Issue #10

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Crorem

Current Events BODO KODO

This week, the new champion is Crorem. This makes it his fourth time being champion. Nomitron says it doesn't have favorites, but we're not so sure.

Crorem and Jonah were picked as our next set of Nom Times Journalists, but both declined.

Last week, Bobo Kobo was the only player to post a video of themself washing their mouth out with soap as per rule 333, which has since been repealed.

Current Judgements BOBO KOBO

In the last turn, Judge Bobo Kobo ruled on three different judgments.

Whether boons/banes are permanent, whether titles of rules are a part of the rule, and what constitutes a swear.

For the first, the judge ruled that boons/banes can only be granted once per day, but the change they effect is permanent. Mods were also reminded not to call judgment hastily, being urged to make sure they have spoken about their issue prior to calling.

For the second, the judge ruled that titles are a part of the rule and should be included in their body on the github.

For the third, A list of words and languages was given, but as 333 was repealed, this has no effect going forward. Though, the judgment was important for fame and voting calculations, the effects of which can be seen in this issue's Recently Implemented Rules Column.

Opinion: eggs. Freelance Journalist Jonah

Across all breakfasts I've enjoyed, eggs have always been an option. Frequently I choose not to have them despite their versatility and excellent flavor. Eggs vex me. Sometimes an egg is the best part of my breakfast, at other times the slimy pile of yolk is revolting and a plague to be avoided.

My personal favorite breakfast food, French Toast, has eggs in it but still I avoid straight eggs because it's a roll of the dice when the egg is the star of the meal and not an ingredient. No hate to the humble chicken of course, a good piece of chicken can save a breakfast from mediocrity. A good breakfast burrito may in fact contain both chicken and eggs and is all the better for it.

Current Proposals BODO KODO

Bobo Kobo is proposing that players who do not vote during two consecutive turns are inactive and cannot interact with game mechanics.

Jonah is proposing that chronically inactive players become dead. Dead players would have to embark on a revival quest in order to be revived.

Crorem is proposing to amend 303 to solve the issues that were brought to judgment in the previous turn.

Recently Implemented Rules BOBO KOBO

337, Spieltag Pt. II, passed in a nine to zero vote. Players who have parties can now go for election and select campaign strategies.

338, *Taco Tuesdays*, passed in a six* to zero** vote. Players may now, on Tuesdays, declare an amount of tacos they are eating. Players who do not declare a number of tacos will lose one choleric humor. Players who go inactive from this rule can make a real life taco to become active again.

339, a repeal of rule 333, the swearing rule, passed in an six*** to zero vote.

*While Baegll voted yes, she had sworn prior to their vote and thus her vote did not count.

**While Fenris voted no, he had sworn prior to their vote and thus his vote did not count.

***Fenris and Baegll both voted yes, but both had sworn prior to this and thus their votes did not count.

Opinion: Crime and Punishment

Freelance Journalist Crorem

Rule 101 is the keystone of Nomic's entire ruleset, mandating that players must follow the rules of the game. But while a player mustn't break the rules of the game, they still can.

In this game of Nomic, (and in almost every other game of Nomic) there are actions that a player can perform, but shouldn't. The archetypical example of this is deleting a vote; while players are not allowed to do this, moderation and roles cannot prevent a person on Discord from deleting their own messages. While a Judge could conceivably apply penalties for players that attempt this, nothing is enshrined in law.

As one might expect, the question on how rulebreakers should be treated is one present across most games of Nomic. Let's look at what some previous (and external) games have done:

Trials were bench trials—conviction during a trial was set to the "beyond a reasonable doubt" standard and was decided by the Criminal Judge. It was also the Criminal Judge's job to classify the crime ("misdemeanors", which were reversible crimes, "felonies", which were irreversible crimes, and "war crimes", which were felonies that did excessive harm to the game) and assign a punishment as appropriate.

Criminal Judges had wide latitude to assign punishments. Sentencing guidelines for misdemeanors generally included warnings and temporary restrictions, felonies additionally included potential further restrictions and bannings in egregious cases, and war crimes were all generally punishable by bans.

Wonderfully, we always have a choice for breakfast, because if you have nothing else to eat but eggs, and it's an egg-hating day, you can just skip breakfast and aim for a big lunch.

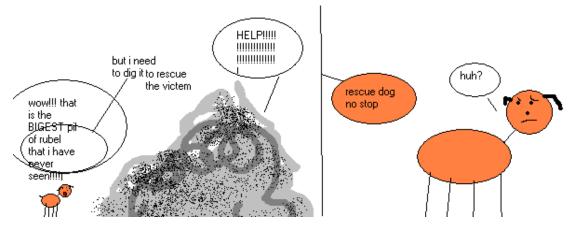
Radio Episode: Ruby Gloom Freelance Journalist Jonah, Collaborator Paul

My friend Paul and I created a remix of the opening music from Ruby Gloom, a children's cartoon about some Halloween-esque creatures and people.

While Nomic III never had a formal justice system, Proposal 306 (which failed 3 to 5) did propose such a system's framework by defining five classes of punishment, in order of most to least severe: temporary suspension of player status, temporary suspension of voting privileges, temporary suspension of actions, temporary suspension of chat privileges, and a fine of some resource.

Nomic IV did have a formal and somewhat elaborate justice system in Rule 325, though it (unfortunately, since Fenris and I spent a lot of time crafting it) never actually saw any use. Rule 325 covered indictment, trial, punishment, and appeal.

A player was to be indicted by either a moderator or by a majority of players. An indicted player was restricted for performing most actions. On indictment, a moderator (the one that indicted the player if this was the method of indictment) was to be made Prosecutor, while the indictee was to be made defense. A player that was not either of those roles, nor the Judge, was to be made Criminal Judge.



Rescue Dog #0002 Freelance Journalist Crorem

To tie everything off, an appeals court for an issue could be convened if new evidence or legal errors were discovered. Unlike the initial trial, an appeals court included three Appellate Judges. A criminal case in an appeals case otherwise proceeded identically, with the exception that Appellate Judges would first vote amongst themselves if the case should be appealed at all/

Agora, at 29 years old, is the oldest-known game of Nomic in existence. As one might expect, it has a fairly well-developed justice system involving a "bad" currency (called "blots").

Agora defined a violation of the rules as an "infraction". Infractions have different classes based on their severity. (Rule 2056, for example, made invisibilitating a Class 1 infraction, although it was repealed some time in the last year.) A set player with the "Investigator" role can investigate the infraction and give the infracting player a certain number of blots (but no more than the infraction's class).

Players with blots cannot win the game, and their voting strength is reduced for every few blots they possess. If a player has more than 40 bots, other players can kick them out of the game. Blots could be removed with currency ("Spendies").

Will Nomic VII have a justice system? Probably not-there's arguably little need for one at present, and a Judge can currently fill in for any necessary use-cases right now. That being said, I'd encourage players to think about possible options for a potential justice system in the game. Such a system, in my opinion, could have the potential for some exciting activity in the game.

Also included in this issue is an audio file provided by freelance journalist Jonah This issue's interim editor-in-chief was Crorem. This issue's Freelance Journalists were Jonah and Crorem Also included in this issue is a Radio Episode by Freelance Journalist Jonah and his collaborator, Paul.