anything sitting on the original Big Rock, are destroyed and the location becomes vacant.

A Big Rock cannot be placed in a vacant location on the Grid if the number

squares squared).

[[Created by 286/0. Revised by 302/0, 363/0.]]

Rule 344/0
I've Got The Style It Takes
Last Revision: nweek 7.
Keywords: Uncategorized

Once per nweek, a player may use eir Style Points to acquire Style Attributes. The player must submit a message to the public forum indicating the Style Attribute(s) to be acquired.

Once a Style Attribute has been recognized by the administrator, three points shall be deducted from the player's Style for each word in the Style Attribute. The Style Attribute will be added to the player's listing in the player roster.

Players may not acquire Style Attributes already acquired by another player. New Style Attributes must be unique.

Players may not use Style to purchase attributes that alter or misrepresent the game state, or are in uniquely identifying use in the rule set. Players are not allowed to use Style points to purchase possession of game entities, or Titles that have been defined by the rules. [[e.g. one can't purchase "has 1200 points" as an attribute, since it misrepresents the game state.]]

The Administrator may, at eir discretion, refuse to recognize any Style Attribute which has the potential to confuse, misrepresent, or alter the game state. Style Attributes are for vanity purposes only.

[[This allows players to make some use of Style points by adding vanity attributes to their listing on the player roster. e.g. "Supreme Funk Lord Of Nomic", or whatever. If we're going to have Style points, might as well use them to pretty ourselves up a bit.]]

[[Created by 290/0.]]

Rule 345/0
The LoanShark Gremlin (AKA Luigi)
Last Revision: nweek 7.
Keywords: Gremlin

There exists a Gremlin called the LoanShark Gremlin, also known as Luigi. Luigi begins existence Active and with 100 points.

Players can borrow points from Luigi, on a first-come-first-serve basis, up to the total number of points Luigi posesses. The number of points a Player owes Luigi is recorded in an Attribute called Debt. A Player cannot borrow

explicitly specified that these character sequences mean something else, they are considered to delimit text in that way.

However, these standard delimiters are not required to be used in any circumstance; any method of delimiting text in which it is reasonably clear where the text begins and ends is sufficient.

The character sequence '__' (again without the single quotes) delimits the title of a Rule or Proposal; the title begins after the first '__' and ends before the second one. The title is applied to whatever Rule or Proposal has most recently been introduced in the text of the message. If it appears after the opening delimiter for the Rule or Proposal it should be applied to, it is removed from the text of that Rule or Proposal and made to be its title.

When these delimiters are used to delimit a rule, they may be followed by a string of the form {*keywordlist, Chutzpahvalue*}, where keywordlist is a list of words, and Chutzpahvalue is a number. A rule defined this way shall automatically be assigned all keywords in the keywordlist, if any, and has a Chutzpah of Chutzpahvalue. If {* and *} are not used in this way, the rule is assigned the keyword uncategorized, and gets a Chutzpah of 1.

[[Created by 197/0. Revised by 291/0, 291/0, 312/2.]]

Rule 255/1
Typos
Last Revision: nweek 7. Revision History
Keywords: Administrator Proposal

Whenever the administrator notices an error in grammar or spelling within a proposal, judgment, or other official document, e shall be permitted to Rectify it by posting a Rectification to a public forum stating what is being changed and correcting the faulty text. Once a Rectification is posted, the proponent of the document being Rectified may, if e thinks the Rectification changes the meaning of the proposal, object to the Rectification via a post to a public forum, in which case the Rectification shall be anulled, and the document shall revert to its original text. Objections posted more than 3 ndays after the Rectification they object to shall have no effect.

[[Created by 199/0. Revised by 309/0.]]

Rule 256/2
Gremlins
Last Revision: nweek 7. Revision History
Keywords: Gremlin

There exists an entity known as the Gremlinometer. The Gremlinometer shall contain a number, known as the Gremlin number. If the Gremlin number is less than 1, 120 shall be added to it immediately. If the Gremlin number is greater than 120, 120 shall be subtracted from in immediately. At

of vacant locations is less than two.

If the calculated cost for the Big Rock is more points than the purchasing Player has, or if a Big Rock cannot be placed in the location the purchasing Player specified, the purchasing Player loses points up to and including the cost of the Big Rock (not to exceed all eir points) and the Big Rock is not purchased.

[[Created by 303/1. Revised by 333/0.]]

Rule 347/0
The violence inherent in the system
Last Revision: nweek 7.
Keywords: Gremlin

There exists a Gremlin called the King Gremlin. If the King Gremlin is Active, any player may pay 5+5*(the second Gremlin Number) points to Bribe the King Gremlin. When the King Gremlin is Bribed, it Represses an Active Gremlin of the Bribing player's choice. When a Gremlin is Repressed, it goes into hiding and may not become Active again as long as it remains Repressed. A Repressed Gremlin ceases to be Repressed 4 ndays after its Repression, or whenever it is UnRepressed. This rule takes precedence over all rules which define when Gremlins may become Active.

If the King Gremlin is Repressed by a player, all other Gremlins are UnRepressed and the player who Bribed the King Gremlin loses 8 points.

If at any time at least 2/3 of all Gremlins other than the King Gremlin are Hiding, the King Gremlin goes into Hiding. If at any time at least 2/3 of all Gremlins other than the King Gremlin are Active, the King Gremlin becomes Active, unless it is Repressed.

If at any time at least 2/3 of all Gremlins other than the King Gremlin are Repressed, the Gremlins Revolt, all Gremlins are UnRepressed, and the King Gremlin is Repressed.

[[Created by 310/1.]]

Rule 348/1
The Yeti
Last Revision: nweek 7. Revision History
Keywords: Grid

There exists an entity called the Yeti. The Yeti is a Passable MO. At the beginning of the 1st and 6th ndays of each nweek, the Yeti will Move 8 times in random directions. Whenever the Yeti moves out of a square, that square becomes Frozen. Whenever a MO Moves into a Frozen square, it automatically makes an additional Move in the same direction it came from. Any square which has been Frozen for at least 1 nweek immediately ceases

then copy the Korean text into the text box, choose "Korean to English" and submit again.

b. [[This option exists because not all browsers support Korean.]] Choose to translate the text from "English to German" and submit the form, copy the German text into the form, choose "German to French" and submit, then copy the French text into the form, choose "French to English" and submit.

3. If there are any Korean characters remaining in the resulting text, replace each one with the word "foo".

4. Send the resulting text to the forum. Line breaks and whitespace may be added at the player's discretion.

If babelfish.altavista.com is for some reason unusable, the player may write the entire message in pig latin instead.

A player may, at any time, voluntarily transfer the Cursed Sushi of Babel into eir possession, so that the former owner no longer has it.

Additionally, after a player has had the Cursed Sushi of Babel for four ndays, e may forcefully give it to any player. It is then transferred into that player's possession.

Should the Player who has the Cursed Sushi of Babel (known also as the Cursed Player) post any message to a public Forum without first taking the steps prescribed above, then any other Player may submit a Call for Judgment stating that the Cursed Player has Denied the Undeniable Sushi. If the Judge finds it to be true that the Cursed Player has Denied the Undeniable Sushi, then for each message found to violate the prescribed steps, the Cursed Player shall lose 5 points and shall be penalized with the Sushi for one additional nday. While holding the Sushi, no Player may receive more than four additional ndays as penalties during any single period in which they are cursed with the Sushi, however there is no limit on point penalties. [[E.g. if you're a repeat violator you might get four additional ndays over your original four, but you might run up 65 (or more) points of penalties. If you get the Sushi again later in the game you could get four more additionaly ndays tacked onto that curse period for further infractions.]]

The original owner of the Cursed Sushi of Babel is Rob.

[[Created by 185/1. Revised by 223/0, 288/0, 337/0]]

Rule 214/1
I Can't See The Clock
Last Revision: nweek 6. Revision History
Keywords: Clock Time

If there exists an entity called "The Clock" its current value must be

Rule 150/1
Screw That!
Last Revision: nweek 4. Revision History
Keywords: Uncategorized

No player's information (name, score, etc) may be changed except as the rules explicitly allow.

[[Created by 122/1, revised by 168/0.]]

Rule 151/0
That Wasn't Me!
Last Revision: nweek 3.
Keywords: Roster

A player may change eir own name at any time by a post to the public forum.

[[Created by 122/1.]]

Rule 152/0
State Changes
Last Revision: nweek 3.
Keywords: GameState

Changes to the state of the game may only be made via a Proposal or via an Action which is permitted by the Rules.

[[Created by 123/0.]]

Rule 153/1
Universal Law
Last Revision: nweek 8. Revision History
Keywords: Dimensions

A Dimension is any numerical attribute of players which is defined as a Dimension by the rules. A Dimension can in general have any real number as its value, although specific Dimensions may have restrictions imposed on the range of values they can take [e.g. scores may not be -ve].

Players have an attribute called their Displacement, which is their distance from the Origin in the Dimensions.

Players have an attribute called their Speed, which is the difference between their Displacement at the start of the current NWeek and their Displacement at the start of the previous NWeek (or 0 if their Displacement at the start of the last NWeek was not defined).

If a player is in the same Siren's ZOE at the end of 2 consecutive nweeks, that player may elect to Make Love to the Siren by posting this action in a public forum. Making Love to a Siren removes the Siren from the Grid. When a player Makes Love to a Siren, the administrator will roll 1d3. If the result is a 3, that player becomes a Toad for 4 nweeks.

Toads are not free to move at will about the Grid. While a player is a Toad, e is a passable movable object (MO). A Toad may be picked up and carried by a non-Toad player occupying the same square as the Toad.

If a player carrying a Toad encounters a Scary Dark Thing, all consequent point deductions are made from the Toad's Score. If a player carrying a Toad encounters a Shiny Thing, all consequent point additions are made to the non-Toad's Score.

This rule supersedes rule 301.

[[To put it simply, if you're in the ring of 9 squares around the Siren, you can't leave that ring. If you're in the ring of 16 squares around that, you can only move in that ring or move to the inner ring.]]

[[Created by 333/0.]]

Rule 357/3
The Haiku Bonus
Last Revision: nweek 9. Revision History
Keywords: Poetry Proposal

[[
Players submitting
Proposals in haiku form
Earn 10 extra points
]]

Haiku Form is a Poetic Form. The Form Bonus for Haiku Form is 5 points.

To be considered haiku form, a proposal must meet one of the following restrictions:

1) The proposal, not including the title and comments, has 3 lines of text having 5 syllables, 7 syllables, and 5 syllables respectively.

2) The proposal, including the title, but not the comments, has 3 lines of text having 5 syllables, 7 syllables, and 5 syllables respectively.

3) The proposal, not including the title and comments, has 3 lines of text having 2 poetic feet, 3 poetic feet, and 2 poetic feet respectively.

4) The proposal, including the title, but not the comments, has 3 lines of text

Any action which is required to be performed by the Administrator may also be performed by an automated script acting on the Administrator's behalf.

[[Created by 101/0]]

Rule 126/5
Call For Judgment
Last Revision: nweek 7. Revision History
Keywords: CFJ

Any player may submit a Call For Judgement (CFJ) by posting his intention to a public list together with a Statement to be judged and optionally an analyisis. That Player shall be known as the Plaintiff with regard to the CFJ. While submitting CFJ the Plaintiff may also specify a player as Defendant for that CFJ.

Calls for Judgement are given a serial number as if they were a revisable object. A CFJ cannot be modified once submitted, with the exception of its being rescinded by the plaintiff.

If at any time a player deems an Administrative action invalid, believes an Administrative action has altered the ruleset or gamestate in a manner inconsistent with the rules, or suspects the Administrator of unfairness, nepotism, or cheating in a given action, eir remedy is to use the Call For Judgement process.

In the event of a CFJ naming the Administrator as defendant, the duty of randomly selecting a judge shall fall to the player with the highest Score. That player will also be ineligible to judge the CFJ.

A CFJ may, at any point between its submittance and its judgement, be "rescinded" by the plaintiff by posting eir intention to do so in a public forum. If this occurs, the CFJ no longer requires judgement and shall not affect the state of the game in any other fashion. If the plaintiff rescinds their CFJ, e may not then resubmit the same CFJ in another form. If a player believes that this has occurred, e may submit a CFJ on those grounds. If a plaintiff rescinds eir CFJ, e loses 1d3 points.

[[Created by 116/0, revised by 165/1, 222/0, 274/1, 329/0.]]

Rule 127/1
Judges
Last Revision: nweek 4. Revision History
Keywords: CFJ

When a Call for Judgement has been made, the administrator shall randomly select one player among the eligible players to be the judge. Eligble players for the purpose of this rule are all players but the defendant,

the proposal has been inactivated by one or more dependencies. Notwithstanding the "Inactive" status of the proposal, and if and only if the Dependent Proposal has been inactivated by a dependency, the Failed Dependency Clause is treated as an active proposal and adopted instead of the rest of the inactivated Dependent Proposal.

[[Created by 336/0.]]

Rule 393/0
The All-Important Default Case
Last Revision: nweek 8.
Keywords: Uncategorized

Players may not change the game state.

This rule defers to all other rules.

[[Created by 339/2.]]

Rule 394/3
Monday Night Football!
Last Revision: nweek 9. Revision History
Keywords: Grid

There exists a game known as Football. Football is played on The Grid between two teams: Team Turquoise and Team Crimson. Each team has a player roster.

There exists an entity known as The Football. The objective of each team is to bring the Football to eir designated "end-zone" in the possession of one of the players on eir Team Roster. For Team Turquoise, the end-zone is any location on The Grid with x-coordinate equal to 1. For Team Crimson, the end-zone is any location on The Grid with x-coordinate equal to 20.

When calculating any distance with regard to the game of Football the Euclidean metric is always used, except when calculating a Player's distance to eir end-zone. The distance from a Player to eir end-zone is the absolute value of the difference between eir x-coordinate, and the x-coordinate of eir end-zone.

Players may place eir names on the roster of either Team by posting eir intention to do so in a public fourm, but may do so only if eir name is not already on a roster, if they are on The Grid, and if the roster of the Team they wish to join does not have more players than the other Team [[You can only join a team if the team sizes are equal, or if you're joining the smaller team]].

A player may remove eir name from a roster at any time e is not in possession of the Football by posting eir intention in a public forum. After

having 2 poetic feet, 3 poetic feet, and 2 poetic feet respectively.

Define "Zen Master of Nomic" as a Title.

If 3 or more of a player's haiku proposals have been adopted, that player receives the Title "Zen Master Of Nomic".

[[Created by 335/1. Revised by 362/1, 373/0, 391/0.]]

Rule 358/0
Dependent Proposals
Last Revision: nweek 7.
Keywords: Proposal

A proposal may be specified as being "Dependent" on another proposal or rule. This is specified by including the phrase "Dependent on [object type] [serial number]", where object type is either "Proposal" or "Rule".

If the serial number is given without the revision number, the proposal is dependent on the most current revision of that object at the moment the proposal is enacted. If a revision number is specified, the proposal is dependent on that specific revision of the object being active.

I. Dependent on Other Proposals

If a proposal is dependent on another proposal, and the proposal it is dependent on passes, then the dependent proposal is enacted like a normal proposal. However, if the proposal it is dependent on does not pass, the dependent proposal becomes Inactive and is not enacted.

II. Dependent on Rules

If a proposal is dependent on a rule, and the rule it is dependent on is active at the time the dependent proposal is enacted, then the dependent proposal is enacted like a normal proposal. However, if the rule it is dependent on is not active, the dependent proposal becomes Inactive and is not enacted.

III. Multiple Dependencies

A proposal may have multiple dependencies. If a proposal has multiple dependencies, and any one of those dependencies will inactivate the proposal, the proposal is inactivated regardless of the status of its other dependencies.
[[i.e. if one is broken, the whole thing breaks]]

IV. Failed Dependency Clause

Dependent Proposals may specify a Failed Dependency Clause. The Failed Dependency Clause is a portion of the proposal that is only activated when

the plaintiff and players in the List of Misbehaving Judges. If that leaves no players eligible to be the judge, all players are eligible.

[[Created by 116/0, revised by 167/0.]]

Rule 128/5
Judgement
Last Revision: nweek 8. Revision History
Keywords: CFJ

A Judge shall, within seven ndays of eir selection, give one of the following responses to the Call for Judgment to which e was assigned, accompanied by analysis:

1. Refused: A Judge may refuse to hear the Request if it lacks a clear Statement or is not germain to the game.
2. True: The Statement is true.
3. False: The Statement is false.
4. Undecided: It cannot be determined at the time of the Judgment whether the Statement is true or false.
[[completly ripped off from A Nomic]]

This response constitutes the judge's Judgment on that CFJ and has the same serial number of the CFJ.

If an Action is found to be illegal by a CFJ, it may not be recognized by the Admin or, if it already was, it is treated as if it were not recognized. If an Action which the Admin refused to recognize is found to be legal by a CFJ, it shall be treated as if it were recognized.

Should it happen that a Judge has not issued a Judgement on a CFJ assigned to em within seven ndays of eir selection for that CFJ, that Judge shall be recused and a new player shall be selected as Judge for the CFJ in the ways prescribed by the rules. When a Judge is recused in this manner, e shall lose 10 points and eir name shall be added to the List of Misbehaving Judges.

[[Created by 116/0, revised by 166/1, 169/1, 334/0, 337/0.]]

Rule 129/3
Statute of Limitation
Last Revision: nweek 9. Revision History
Keywords: CFJ

No Calls for Judgement shall be made regarding any player actions that have happened more than one nweek ago.

[[Created by 117/0. Revised by 375/1, 377/1, 413/0.]]

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removing eir name from a player roster, a player may not add eir name to a roster for one nweek. If a player is ever in Limbo, eir name is removed from any player rosters it may be on.

Players whose names are on a Team's roster are considered to be "playing Football". All actions taken by a player with regards to the game of Football must be posted in a public forum.

Any player playing Football who is at the same location as the Football may pick it up. That player is considered to be "in posession" of the Football. If a player is in possession of the Football, it moves with that player. A player may not pick up the Football if it is in the possession of another player. If a player is playing Football, instead of moving as specified in rule 301, e may move to any location which is less than or equal to three units from eir current location. Moving in such a way is known as running, and a player must specify that e is running in order to move in this manner. If after a player runs, e occupies the same location as a Shiny Thing or a Scary Dark Thing the effects described in rule 301 do not occur. This rule supercedes rule 301 in this respect. Movement by running otherwise occurs in accordance with rule 301 (with respect to timing, restrictions, etc.).

A Drive, when referring to Football, is defined as the period of time between when one of the players on a team is first in posession of the football and the soonest point at which a player on that team is not in possession of the football. [[This def'n may have to change, but it'll work for now]] The Line of Scrimmage of a Drive is defined as the locations on The Grid which have the same x-coordinate that the Football did at the beginning of the Drive.

If a player is playing Football, and the player in posession of the Football is not farther than two units away from eir location, e may tackle the player with the Football. The player making the tackle immediately moves to the same location as the player being tackled. Both the tackling and the tackled players do not move at the end of the nweek, even if they had already declared movement. The Football is placed in the possession of the player on the tackling player's Team who is furthest from eir end-zone.

Players playing Football may not use Elbonian Airways. Players may not use Curt and Rod to move as specified in rule 402.

If a Team succeeds in bringing the Football to eir end-zone in the possession of one eir players, all members of the Team gain 20 points, and the Football is placed at one of (10, 10), (10, 11), (11, 10), or (11, 11) with equal probability.

If a Player is playing Football, and is in possession of the Football, and enters a Grid location containing a MO, there is a 25% chance that Player will Trip and Fall. If e falls, there is a 50% chance e will Fumble the Football, and a 20% chance e will Fumble another object in eir possession, randomly selected. Fumbled objects will, if at all possible, move to a Grid location adjacent to the Player's location; said location will be selected using a roll on

for it are affirmative.

[[Revised by 100/0, 114/0, 115/1, 175/0, 179/1, 181/0, 203/0, 222/0]]

Rule 33/2
Chutzpah
Last Revision: nweek 7. Revision History
Keywords: Uncategorized

Each Rule has an attribute called Chutzpah, which is a positive integer. In the event of a conflict between two or more rules, the rule with the highest Chutzpah takes precedence.

If two or more rules have equal Chutzpah, the rule with the lowest identification number takes precedence.

If at least one of the rules in conflict explicity says of itself that it defers to another rule (or type of rule), then such provisions shall supersede the Chutzpah method for determining precedence.

If two or more rules claim to take precedence over each other or to defer to one another, then the Chutzpah method again governs.

Whenever one section of a rule conflicts with another section of the same rule, the section which appears later in the rule takes precedence over the earlier section.

[[Created by 139/0, revised by 172/0, 312/2.]]

Rule 124/0
Proposal Scoring
Last Revision: nweek 2.
Keywords: PointsGained PointsLost Proposal

When a player's proposal passes, e recieves 3d6 points.

When a player's proposal fails, e loses 1d6 points, unless e does not have that many points, in which case eir score simply becomes 0.

All dice rolls for the purpose of scoring shall be performed by the Administrator.

[[Created by 101/0]]

Rule 125/0
Automation
Last Revision: nweek 2.
Keywords: Administrator

Rule 17/1
Timing Of Events
Last Revision: nweek 8. Revision History
Keywords: Administrator Time

Actions cannot occur unless they are recognized by the Administrator. When an Action is recognized by the Administrator, it is treated as if it had happened at the time when it reached the appropriate Fora. The Administrator must recognize all actions unless e believes an action is either illegal or destructive of play. The Admin must recognize all CFJ's. If the Admin refuses to recognize an Action, e must declare so in a Public Forum. All recognitions and refusals of recognition must happen in the same chronological order as the Actions they respond to arrived in a Public Forum.

Non-action events--i.e., events not caused by Agents--occur at exactly the times specified in the Rules. Events may occur only in the present, and may not alter the past.

[[Revised by 375/1.]]

Rule 18/1
Permissibility of the Unprohibited
Last Revision: nweek 2. Revision History
Keywords: Rules

Whatever is not prohibited or regulated by the Ruleset is permitted and unregulated, with the sole exception of Rule Changes, which are permitted only when a Rule or set of Rules explicitly or implicitly permits them. A Rule Change consists of the creation (enactment), modification (amendment), or deletion (repeal) of a rule.

[[Revised by 111/0]]

Rule 19/4
Proposals
Last Revision: nweek 2. Revision History
Keywords: Proposal

A proposal is a formal request for a set of Rule Changes or other changes to the game state. [[A player could conceivably make a proposal to the effect of "I get 100,000 points" but this sort of thing is unlikely to pass.]]

Proposals are revisable. Proposals may only be revised by their original author. Proposals may not be revised during Voting. A proposal is not considered "recognized" until it has been assigned a serial number by the Administrator. A proposal is not revised until the Administrator updates its

A proposal may be specified as being "opposed to" another proposal or rule. This may be specified by including the phrase "In Opposition to Proposal xxx" where xxx is the serial number or title of a proposal.

If proposal b is opposed to proposal a then proposal a is considered to be in opposition to proposal b.

Of any pair of mutually opposed proposals at most one can be enacted. If more than one proposal of any opposed pair passes the proposal that recieved the fewest affirmitave votes of the pair becomes inactive and is not enacted.

If the two proposals of a passed opposed pair recieved the same number of affirmitave votes then the member of the pair that recieved more negative votes is made inactive and not enacted. If the two proposals of a passed opposed pair are tied for the same number of affirmitave and negative votes then the proposal with the higher number is made inactive and not enacted.

[[
If opposed proposals a and b pass with 5 and 4 votes in favor, respectively, then a is enacted and b is not.

If mutually opposed proposals a, b, and c pass with 5, 3, and 4 votes in favor, respectively, then a is enacted and b and c are not.

if a is opposed to b and b is opposed to c then a is not nescessarily opposed to c.

if a and b are opposed and a passes with 5 votes in favor but b does not pass even with 7 votes in favor then a is enacted and b is not.

if a is opposed to b and c, but b and c are not mutually opposed, and b and c both pass but a does not then b and c are both enacted.

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[[Created by 372/1.]]

Rule 404/0
Judicial Rear View
Last Revision: nweek 8.
Keywords: CFJ

At any time within 3 ndays following the posting of a Judgement on a CFJ, any player (or the Administrator, if the Administrator is not a player) may propose that the Judgement be overturned by posting an Appeal to Overturn in a public forum.

Rule 9/0
Randomness and Dice
Last Revision: nweek 0.
Keywords: Random

Whenever a Player is called upon to make a random determination, it shall be made among all the possible choices with equal probability, or as close to equal probability as is reasonably achievable.

The probabilities of a die falling on each of its faces are considered to be roughly equal for Game purposes, baring any tampering with or obvious deformities of the die.

Dice rolls may be specified in the form xdy, where x is the number of dice, and y is the number of faces on each die. Coins are considered to be two-sided dice. [[Examples: 3d6 is three six-sided dice, 1d20 is one twenty-sided die.]] A combination of dice or the mathematical manipulation of the results of a die may be substituted for a unavailable die so long as the same probability distribution is preserved. [[Example: the roll of a d6 divided by 2 may be used instead of a d3.]]

The official dice roller for this game is "Mr. Dice Roller," at http://www.nomic.net/~g6/die.php .

Rule 10/1
Follow The Rules
Last Revision: nweek 8. Revision History
Keywords: Rules

All game entities and the Administrator must always abide by all the Rules then in effect, in the form in which they are then in effect.

[[Revised by 375/1. Chutzpah 10.]]

Rule 11/2
Rules and The Ruleset
Last Revision: nweek 2. Revision History
Keywords: Rules

The Ruleset is the collective body of current Rule versions. The Ruleset may be altered only as provided therein. Rules are revisable objects.

Every Rule must have a unique Rule number.

[[Revised by 103/0, 108/0]]

There exist Gnomes of type Yoyo. When a Yoyo Gnome is Thrown at a player and is not caught, it returns to the possession of the player who threw it, if one exists. Yoyo Gnomes have 3 Hit Points.

[[Created by 382/0. Revised by 424/0.]]

Rule 407/0
Space
Last Revision: nweek 8.
Keywords: Dimensions Grid

A Space is a part of the game state in which it is possible to move in multiple directions. In general, a player's position in each direction is called a Component.

The two Spaces that currently exist are the Dimensions, where each Dimension is a Component, and the Grid, where the X and Y values are the two Components.

Each Space has a Metric which specifies how Distance is measured there. The Grid uses the Cartesian Metric, while the Dimensions use the Manhattan Metric.

The three possible Metrics are:
* The chessboard metric, in which the Distance between two objects is the maximum of the differences of each Component.
* The Manhattan metric, in which the Distance between two objects is the sum of (the differences of each Component).
* The Cartesian metric (also called the Euclidean metric) in which the Distance between two objects is the square root of (the sum of (the squares of (the differences of each Component))).

[[Created by 385/0.]]

Rule 408/0
Water, Water Everywhere
Last Revision: nweek 8.
Keywords: Grid

There exist Passable Stationary Grid Objects called Brooks. A Brook appears when a formerly Frozen grid square ceases to be Frozen. [[I'm melting! I'm melting!!]]

If a Player moves into a Brook, e gains the attribute Wet.

When a Big Rock is dropped into a Brook, e commits the act of Garthing a Brook, and the Brook gains the attribute "Garthed". Each Player, Gremlin, or MO in the grid squares immediately adjoining the Brook (vertically,

An Appeal to Overturn is a special instance of a Proposal. If limitations on the number of proposals per player per nweek are in effect, Appeals to Overturn will not count against a player's proposal limit.

All Appeals to Overturn must have the following one-sentence structure: "Player (name of player) Appeals to Overturn CFJ # (number of CFJ)", where the parenthesis-delimited fields are replaced by the applicable information. No additional actions may be included in an Appeal to Overturn proposal.

Players may optionally include analysis in their Appeal to Overturn as Comments, using the standard delimiters for comments described in Rule 8.

The Appeal to Overturn will be placed on the next available ballot as a Proposal. If the Proposal is adopted, the Judgement on the CFJ is overturned. The CFJ records will be updated to indicate the judgement was overturned, and if necessary, the game state is modified so that play can continue as if the CFJ was originally judged "Undecided".

No CFJ may be appealed more than once.

[[Created by 374/0.]]

Rule 405/0
Weather
Last Revision: nweek 8.
Keywords: Grid

There exists Weather on the Grid. The Weather has characteristics, which are the same as the weather where the administrator resides (or in another place of his choosing). Characteristics are updated at the beginning of each Checkpoint, if Checkpoints exist, or at the beginning of the first and sixth nday of each nweek, if Checkpoints do not exist.

Temperature is a Characteristic.

If the temperature on the Grid is above freezing, all Frozen squares melt and become Wet. If the temperature on the Grid is below freezing, all Wet squares freeze and become Frozen, and the Yeti enters the Grid at a random location if e is in Limbo. If the temperature on the Grid is above freezing for 3 straight Characteristic changes, all Wet squares cease to be Wet and the Yeti goes into Limbo.

[[Created by 381/0.]]

Rule 406/1
Yoyo Gnomes
Last Revision: nweek 9. Revision History
Keywords: Gremlin

Rule 12/0
Self-Reference and Self-Application in Rules
Last Revision: nweek 0.
Keywords: Players Rules

Rule Changes that affect Rules needed to allow or apply Rule Changes are permissible. Even Rule Changes that amend or repeal their own authority are premissible. No Rule Change is impermissible solely on account of its self-reference or self-application.

Rule 13/1
Players
Last Revision: nweek 7. Revision History
Keywords: Players

A player is any entity who is capable of passing the Turing test, consents to said designation as a player, has become a player in the manner described in the rules, and who consents to be goverened by the rules.

[[Revised by 308/0.]]

Rule 14/0
Forfeit
Last Revision: nweek 0.
Keywords: Players

A Player may forfeit at any time by declaring publicly eir intention to do so. No restrictions may be placed on when a Player may forfeit.

Rule 15/2
Nweekly Voting
Last Revision: nweek 4. Revision History
Keywords: Voting

Voting on a nweek's Ballot opens at the start of the third to last nday of that nweek, and closes at the end of the last nday of that nweek.

[[Revised by 157/1, 158/1.]]

Rule 16/0
Fora
Last Revision: nweek 0.
Keywords: Forum

Fora are the means by which Players communicate. All Fora are either public or private. A Player using a Forum is considered to be "in" that Forum at the time of its use. Actions may be taken only in public Fora, unless otherwise specified in the Rules.

horizontally, or diagonally) gains the attribute Wet.

The attribute of Wet lasts until the end of the nweek.

[[Created by 386/0.]]

Rule 436/0
You Can't Have Football Without Color Commentary
Last Revision: nweek 9.
Keywords: Uncategorized

"Color Commentator" is a Title. The Title "Color Commentator" may not be held concurrently by more than two players.

At the beginning of each nweek, the Administrator will choose at random a player who is not playing Football to be the Color Commentator for the nweek.

The Color Commentator may also, at eir discretion, select a second player to be co-Color Commentator, in which case both players hold the title for the duration of the nweek.

While in possession of the Title "Color Commentator", it is a player's duty to provide interesting commentary on the Football game in play. Comedic imitation of the dim-wittedness of actual American football commentators is encouraged.

A Color Commentator is exempt from GremBall while in possession of the "Color Commentator" Title. This rule supersedes Rule 355.

At the end of the nweek, any player holding the "Color Commentator" Title surrenders the Title, and a new Color Commentator is chosen by the Administrator as described above.

[[Created by 390/0.]]

Rule 437/0
Literary Forms
Last Revision: nweek 9.
Keywords: Uncategorized

Proposals may be submitted in Literary Forms -- forms whose structure enhances but does not interfere with the rules and actions being presented. A Literary Form must allow the rules and actions being presented to be clearly understood by all players. Literary Forms include Prose Forms and Poetic Forms.

[[Created by 414/0.]]

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object's unique identification number and r is the object's revision number.

[[Example: The serial number for version 0 of Rule 101 would be 101/0, while the serial number for Rule 203, version 17 would be 203/17.]]

The base identification number [[n]] is 100.

[[Revised by 104/0]]

Rule 7/0
Spivak Pronouns
Last Revision: nweek 0.
Keywords: Uncategorized

The following table entries, known as Spivak pronouns, shall be understood to replace the standard English third person pronouns with which they are paired. The Spivak pronouns shall be understood to refer to either gender, as appropriate. [[Example: "e" may refer either to "he" or "she".]]

	Spivak	standard
subject	e	he/she
object	em	him/her
possessive	eir/eirs	his/hers
reflexive	emself	himself/herself

Rule 8/1
Comments
Last Revision: nweek 2. Revision History
Keywords: Uncategorized

The following two non-whitespace characters:

[ ]

are considered "reserved characters" when appearing in Official Documents in ways defined herein.

Excepting any text in this Rule prior to and including this sentence, any text appearing within doubled square brackets ("[[" and "]]") shall be considered "comment" text. Comment text shall not have the force of Rule; its purpose is solely elucidative or demonstrative.

[[Revised by 108/0]]
