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Mutable Directives

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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.

🔧 Fix Me!

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. 🔧 Fix Me!

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.)

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mutable

205

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

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mutable

206

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

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mutable

207

Each employee always has exactly one vote.

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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.

🔧 Fix Me!

04/01/2025 02:07 PM
mutable

209

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

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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. 🔧 Fix Me!

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.

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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.

🔧 Fix Me!

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.

🔧 Fix Me!

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mutable, judge

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