

# Table of Contents

<b>All Active Directives</b>	3
<b>101</b>	3
<b>102</b>	3
<b>103</b>	3
<b>104</b>	3
<b>105</b>	4
<b>106</b>	4
<b>107</b>	4
<b>108</b>	4
<b>109</b>	5
<b>110</b>	5
<b>111</b>	5
<b>112</b>	5
<b>113</b>	5
<b>114</b>	6
<b>115</b>	6
<b>116</b>	6
<b>201</b>	6
<b>202</b>	7
<b>203</b>	7
<b>204</b>	7
<b>205</b>	8
<b>206</b>	8
<b>207</b>	8
<b>208</b>	8
<b>209</b>	8
<b>210</b>	9
<b>211</b>	9
<b>212</b>	9
<b>213</b>	10



# All Active Directives

Tag	Quantity
<a href="#">immutable</a>	16
<a href="#">mutable</a>	13

[immutable](#) [janitor](#) [judge](#) [manager](#) [mutable](#)

## 101

All employees must always abide by all the directives then in effect, in the form in which they are then in effect.

04/01/2025 09:45 AM · [janitor](#)

[immutable](#)

## 102

Initially directives in the 100's are immutable and directives in the 200's are mutable. Directives subsequently enacted or transmuted (that is, changed from immutable to mutable or vice versa) may be immutable or mutable regardless of their numbers.

04/01/2025 09:50 AM · [janitor](#)

[immutable](#)

## 103

A directive-change is any of the following: (1) the enactment, repeal, or amendment of a mutable directive; (2) the enactment, repeal, or amendment of an amendment of a mutable directive; or (3) the transmutation of an immutable directive into a mutable directive or vice versa.

(Note: This definition implies that, at least initially, all new directives are mutable; immutable directives, as long as they are immutable, may not be amended or repealed; mutable directives, as long as they are mutable, may be amended or repealed; any directive of any status may be transmuted; no directive is absolutely immune to change.)

04/01/2025 02:05 PM

[immutable](#)

## 104

All directive changes proposed in the proper way shall be voted on. They will be adopted if and only if they receive the required number of votes.

04/01/2025 02:05 PM

[immutable](#)

## 105

Every employee is an eligible voter.

04/01/2025 02:05 PM

[immutable](#)

## 106

All proposed directive-changes shall be posted before they are voted on. If they are adopted, they shall guide operations in the form in which they were voted on.

04/01/2025 02:05 PM

[immutable](#)

## 107

No directive-change may take effect earlier than the moment of the completion of the vote that adopted it, even if its wording explicitly states otherwise. No directive-change may have retroactive application. Despite EG's contribution to science, time travel still is not possible.

04/01/2025 02:05 PM

[immutable](#)

## 108

Each proposed directive-change shall be given a number for reference. The numbers shall begin with 301, and each directive-change proposed in the proper way shall receive the next successive integer, whether or not the proposal is adopted.

If a directive is repealed and reenacted, it receives the number of the proposal to reenact it. If a directive is amended or transmuted, it receives the number of the proposal to amend or transmute it. If an amendment is amended or repealed, the entire directive of which it is a part receives the number of the proposal to amend or repeal the amendment.

04/01/2025 02:05 PM

[immutable](#)

## 109

Directive-changes that transmute immutable directives into mutable directives may be adopted if and only if the vote is unanimous among the eligible voters. Transmutation shall not be implied, but must be stated explicitly in a proposal to take effect.

04/01/2025 02:05 PM

[immutable](#)

## 110

In a conflict between a mutable and an immutable directive, the immutable directive takes precedence and the mutable directive shall be entirely void. For the purposes of this directive a proposal to transmute an immutable directive does not “conflict” with that immutable directive.

04/01/2025 02:05 PM

[immutable](#)

## 111

If a directive-change as proposed is unclear, ambiguous, paradoxical, or destructive of operations, or if it arguably consists of two or more directive-changes compounded or is an amendment that makes no difference, or if it is otherwise of questionable value, then the other employees may suggest amendments or argue against the proposal before the vote. A reasonable time must be allowed for this debate. The proponent 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.

04/01/2025 02:05 PM

[immutable](#)

## 112

The state of affairs that constitutes “employee promotion” may not be altered from achieving N points to any other state of affairs. The magnitude of N and the means of earning points may be changed, and directives that establish “employee promotion” when operations cannot continue may be enacted and (while they are mutable) be amended or repealed.

04/01/2025 02:05 PM

[immutable](#)

## 113

An employee always has the option to leave the company rather than continue to work or incur a work-

related penalty. No penalty worse than being illegible for promotion, in the judgment of the employee to incur it, may be imposed.

04/01/2025 02:05 PM

[immutable](#)

## 114

There must always be at least one mutable directive. The adoption of directive-changes must never become completely impermissible.

04/01/2025 02:05 PM

[immutable](#)

## 115

Directive-changes that affect directives needed to allow or apply directive-changes are as permissible as other directive-changes. Even directive-changes that amend or repeal their own authority are permissible. No directive-change or type of move is impermissible solely on account of the self-reference or self-application of a directive.

04/01/2025 02:05 PM

[immutable](#)

## 116

Whatever is not prohibited or regulated by a directive is permitted and unregulated, with the sole exception of changing the directives, which is permitted only when a directive or set of directives explicitly or implicitly permits it.

04/01/2025 02:05 PM

[immutable](#)

## 201

To begin, there are two roles in this organization: General Manager and Janitor.

The General Manager responsibilities include, but are not limited to:

- Welcoming and on-boarding new employees.
- Maintenance of the *Operations Manual*, including the movement of proposed Directive changes to the correct namespace and the assignment of Directive ordinal numbers.
- All other duties assigned by the *Operations Manual*.
- The General Manager for the first Cycle is [Chuck H.](#)

The Janitor responsibilities include, but are not limited to:

- Updates and maintenance of the instance of [Dokuwiki](#) that the Documentation resides in, including web hosting and outbound email access.
- All other duties assigned by the *Operations Manual* or the General Manager as long as those duties do not conflict with the active directives.
- The Janitor is [Chuck H.](#)

04/01/2025 02:07 PM

[mutable](#), [manager](#), [janitor](#)

## 202

Employees may, at any time, post in [Proposed Directives](#) a new directive. The employee

04/01/2025 02:07 PM

[mutable](#)

## 203

A directive-change is adopted if and only if the vote is unanimous among the eligible voters. If this directive is not amended by the end of the second complete circuit of turns, it automatically changes to require only a simple majority.




04/01/2025 02:07 PM

[mutable](#)

## 204

If and when directive-changes can be adopted without unanimity, the employees who vote against

winning proposals shall receive 10 points each. 

In mail and computer games, instead of throwing a die, employees subtract 291 from the ordinal number of their proposal and multiply the result by the fraction of favorable votes it received, rounded to the nearest integer. (This yields a number between 0 and 10 for the first employee, with the upper limit increasing by one each turn; more points are awarded for more popular proposals.)

04/01/2025 02:07 PM

[mutable](#)

## 205

An adopted directive-change takes full effect at the moment of the completion of the vote that adopted it.

04/01/2025 02:07 PM

[mutable](#)

## 206

When a proposed directive-change is defeated, the employee who proposed it loses 10 points.



04/01/2025 02:07 PM

[mutable](#)

## 207

Each employee always has exactly one vote.

04/01/2025 02:07 PM

[mutable](#)

## 208

The winner is the first employee to achieve 100 (positive) points.

In mail and computer games, the winner is the first employee to achieve 200 (positive) points.



04/01/2025 02:07 PM

[mutable](#)

## 209

At no time may there be more than 25 mutable directives.

04/01/2025 02:07 PM

[mutable](#)



## 210

Employees may not conspire or consult on the making of future directive-changes unless they are team-mates.

The first paragraph of this directive does not apply to games by mail or computer.



04/01/2025 02:07 PM

[mutable](#)

## 211

If two or more mutable directives conflict with one another, or if two or more immutable directives conflict with one another, then the directive with the lowest ordinal number takes precedence.

If at least one of the directives in conflict explicitly says of itself that it defers to another directive (or type of directive) or takes precedence over another directive (or type of directive), then such provisions shall supersede the numerical method for determining precedence.

If two or more directives claim to take precedence over one another or to defer to one another, then the numerical method again governs.

04/01/2025 02:07 PM

[mutable](#)

## 212

If employees disagree about the legality of a move or the interpretation or application of a directive, then the employee preceding the one moving is to be the Judge and decide the question. Disagreement for the purposes of this directive may be created by the insistence of any employee. This process is called invoking Judgment.

When Judgment has been invoked, the next employee may not begin his or her turn without the consent of a majority of the other employees.

The Judge's Judgment may be overruled only by a unanimous vote of the other employees taken before the next turn is begun. If a Judge's Judgment is overruled, then the employee preceding the Judge in the playing order becomes the new Judge for the question, and so on, except that no employee is to be Judge during his or her own turn or during the turn of a team-mate.

Unless a Judge is overruled, one Judge settles all questions arising from the game until the next turn is begun, including questions as to his or her own legitimacy and jurisdiction as Judge.

New Judges are not bound by the decisions of old Judges. New Judges may, however, settle only those questions on which the employees currently disagree and that affect the completion of the turn in which

Judgment was invoked. All decisions by Judges shall be in accordance with all the directives then in effect; but when the directives are silent, inconsistent, or unclear on the point at issue, then the Judge shall consider game-custom and the spirit of the game before applying other standards.



04/01/2025 02:07 PM

[mutable](#), [judge](#)

**213**

If the directives are changed so that further play is impossible, or if the legality of a move cannot be determined with finality, or if by the Judge's best reasoning, not overruled, a move appears equally legal and illegal, then the first employee unable to complete a turn is the winner.

This directive takes precedence over every other directive determining the winner.



04/01/2025 02:07 PM

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