

Current Events Bobo Kobo

Our new champion this turn is Thummy Thorax! Thummy is a wizard, and so has advantage against warriors and has disadvantage against rogues. Happy fighting folks!

Current Proposals Bobo Kobo

If you're a player who has written a proposal but you're unsure if it's good, you should not worry. Utilizing office hours as well as utilizing the queue can be a great tool. Here are some of the proposals we have on queue and on deck.

Spieltag: Pt. I written by Crorem would implement a player alignment chart.

Proposal: Goose Master by Alec (Poe Dameron) would implement a new type of rule, a goose rule. Two players would be chosen each week to write a goose rule. These rules would be functionally temporary.

The Nom Times Paper by Bobo Kobo aims to get players more involved in the Nom Times paper, as well as solidifying the Nom Times into Nomic Law.

A Humorless Rule by Jonah builds off rule 307 and creates a consequence for players who are imbalanced. Evil Zoro has also submitted this rule, but without a clause stating what rules it needs to supersede in order to be implemented.

Nomic of the Clock by Iann39 would assign each player a fruit each day. Players would have ten guesses to figure out which fruit they are. It also would allow players to throw bananas at each other.

Lets get cookin' from Baegll is an amendment to rule 202 that would increase the number of proposals on deck from three to five.

Fenris' proposal aims to make amending rules more simple.

We have three proposals on deck right now that would significantly affect gameplay, so we hope that everyone pays extra attention and takes advantage of their ability to make suggestions for deck edits.

Proposal 314 is an amendment to rule 202 created by Crorem. This would alter the 4/3 deck editing/voting schedule to one day of deck editing and one day of voting thrice during the week whilst keeping the weekly turn schedule. You can read more about this in "Temporal Reform," which is an op-ed by the Players for Temporal Reform.

Proposal 315, by CosmicSands, seeks to declare Nomic VII as a flat-earth server. If passed, players must acknowledge that the Earth is flat should they mention the planet. This would also implement our first server emoji!

Proposal 316, by Alec is titled *Some Take-Backsies Permitted*. This would implement a "doneness" status for rules. It aims to make it easier and faster to amend the newest set of rules.

Bias Piece: Temporal Reform Players for Temporal Reform

This week, players are coming together to reform Nomic VII's voting schedule. Here is what the proposal by Crorem would do. The change in schedule would keep turn lengths 1 week, but alter the frequency of voting. Currently, Monday through Thursday is four full days of deck editing, and Friday through Sunday is three full days of voting. Under the new schedule, Monday would be off from voting, and then the six days that follow would alternate between deck-editing days and voting days. Three proposals would still go up to vote each week and would be implemented at the beginning of the next turn.

There are four key reasons for this change: participation, individualized feedback, ease of access for new players, and preemptive solving of issues.

Participation is a big part of Nomic, and so it is disheartening for many of us to see the low level of engagement so far.

This iteration of Nomic's disengagement from seasoned and/or heavily involved players is more rampant than % of the previous iterations. This astonishingly low level of interaction could possibly be attributed to the slow start. As well as the participation issue, we have noted and are aware of personal conflicts that arise outside of Nomic. We feel that the current scheduling doesn't hold this to the highest priority that it could. With faster voting and deck editing periods, it allows players to spend less time each day on Nomic rather than spending an hour of consolidated time twice a week. Having Monday off of voting or deck editing also allows players with full time jobs to either get a break or to be able to focus on their priorities at the top of the week.

Individualized feedback during the main queue and deck editing stages could be easier if each proposal is given its own day to shine.

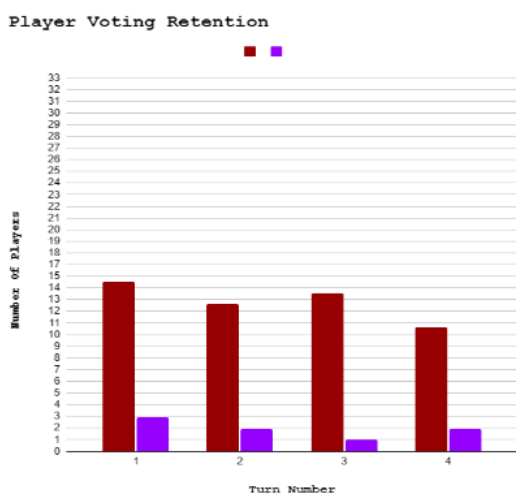
By lowering the number of proposals that are on deck, it allows players to narrow their focus to one prop rather than three. Deck edit suggestions have been few and far between so far, and on several occasions have been given after the four day deck-editing period has passed. So far, we have not surpassed one day's worth of deck edits per turn.

We have a substantial number of new players both who joined during VII as well as at the start of the game. Sitting at 13, this is over a third of our player base. New players who aren't used to the flow of Nomic may have some trouble engaging with and participating in the current voting schedule. They would be able to view votes one at a time rather than a wall of proposals with seemingly nothing to do for several days at a time. With a faster rhythm, it becomes easier to take votes one at a time and it becomes easier to view what people are doing and when.

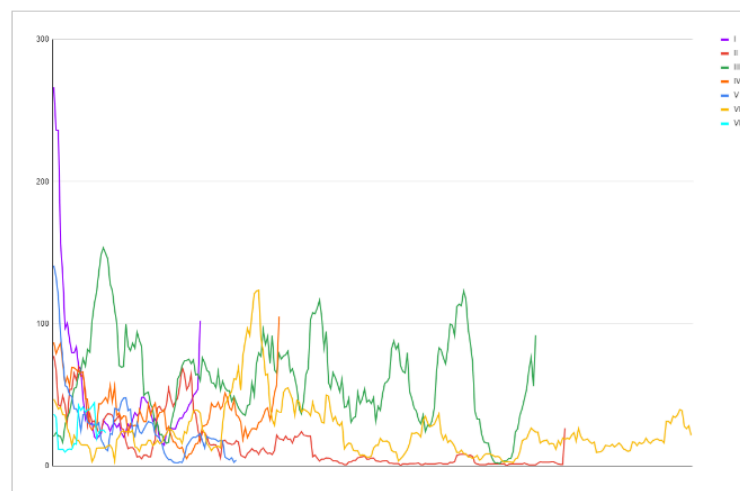
There currently is something within the voting system that players may either view as a positive or negative, depending on when this issue arises. With multiple votes going up at the same time, conflicting or similar proposals can come up and pass together. This could be a positive, being silly when two rules that, say, declare what mode of transportation is the best may come up and be voted on competitively, but if two proposals amending how we vote come up at the same time, what would be favored if both should pass? The new system moves this into endorsements, where players would now engage more often. The maximum number of endorsements a proposal has gotten thus far is fewer than half of the least votes we've gotten on a proposal. Engagement in endorsements seems like a function of the game that is currently overlooked. However, by pulling the top proposal every two days, players would need to get theirs endorsed over a conflicting proposal to come up to vote. While a proposal could still come up to vote that is conflicting with another, it will either be before or after another vote. Players will know and understand the stakes when the proposal is up to vote.

We have collected data to back up these key reasons.

First and foremost, the rate at which players interact with deck-editing and voting. The vast majority of votes come in on the first day of voting. The second and third day are dead air, and as stated previously, there is a similar pattern with deck editing. This means that 5 of the 7 days of deck editing and voting are unused. If we have engagement on two of the days of the cycle, why not boil the cycle down to two days?



A Graph Showing Number of Players Who Voted in a Turn (RED) With The Number of Players Who Didn't Vote on All Proposals That Were Up That Turn



A Graph Showing A Timeline of Number of Messages in #Game Across All Seven Iterations of Nomic class

About 85% of players who vote are voting on every proposal that is up at the time of their vote. This means that 15% of players are not voting on all three (or in the previous turn's case, four,) proposals up to vote. This includes abstaining votes. The assumption is that this is due again to having multiple votes at once. Players may be overwhelmed or simply are overlooking proposals. Therefore, if votes were spread out, an increased number of players voting would be sustained across votes.

20% of players who have written and created proposals have expressed to us that the flow of getting out of the queue and onto deck is difficult. With a new flow of output, players would rally for endorsements and getting off of the queue and onto the deck would be done in what we feel is a better way. By not pulling three at a time, this will encourage players to speak with those who have endorsed or not endorsed their proposals. This uptick in engagement would mean that more proposals that go on deck will have higher levels of pre-engagement, allowing for more substantive votes.

Poll: What Character Would Be The Best Nomic Player? Bobo Kobo

On July 22nd, The Nom Times put out a poll asking what fictional character would be the best at Nomic, and why. Here's what our readers had to say.

Evil "Ben" Zoro would invite Dexter from Dexter's Laboratory because "He's smart in an annoying way, like young Sheldon."

An anonymous player would invite Captain Holt from Brooklyn 99 because "He is very intelligent and would write rules very thoroughly."

Cowboydreamer would invite Kevin from Spongebob because "I feel like he would get rllly into it but like get mad if u don't play how he wants and say ur breaking the rules."

Jonah would invite Megamind from Megamind because "He has infinite free time."

Thummy Thorax would invite Bugs Bunny from Loony Toons because "i think he would come up with fun AND funny rules."

An anonymous player would invite Goku from Dragonball Z because "Its Goku."

Bananafanta would invite Chewbacca from Star Wars because "RRRAARRWHHGWWR."

Fenris would invite Glados from Portal because "Nomiton needs a friend and the server needs drama."

Recently Implemented Rules Bobo Kobo

During turn 3, we had four proposals up to vote.

Prop 310, The Nom Times Trademark, passed in a unanimous 11 to 0 vote. This means that The Nom Times is now a protected name.

Prop 311, an amendment to Rule 306, *Famous*, passed 6 to 3.

Prop 312, Proposal: Paragon Of The People, passed 7 to 3. This

means that from August 11th to 17th, players may announce that they are running for paragon. From August 18th to 24th, players can vote for Paragon. The Paragon gains 6 powers during the duration of their term.

Prop 313, an amendment to Rule 303, *The Gladiatorial Arena of Victory*, passed in a unanimous 10 to 0 vote.

Recipes: Pecan Pie Thummy Thorax

This is my Meme's (great grandma) recipe! Always beat the eggs with a fork, and it takes WAY longer than you think to cook it.

- 3 cups sugar
- 2 cups dark Karo
- 1/2 cup butter (melted)
- 4 eggs
- 4 tbsp flour

Mix sugar and flour in a separate bowl
Lightly beat the eggs with a fork, then add karo, sugar and flour, and melted butter
Pour into the shell and arrange pecans on top
Use a 9" deep dish pie pan, or half the ingredients for two 8" shells

preheat oven to to 300° and cook for 15 mins, THEN 325° until edge of center is set, start at 20 mins, up to 2 hours, wrap crust if longer than 1.5 hours