

Nomic Starting Ruleset

The Metagaming Committee of STEPHEN *

November 24, 2012

Abstract

This is the Starting Ruleset for the game of Nomic, as defined by STEPHEN. It is not the ruleset of any Subgame of STEPHEN.

Immutable Rules

- 10*i*. A player always has the option to forfeit the game rather than continue to play or incur a game penalty. No penalty worse than losing, in the judgment of the player to incur it, may be imposed. This takes precedence over every clause of every rule. In particular, it takes precedence over any clause of any rule determining precedence.
- 11*i*. All players must always abide by all the rules then in effect, in the form in which they are then in effect. These are collectively known as the **Ruleset**.

The Ruleset may also contain texts delimited by double square brackets. For the purposes of this rule, these texts (including the brackets) are not “in effect”.
- 12*i*. If a phrase is at any location in the Ruleset in bold, this is a **Game Defined Term**, and the text surrounding it serves as an explicit or implicit definition. In a conflict of meaning or semantics between a Game Defined Term and its ordinary usage, the explicit or implicit definition given by the Ruleset takes precedence.

*Based on the work of Eric Stucky

Any phrase which is not a Game Defined Term should generally be interpreted in its ordinary definition, with preference given to its game custom, school custom, legal, or academic connotations, in that order, if applicable.

No complex number is a Game Defined Term, and this sentence takes precedence over the rest of this rule.

- 13*i*. Rules with purely imaginary Rule Numbers are immutable; all others are mutable.
- 14*i*. A **Rule-Change** is the enactment, repeal, or amendment of a rule called the **Target**. **Transmutation** is a Rule-Change which solely amends the Target by multiplying its rule number by i , and is the only type of Rule-Change that may have an immutable Target. No other action may multiply Rule Numbers by non-integers.
- 15*i*. A **Proposal** or a **Proposed Rule-Change** is a written or typed document, the text of which is a Rule-Change. To **Propose a Rule-Change** means to create a Proposal. The person who creates a Proposal is called its **Author**.
- 16*i*. A Rule-Change takes full effect at the precise moment its Proposal is Adopted. It may not affect any prior gamestate. Any aspect of any rule which would otherwise alter any prior gamestate is instead ignored.

In the spirit of this rule, players should not pass rules which attempt to alter such gamestates.

The first sentence of this rule defers to every clause of every other rule. The remainder of this rule takes precedence over every clause of every other rule.
- 17*i*. Each rule shall be given an integer called a **Rule Number** for reference. The first new rule of the game has Rule Number 200, and each new rule afterwards shall receive successive integers.
- 18*i*. Every Rule-Change must be officially recorded in chronological order, and if any player requests to view this **Official Record**, they must be provided it within 48 hours after their request. It must furthermore be complete to within 48 hours before their request. One aspect of this Record must be the Ruleset.

However, this rule shall not be construed to justify punishments imposed on players for deliberately misleading other players who request information without seeking aid of the Official Record, nor for failing to keep any record of all game events.

- 19*i.* A Transmutation is effective if and only if the Vote for Adoption on its Proposal is unanimous among the eligible voters, and it explicitly states its Target and its intent to be a Transmutation.
- 20*i.* Eligible voters may suggest amendments or argue against the Proposal before the Vote. A reasonable time must be allowed for this debate. The original Author decides the final form in which the Proposal is to be Voted on and, unless the Judge has been asked to do so, also decides the time to end debate and Vote.
- 21*i.* No Rule-Change—or generally, no game action—is ineffective solely on account of the self-reference or self-application of a rule.
- 22*i.* Rules may state that at certain times, a **Vote** will be called. During a Vote, no other game actions may occur. The Vote ends when each eligible voter selects some number of the **Voting Options**, or immediately if there is only one eligible voter. If X is a Voting Option, **Voting X** is synonymous with selecting X. If an eligible voter selects more Voting Options than is allowed, then the earliest selections are not to be considered.

The following defers to any rule that describes a Vote.

A Vote has three Voting Options, of which each player may select only one: **For**, **Against**, or **Abstain**. These are synonymous with **Yay**, **Nay**, and **Present**, respectively. Voting **In Favor** is synonymous with Voting For. Failing to Vote in reasonable time, as determined by the Judge, is synonymous with Voting Abstain.

- 23*i.* If any two clauses in rules conflict with one another with or without a particular context, the following procedure shall be followed in the order given to determine which has precedence or deference over the other and thus is effective:
 - 1) If exactly one clause specifically states precedence over the other, it takes precedence. If exactly one clause specifically states deference to another, the other takes precedence.

- 2) If both clauses are contained in the same rule, the one closest by word count to the first word of the rule takes precedence.
- 3) If one clause is in a mutable rule and the other is in an immutable rule, the latter takes precedence.
- 4) If both clauses are in mutable rules, the one contained in the rule which became effective first takes precedence. If both such rules are contained in the original Ruleset, then the Judge decides which takes precedence.
- 5) If both clauses are in immutable rules, the Judge decides which takes precedence. In doing so, he/she may immediately alter the rules for the sole purpose of explicitly stating precedence. This paragraph takes precedence over every clause of every other rule.

Every clause of this rule takes precedence over every clause of all other rules.

Mutable Rules

100. A **Meeting** is defined to begin at 1:50 PT on every Saturday when at least 50% of the student body is on HMC campus or as decided by majority Vote during the previous Meeting, and lasts until adjourned by the Judge. A **Round** is the time between consecutive Meetings. The **Turn** is an object which exists only during Meetings, and may be possessed by exactly one player. If this game is a subgame of STEPHEN with a status of COMPLETED, no Meeting is held.
101. At the beginning of a Meeting, the Judge must declare a location to be the **Meeting Hall**. Every person in the Meeting Hall is an **Attendee** on any Vote that does not otherwise specify its eligible voters.

At any time during a Meeting, the Judge may change the location of the Meeting Hall.
102. The **Order** for a Meeting is an ordered duplicate-free list of all players. The Order is decided in the Round immediately preceding its Meeting. If there is no other procedure outlined in the Ruleset, an appropriate list may be publicly declared, and such a list declared closest to a given Meeting becomes its Order.

103. During a Meeting, at the request of a majority of Attendees who are players, the Order may be changed to include non-player eligible voters.
104. Immediately after a Meeting begins, the Judge receives the Turn. While a player has the Turn, he/she must take any number of the following actions, in the order they are listed:
 - 1) Propose a Rule-Change. If he/she chooses this option, the Meeting becomes a **Congress**. While it is a Congress, it is still a Meeting
 - 2) Call a Vote for the Recess Bell. If this Vote passes, the Meeting becomes a **Playground**. While it is a Playground, it is still a Meeting. No debate is allowed on this Vote.

The player with the Turn then gives the Turn to the next eligible voter in the Order, if possible; otherwise it is given to the Judge. If the Judge is not the first player in the Order, he immediately becomes the first player in the Order.

105. When a Meeting becomes a Congress, eligible voters may express comments on the relevant Proposal. When the debate ends as per Rule 20*i*, a Vote for Adoption is immediately called.

Regardless of the outcome, the Meeting ceases to be a Congress when the Vote ends. If the Vote for Adoption passes, the Proposal is **Adopted**. Otherwise it is **Defeated**.

This rule defers to Rule 20*i*.

106. An **Action** is a game action that changes the gamestate and may occur during Playgrounds or Rounds. Points for Actions taken during Rounds are awarded at the next Meeting (if the player who took the Action does not Attend the next Meeting, they do not receive any points).
107. When a Meeting becomes a Playground, any player has at most 30 seconds to start any Action. Such Actions are effective even if they are not recorded in any forum. This may be done in any order. If a Meeting has been a Playground for five minutes, it ceases to be a Playground after the completion of the most recently started Action.
108. All players begin with zero points. The first player to achieve 250 points is the winner.

109. A **Die** is any object which the Judge has declared to be a Die since the start of the last Round. Any time a player receives the Turn, this player rolls one Die.

If the value rolled is not a computable number, nothing happens. Otherwise, the player then receives that number of points, unless doing so would cause a player to win, in which case they lose that number of points instead.

110. When a Proposal passes, its Author gains points equal to the number of Votes For its Adoption; when it's Defeated, he loses points equal to the number of Votes Against.

111. The **Jury** is an ordered list without repeats of **Jurors**. Any Juror may allow a non-Juror to become the lowest-ranked Juror. The highest-ranked Juror may remove any Juror, so long as the list remains non-empty. Any Juror may remove himself or herself from the Jury.

If there is at least one Juror in the Meeting Hall, the highest-ranked such Juror is the **Judge**; if not, the highest-ranked Juror is the **Judge**.

112. If players disagree about the legality of a move, an Action, or the interpretation or application of a rule, then the pseudo-Judge decides the question. Disagreement for the purposes of this rule may be created by the insistence of any player. This process is called **Invoking Judgment**, and it stops play until the pseudo-Judge has come to a decision.

The first pseudo-Judge for this disagreement is the Judge. Any player may then call for a Vote for reconsideration. If all the eligible voters except the current pseudo-Judge Vote In Favor, the pseudo-Judge chooses a Juror (if possible, one who has not had their Judgment overturned) who becomes the pseudo-Judge, and releases a new Judgment that overturns the previous one.

All Judgments shall be in accordance with all the rules then in effect; but when the rules are silent, inconsistent, or unclear on the point at issue, then the pseudo-Judge shall consider game-custom and the spirit of the game before applying other standards.

113. If the rules are changed so that further play is impossible, or if the legality of a move cannot be determined with finality, or if by the

best reasoning of the Jury's Judgments, not overruled, a move appears equally legal and illegal, then the last person to have the Turn is the winner. This rule takes precedence over every other rule determining the winner.