



Nomic: Change is the only rule

Before we begin: There are two rules in this version of Nomic that cannot be changed, and are therefore not included in the list below. The first is that all players must follow all active rules for the duration of the game. The second is that no rule can be passed that removes players from the game.

As the Secretary, it is your job to record any accepted proposals for new rules or changes to active rules and to remove rules from the list if they are no longer in play. As new rules are added, please number them (so the first rule added will be # 13.) Use as many additional sheets of paper as you need.

The Rules

1. Play begins with the person whose first name begins with the letter closest to the end of the alphabet.
2. Play proceeds clockwise
3. On each turn, players can propose:
 - a new rule
 - a change to one of the active rules
 - that an active rule be removed
4. The rest of the players vote to either accept or deny the proposal. If more than half of the players vote for the proposal to be accepted, it goes into effect immediately.
5. If more than half of the players vote for the change to be denied, the proposal is disregarded and the proposing player's turn is over.
6. All players begin with 0 points
7. Any player whose proposal is accepted rolls 2 dice and adds the total of their roll to their score.
8. Any player whose proposal is denied rolls 1 die and subtracts the number they roll from their score.
9. The secretary is responsible for adding, editing, or removing rules from the initial set of rules as the game progresses.
10. If rules are changed so they directly contradict one another, whichever rule was in place first takes precedence.
11. The game ends if any player reaches 50 points.
12. If the rules are changed to the point that play can no longer proceed, the last player who made a proposal that was accepted is declared the winner.



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New Rules:

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