

Game One: Poster Nomic

Starting Rules:

101. All players must always abide by all the rules then in effect, in the form in which they are then in effect. The rules in the Initial Set are in effect whenever a game begins. The Initial Set consists of rules:

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

103. All rule-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.

104. Every player is an eligible voter. Every eligible voter must participate in every vote on rule-changes.

105. Every person in the room the game is taking place inside is a player.

106. All proposed rule-changes shall be written down before they are voted on. If they are adopted, they shall guide play in the form in which they were voted on. If they are not adopted they will be erased, redacted, or destroyed.

Each proposed rule-change shall be given a number for reference. The numbers shall begin with 301. Any alterations to an existing rule change the number of the rule to the most recent number.

107. No rule-change may have retroactive application.

108. Rule-changes that transmute immutable rules into mutable rules 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.

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

In other conflicts between rules the rule with the lower number takes precedence.

110. If a rule-change as proposed is unclear, ambiguous, paradoxical, or destructive of play, or if it arguably consists of two or more rule-changes compounded or is an amendment that makes no difference, or if it is otherwise of questionable value, then the other players 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.

111. 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.

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

201. Players shall alternate in order of entrance into the room the game takes place, taking one whole turn apiece. Turns may not be skipped or passed, and parts of turns may not be omitted. All players begin with zero points.

202. One turn consists of two parts in this order: (1) proposing one rule-change and having it voted on, and (2) throwing one die once and adding the number of points on its face to one's points total.

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

204. If and when rule-changes can be adopted without unanimity, the players who vote against winning proposals shall receive 10 points each.

205. When a proposed rule-change is defeated, the player who proposed it loses 10 points.

206. Each player has always has at least one vote on each proposal. They may deduct 50 points from their total of accrued points during any vote to cast an additional vote on any one proposal.

207. A player may not by any action accrue a negative points total.

208. If players disagree about the legality of a move or the interpretation or application of a rule, then the player preceding the one moving is to be the Judge and decide the question. Disagreement for the purposes of this rule may be created by the insistence of any player. This process is called invoking Judgment. When Judgment has been invoked, the next player may not begin his or her turn without the consent of a majority of the other players. The Judge's Judgment may be overruled only by a unanimous vote of the other players taken before the next turn is begun. If a Judge's Judgment is overruled, then the player preceding the Judge in the playing order becomes the new Judge for the question, except that no player is to be Judge during his or her own turn.

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. All decisions by Judges 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 Judge shall consider game-custom and the spirit of the game before applying other standards.

401. All design elements on the poster must conform to a mathematical grid.

The mathematical grid is proportioned to 16:9 rectangles

402. The poster must have an asymmetrical layout

403. The poster may use only one typeface

This type face must be sans serif

The typeface is 'Arial'

404. The poster may include a maximum of three colours

These colours are Black, White and Orange.

405. The poster will be portrait format

406. The poster must be legible and communicate information clearly.

The poster should not include unnecessary ornamentation.

407. There is a hierarchy of size for the different information. From largest to smallest.

Title

Date & Time

Location

Participants & description

408. The poster will contain abstract and geometric elements and photography.

The poster should not contain any illustration.

409. Letters must all be lower-case.

301. The information for the event is as follows:

Title: VIDEORANJERSEY

Date: 25th January 2022

Time: 7.30pm

Location: Jersey Arts Centre, Phillips St, St Helier, Jersey

Participants: Leslie Lawrence, Sophia Simensky, Veronika Babayan, Baratto & Mouravas, Alban Karsten, Kitty Maria

Description: A screening of contemporary video art from The Netherlands.

Ticket Price: Tickets £5 (Students £3)

302. Typefaces used must be open source

303. Typefaces used must be from a given list provided by Léo Ravy

304. The final format of the poster must be an 'A' format

305. The game will begin at 17h and finish at 22h (Amsterdam time)

The game will pause for 30 minutes for dinner from the moment pizza arrives in the room.

306. Léo Ravy always has the option to discontinue designing the poster rather than incur a game penalty.