

# DEMOCRATIA UNIVERSALIS CONSTITUTION



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## **Introduction and Acknowledgements**

*We, the nobles, burghers, and clergy of Venice have in a world of dukes, kings, and emperors, decided that the world would decidedly be saner under the guidance of all rather than the guidance of one. And thus, with our steadfastness of cooperative, conductive and constructive ideals, we do establish this Constitution in order to create a more prestigious nation.*

*Paramount thanks to the dutiful drafters of the /r/democraciv Constitution for inspiring our idea and Constitution.*

*Without the creator of the idea for EU4 /u/Lanceparte, the drafters of the original Constitution /u/Lanceparte, /u/MindstormerOne, /u/Atlanntis, /u/UncagedBeast, u/Sarlot\_the\_Great, /u/wow996, /u/kvm1999, /u/SevinSulivin, /u/buttlickerface as well as /u/Binbar, we could not have a successful first run of the game in Mark I.*

*Great minds contribute great ideas, and our Constitution, subreddit, and discord server have been touched by many.*

## **ARTICLE I: GENERAL LAW**

### **SECTION 1: The Constitution of Venice**

- a) The Constitution shall be upheld by the Grand Council and the Protectors of the Constitution.
- b) The Protectors of the Constitution have the right to freely make cosmetic changes to the constitution as long as it does not hinder the document's readability.

### **SECTION 2: General Law**

- a) No person shall be held to answer for a crime, offense, or accusation twice, without the introduction of new evidence as decided by the Supreme Tribunal.
- b) No person shall be compelled in any criminal case to be a witness against himself.
- c) Any legal mistakes should be resolved as the Tribunal sees fit, but should be resolved in such a way that causes minimal disruption to DU and scheduled sessions.
- d) Laws, Constitutional amendments, and Motions cannot have a retroactive effect.
- e) Every Grand Councillor has active and passive voting rights. They may run, apply, be nominated, or be elected for any political or non-political office provided by this document or subsequent legislation. In addition they also have the right to resign from any position they hold.
  - i) Active voting rights such as running for certain offices may temporarily be suspended by the Supreme Tribunal.

### **SECTION 3: Laws, Motions and Bills**

- a) A "law" is a legal text that defines a rule or a set of rules by which every member of the Grand Council must act until it is repealed.
  - i) To pass, repeal or amend a law a petition needs to be signed by 10% of the Active Councilors and the law needs simple majority in a session vote.

- b) A motion is a legal text that empowers or enforces the Grand Council or any subset of the Grand Council to take a specific action. Each motion will expire automatically at the end of the term of the Upper House after approval unless described otherwise in the constitution.
- i) To pass a motion it needs simple majority in a session vote and no signatures, unless specified otherwise. To amend or repeal a motion it needs the same amount of signatures and votes as the original motion. Motions for elections and motions of recall cannot be amended or repealed.
  - ii) A motion of empowerment is a motion that empowers the Grand Council or any subset of the Grand Council to take a specific action.
    - 1) A motion of empowerment may not empower the ministry to declare any wars.
  - iii) A motion of enforcement is a motion that enforces the Grand Council or any subset of the Grand Council to take a specific action. A motion of enforcement needs a petition signed by >10% of the Active Councilors before it can be put in a session vote.
    - 1) A motion of enforcement may not enforce the ministry to declare any wars.
  - iv) A motion for elections is a motion that starts new elections when passed, it needs a petition signed by >10% of the Active Councilors and supermajority in a session vote to pass.
  - v) A motion of recall is a motion that forces any person or group of people to resign if approved by the Supreme Tribunal and passed. The motion needs to specify the target of the recall and the position they will be recalled from. A motion of recall needs a petition signed by >10% of the Active Councilors before it can be put in a session vote.
  - vi) A motion for war is a motion that empowers or enforces the ministry to declare war on a given nation. It needs to specify which nation or group of nations to declare on, and automatically expires after 50 years or earlier if specified, a motion for war may also include which casus belli to use and what peace deal to take if necessary. A motion for war needs a petition signed by >10% of the Active Councilors if it enforces before it can be put in a session vote.
  - vii) An emergency motion is a motion that can only be proposed during sessions by the Head of State or Deputy Head of State. They are the same as motions of empowerment, but they can also allow declarations of war and they just need simple majority in a snap vote to pass.
    - 1) Emergency motions expire at the end of the session they were proposed in.

- c) A bill is a coherent collection of any number of amendments, laws and/or motions and is voted over as a whole. All amendments, laws and/or motions the bill contains must be connected to each other.
  - i) If a bill contains amendments, laws and/or motions that require signatures, then the whole bill needs to be signed at once.
  - ii) In order for a bill to be valid, the proponent must write up the complete proposal, and post it on reddit.
  - iii) If the bill has been public for at least 24 hours, and any other requirements concerning the contents of the bill are met, the Siniscalco will have to take the bill to the next session vote.
  - iv) A bill needs the same amount of signatures and votes as the included legislation with the highest requirements to pass.
- d) If the bill has been approved by the required amount of votes, then the laws, motions and amendments will be put into effect the moment the results have been announced.
- e) No law or motion may overturn the constitution. The Siniscalco may not put any laws or motions that contradict the Constitution in a session vote. Similarly, if a law contradicts a previous law, then the bill must include a law to amend to the previous law, so that the two no longer contradict each other. In addition, no motion may contradict any passed laws. If any law is passed that contradicts motions, these motions are automatically repealed.
  - i) If two or more bills contradict each other, the bill with the higher amount of support in the session vote will be passed over the other bill, if both pass.
    - 1) If two or more contradicting bills got the same amount of support, the Siniscalco has to make a new vote to decide between the bills.
  - ii) If a bill contradicts either the Constitution or earlier passed laws but still manages to get passed, the author can, within three days of passing, ask the Supreme Tribunal for permission to correct the mistake. These corrections may not severely alter the content of the proposed legislation and have to be presented before the Supreme Tribunal for approval.
    - 1) If a bill is not corrected by the author within three days the Supreme Tribunal may remove the conflicting section of the legislation in question as long as it does not severely alter the content of the bill. The Supreme Tribunal needs a >66% vote to invoke this power and may do so at their own discretion. If the legislation cannot be corrected without severely altering the legislation, the legislation will be nullified.

#### SECTION 4: Elections

- a) There shall be three main voting systems used, each in different settings.
  - i) The first system used is simple or super majority voting. For this vote to pass it needs an absolute majority of  $>50\%$  or  $\geq 66\%$  respectively. This vote is most commonly used for, but is not restricted to, voting on legislation.
  - ii) The second system used is first past the post voting system. This system is used for the election of singular offices/positions. To win this election the candidate must win the plurality of the votes.
  - iii) The third system used is Party-list Proportional Representation which will be used for multiseat elections (such as for the Upper House elections). The following formula will be used:  $\text{quot} = V / (1,5s + 1)$ , where  $V$  is the amount of votes for a faction,  $s$  is the amount of seats that has been distributed to a faction and  $\text{quot}$  is a quotient.
- b) All election start times—in this section can be delayed up to 48 hours at the Head Moderator's discretion.
- c) The election process will begin 4 weeks after the beginning of the incumbent Upper House's term. First the Head Moderator will post a candidacy thread with a list of offices being elected, where any Political Factions and Independents can declare their candidacies. This candidacy thread will be open for a minimum of 72 hours.
  - i) In the case of the Upper House elections the competing Factions are required to deliver a tiered candidate list. The candidate lists of factions are required to only consist of only people with membership of that given Faction and will be ranked from 1 to a maximum of 20 candidates. Independent candidates may run on their own title and will be placed in the Independent candidate list when running which shall be in alphabetical order to ensure fairness. On the election ballot each Faction's candidate lists will be placed alongside each other at alphabetical order.
    - 1) In case an independent candidate wins the amount of votes equal to or more then two seats. They may appoint anyone to fill the additional seat(-s).
    - 2) In case a Senator resigns, the faction where that Senator belongs to may replace the resigning Senator with another of their members.
- d) The Head Moderator will then, a week after posting the candidacy thread, post the actual election ballot using the FPTP and Party List PR systems for their respective roles, which will be open for at least 24 but no longer than 36 hours after which results will be

announced. After the results have been announced all incumbent offices will automatically resign and the newly elected officials will be installed.

#### SECTION 5: Recalling Offices

- a) Any holder of a Government Office may be recalled using a motion of recall.
  - i) If the recalled Office is an appointed one, the appointer may appoint a new holder of the Office.
  - ii) If the recalled Office is an elected one, a by-election for the Office will be held.

### **ARTICLE II: THE EXECUTIVE**

#### SECTION 1: Role of the Head of State and Deputy Head of State

- a) The Head of State is responsible for organising sessions and playing the game.
- b) In the case that the in-game nation is a monarchy or a theocracy-then the Head of State will be known as the Monarch and the Deputy Head of State as the Lord Protector.
- c) In the case that the in-game nation is-a republic then the Head of State will be known as the President and the Deputy Head of State as the Vice-President.
- d) In the case that the in-game nation is a theocracy then the Head of State will be known as the Archbishop in the case of Duchy and Kingdom ranks, and Patriarch for Empire rank and the Deputy Head of State is the Grand Deacon for all ranks.
- e) The Head of State is free to give any title to any person in the Grand Council, so long as that person accepts the title and the title holds no value.
  - i) The Head of State is free to revoke any title as they please.
- f) The Deputy Head of State acts as-a the Head of State's proxy if the Head of State is absent. They can also plan sessions and appoint temporary Proxies if the Head of State is absent.
- g) The Head of State and Deputy Head of State may never be the same person.



## SECTION 2: The Monarch and Lord Protector

- a) The Monarch is a non-elective office that is held for as long as the in-game monarch lives or until the Monarch resigns or is recalled.
- b) When the in-game Head of State names an heir, then the current Monarch must also select an Heir. The procedure for selecting an Heir is as follows:
  - i) First, the current Monarch will name 3 to 10 potential heirs at their discretion from the current list of Active Councilors, where no more than half of this selection may belong to one faction. Each candidate will be assigned a number from 1 to the total number of candidates.
  - ii) The list of names along with each number will be posted in a text post on the official subreddit and in the official Discord #announcement channel.
  - iii) Within 24 hours, one random number will publicly be generated from 1 to the number of candidates.
  - iv) The candidate assigned to this random number will be named Heir.
- c) When the in-game monarch dies, the game has to be stopped and the current Heir will become the new Monarch.
- d) If the in-game Monarch dies-without an heir, then the Siniscalco will head a similar candidacy race for the new position of Head of State using the same procedure as above. The Siniscalco has to name at least one potential Heir from each faction if possible.
- e) If the Monarch is recalled or resigns then the Heir becomes the new Monarch and has to abdicate the in-game ruler. If this is not possible then the Lord Protector becomes the Regent until the in-game monarch can abdicate or dies.
- f) When a new Monarch ascends to the throne they will have to appoint a Lord Protector. The Monarch may delay the appointment up to one week.
- g) If the in-game nation finds itself in a regency-or a state of interregnum, then the last Lord Protector will act as Regent and rule until a new monarch ascends to the throne.

## SECTION 3: The President and Vice-President

- a) The President is an office elected together with the Upper House by the Grand Council using the First Past the Post system and stays in power until the next elections.
  - i) When running for the position of President a candidate needs to name their Vice-President in the candidacy thread.
- b) If the President is recalled or resigns before their term is up, the Vice-President will become the new President until the next elections.
  - i) If there is no Vice-President or if the Vice-President is recalled or resigns as well, then an election will be held for the positions of President and Vice-President.

#### SECTION 4: The Archbishop/Patriarch and Grand Deacon

- a) The Archbishop/Patriarch is an office that is tied to the in game ascension and death of the in game theocratic ruler. This ruler is selected by the process below.
- b) To select the Successor of a theocracy, an in game event pops up with a selection of 3-6 different slots for a Successor.
  - i) The current Archbishop/Patriarch names one Councillor to each slot that appears in the in-game event at their own discretion. No more than half of these slots are to go to one faction.
  - ii) The names and the slots which they occupy are to be publicly posted on the official Discord's #announcements channel.
  - iii) Within 48 hours of this posting, the Siniscalco is to organize an election for which slot to select in-game.
- c) On the death of the Archbishop/Patriarch, the game is stopped and the Successor becomes the Archbishop/Patriarch.

#### SECTION 5: Role of the Ministry

- a) The Ministry is responsible for playing the game alongside the Head of State. After every Upper House election a new Ministry, defined as all Ministers and State Secretaries (or Secretaries in short), with their respective portfolios, is nominated by the Head of State and confirmed as a whole by the Upper House with a simple majority vote. A total of two to eight Ministers may be named at the time. In addition the Head of State may choose to nominate a maximum of two Secretaries to each Minister, which they are subordinate to.

- i) A portfolio is a collection of in-game powers granted to a specific body or multiple bodies within the Ministry or to the Head of State and is established by law.
    - 1) When a new Ministry gets into power this law will either have to be reapproved or replaced.
  - ii) If a Minister or Secretary resigns from their office prematurely they will be replaced by a new Minister or Secretary respectively and need to be confirmed by a simple majority vote in the Upper House.
  - iii) After every Upper House elections the Ministry gains the status of a caretaker Ministry until a new Ministry has been confirmed by the Upper House at which point the caretaker Ministry automatically dissolves.
- b) Any Minister may grant the Head of State, their Secretary or another Minister, written or otherwise recorded, permission to use any subset of their powers, and they may revoke this permission at any time.

#### SECTION 6: Subject Executives

- a) In the case where the in-game nation has any vassals, marches or colonial nations, the Head of State can choose to appoint a Subject Executive to play the country. The Subject Executive needs to be approved by a simple majority of the Upper House. A Subject Executive has full control over their country, but they may not declare independence.
- i) If a vassal or personal union has any colonial nations or vassals themselves, then the Subject Executive may appoint someone to play those countries as well.
  - ii) In the case where the in-game nation has any personal unions the Head of State can choose to appoint a Subject Executive to play the country without the approval of the Upper House.
- b) If a vassal, personal union or colonial nation has over 80% liberty desire, the Subject Executive is automatically dismissed and the AI takes over the nation.

#### SECTION 7: Proxies

- a) Any Minister, Secretary or Subject Executive may freely appoint and dismiss Proxies. If a Minister, Secretary or Subject Executive cannot make it to a session, then their Proxy will take over for that session.

- i) If any Minister and their Proxy cannot make it to a session, then the Minister's powers will be split equally among their Secretaries by the Head of State. If the Minister does not have any Secretaries or if the Secretaries are not present then their powers will go to the Head of State.
- ii) If any Secretary and their Proxy cannot make it to a session, then their powers will go to the Minister above them. If the Minister also cannot make it to the session then their powers will go to the Head of State.
- iii) The Head of State may appoint any temporary Proxies to take over a position for a session if there is no one else able to fill that position except for the Head of State.
- iv) The Head of State may also delegate any of an absent Minister's and Secretary's powers to another Minister or Secretary, with the Minister's or, in case of a bill, the Secretary's permission, if they are unable to find a Proxy to fill the position.
- v) The Head of State and Deputy Head of State do not have Proxies, since the Deputy Head of State is already the Head of State's Proxy.

### **ARTICLE III: THE JUDICIAL**

#### SECTION 1: Composition of the Judicial Branch

- a) The highest body of the Judicial Branch, the Supreme Tribunal, shall consist of at least three Supreme Tribunes, where one Supreme Tribune shall additionally be Magistrate. Tribunes should strive to be as impartial and unbiased as possible.
- b) Judicial Procedure may determine the composition and function of subordinate bodies within the Judicial Branch in order to assist the Supreme Tribunal. The Supreme Tribunal may delegate their powers to these subordinate bodies.

#### SECTION 2: Role of the Judicial Branch

- a) The role of the Judicial Branch is to settle intragovernmental disputes of any kind defined within the next clauses.
  - i) Enforcement of rulings by the Judicial Branch will be done by a Moderator.
  - ii) For cases where one party bring up a dispute with another, the accusing party will be the prosecution while the Judicial Branch deliberates the case.

- iii) For cases where the Judicial Branch or Council accuses a party or individual with breaking a law or aspect of the Constitution, the prosecution lies with Judicial Branch itself.
  - iv) The Judicial Branch does not have jurisdiction in matters pertaining to the rules of the Subreddit (Code of Conduct) and does not have jurisdiction in regard to punishments enacted because of the rules of the subreddit.
- b) One of the primary responsibilities of the Judicial Branch is presiding over recall, specifically, deciding whether a reason for recall brought forth against any member of the government is legitimate.
- c) The Judicial Branch has the power of judicial review. This means that they may declare a law unconstitutional, and either nullify or remove the faulty parts of the proposed legislation it as they see fit. No other punishment outside of nullification shall be given. Note, the Judicial Branch may not challenge a law on their own. Their power of judicial review may only be utilized as a result of a relevant court hearing. The Judicial Branch also does not have the power of Constitutional Review at any time.
  - i) This means that the Judicial Branch is expressly prohibited from ruling on the validity of certain parts of the Constitution.
- d) The Judicial Branch is responsible for settling disputes between members of the government. This includes things like disputes between Ministers or between different Grand Councillors.
- e) In the event that a member of the community is suspected of violating the Constitution, the Judicial Branch may rule to determine if they have in fact violated it. The Judicial Branch is hereby given permission to refer that member to the moderation for punishment or devise another punishment they feel is suitable for the crime.
- f) Decisions made by the Supreme Tribunal can only be overruled by a  $\frac{2}{3}$  majority of the Grand Council which will cause the case to be reopened. Decisions made by subordinate bodies within the Judicial Branch can be appealed to the Supreme Tribunal.
  - i) The Judicial Branch is specifically barred from intervening in interfaction matters unless a dispute or problem threatens to tear the sub apart and spell the end of the game at the Judicial Branch's discretion.
- g) If the Supreme Tribunal unanimously agrees on it, they may depose the Head of State and Deputy Head of State. This will require unanimous support from the Ministry or a

confirmation from the Grand Council via session vote.

- h) If the Supreme Tribunal unanimously agrees on it, they may dissolve the Ministry or depose any Office. This will require confirmation from the Head of State or the Grand Council via session vote.
- i) In case a Supreme Tribune is being deposed, an unanimous vote of all Tribunes but the one being deposed is necessary.

### SECTION 3: Role of the Magistrate

- a) The Magistrate is defined as a Supreme Tribune, except with special powers defined below.
- b) The Magistrate is responsible for ensuring that all cases are conducted at a reasonable pace, and that court cases do not drag on for too long.
- c) The Magistrate is responsible for opening courtrooms and keeping track of who is and should be able to see and be able to speak in the courtrooms.
  - i) In order to do their job well, the Magistrate is granted full control over the Supreme Tribunal channel and related channels by the Moderation team.
  - ii) If the Magistrate abuses their powers, they may be recalled at the discretion of the Moderation team.
- d) The Magistrate is elected among the Supreme Tribunes themselves. The Supreme Tribunes must approve with a simple majority (>50%) vote of the Magistrate.
  - i) The Magistrate may at all times decline or lay down their title as Magistrate. This means that the Supreme Tribunes must again appoint a new Magistrate.

### SECTION 4: Appointment and Term Length of the Tribunes

- a) The Supreme Tribunal shall be appointed by the Head of State. This Head of State will look at a list of candidates, and decide on potential Tribunes. Once this list has been made, a confirmation referendum must be held for each candidate, and if a simple majority (>50%) confirms, they are appointed to the Tribunal. If any one nominee is not confirmed, a new one must be picked from the original pool until there are enough

confirmed Supreme Tribunes.

- b) Each Supreme Tribune will serve a term of exactly 6 weeks. When a Tribune's term is up, the candidacies for the Tribunal seat must be opened up again and the process started over.
- c) The appointment and term length of members of subordinate bodies within the Judicial Branch can be defined in Judicial Procedure.

#### SECTION 5: Procedure for Hearing Cases

- a) As stated in [Art III, Sec. 2], there are four types of cases that the Judicial Branch can hear: Deciding whether reasons for recall are legitimate, judicial review cases, and intragovernmental disputes
  - i) A case must always be heard by any odd number of Tribunes greater than one.
  - ii) In all of these cases the Judicial Branch is required to make a ruling. In Supreme Tribunal cases, this ruling can be passed with a majority vote amongst the Supreme Tribunes.
- b) Once each case is concluded, the results of the case should be posted on both the discord and the subreddit in order to ensure transparency.
- c) Typically, a Supreme Tribunal case will be heard only if at least two Tribunes agree to hear it. This can, however, be changed in Judicial Procedure.

#### SECTION 6: Lawyer System

- a) All members of the Council have the right to be represented in court, either by themselves or by a lawyer.
- b) Restrictions on who can act as a lawyer may be imposed in Judicial Procedure, in order to prevent hearings becoming hostile.

## SECTION 7: Courtroom Privacy

- a) Tribunal hearings must be conducted publicly, unless private hearings are expressly permitted by Judicial Procedure, in order to ensure transparency,
- b) If a private case should be held, a record of the case must be published on the subreddit wiki after it has concluded.

## SECTION 8: Judicial Procedure

- a) The Supreme Tribunal may enact, modify or annul Judicial Procedure with a majority vote amongst the Supreme Tribunal Tribunes. These are rules that dictate how the Judicial Branch operates, defines any other subordinate bodies within the Judicial Branch, and specifies any courtroom procedure.
  - i) Tribunes are expected to abide by any enacted Judicial Procedure. Tribunes breaking Judicial Procedure is a valid reason for recall.
  - ii) Judicial Procedure may change the procedure for changing Judicial Procedure itself.
  - iii) The Tribunal may place restrictions upon individuals during Tribunal hearings as a punishment for repeatedly breaking Judicial Procedure.
  - iv) Judicial Procedure is expressly forbidden from affecting anything outside of the Judicial Branch.
- b) The Magistrate is responsible for keeping a record of all Judicial Procedure enacted by the Supreme Tribunal.
- c) The Grand Council can annul the entirety of the existing Judicial Procedure in a Session Vote.

# **ARTICLE IV: LEGISLATIVE BRANCH**

## SECTION 1: Role of the Grand Council



- a) The Grand Council is the body of government which will make laws and be elected to the Ministry, see [Art. II]. It is the body of members. The laws created by the Grand Council may govern anything not already laid out in the Constitution.

## SECTION 2: Grand Council Votes

- a) There are multiple types of votes that are undertaken by the Grand Council:
  - i) A snap vote will be held during times of immediate need, such as deciding which option of an event is picked. A snap vote will be held in the official Discord Chat or counted in a livestream, those members who are not there will be treated as absent members. For a snap vote to pass, it requires a plurality of the present Grand Council members. The game will be paused for a Snap Vote, but not stopped.
  - ii) A ministerial vote is a vote that is held within the Ministry. For a ministerial vote to pass, it requires a simple majority of the present Ministers. The game will be paused for a ministerial vote. Ministerial votes can be used for (but are not limited to) technical decisions that need to be made in the game, such as changing the game speed. They may also use the vote to end a session.
  - iii) A session vote is one that is not immediate and can be postponed for a maximum of three days from the moment the Siniscalco has received the first valid entry for it. The Siniscalco must put all valid entries for the session vote in a form where Grand Councillors may vote and post it on the official subreddit. Session votes must be open for a minimum of 24 hours.
    - 1) By default, any vote where the type is not specified will be a session vote or part of one.
  - iv) A stop vote is a vote that requires immediate attention by as much of the Grand Council as possible. When a stop vote condition is triggered, the game will be paused, saved, and stopped until next session. After the game is stopped, a vote will be started on the subreddit to resolve the stop issue within 24 hours
    - 1) Stop votes will be organised and handled the same as session votes in regards to voting procedure. Therefore stop votes may also be a subsection of a session vote containing other matters that needed voting over.
- b) Grand Council Members may propose a bill at any time, but bills will only be voted during session votes. These sessions will be organised by a “Siniscalco” [Art. IV, Sec. 5].

- i) After publication, the content of the bill may not be changed unless a Supreme Tribune confirms that the content and meaning of the issue do not change after the alterations made by the petitioner. If this is not the case, but the contents are changed, then the Supreme Tribunal may invalidate the petition with a  $\frac{2}{3}$  vote, requiring the petitioner to once again start a petition (this time with the new issue) if necessary fulfill any other conditions that are required according to the Constitution.
  - ii) It will be up to the Grand Council Member who organises the vote him/herself to inform the Siniscalco when the bill has reached the requirements, if there are any, to be included in the session vote.
- c) Grand Council Members may vote either yea, nay, or they may abstain. A missed vote is an automatic vote for abstain.
  - i) If a Grand Council Member is for any reason not able to vote, they may appoint a proxy to vote for them until the time that they return. This time is not to exceed two weeks; any longer, and the proxy will be invalidated, meaning that the proxy will no longer be allowed to vote for the original Grand Council Member.
  - ii) Abstain votes are not counted when votes are counted.

#### SECTION 4: Procedure for Fairness and Equality

- a) In any session vote the voters are required to write their Reddit username.
- b) During a session vote, the voters must comment on the reddit voting thread comment section with the words “I Voted”, or any phrase that includes the two words. If they do not do this their vote will not count and will be “spoiled”.
- c) After a session vote, the Siniscalco must publish a list containing nothing else than the names of all the people who cast legal and non-spoiled votes.
- d) Those in charge of running the vote will then check the votes against the comments
- e) The content of each person’s ballot must remain completely secret and may only be published under complete anonymity.
  - i) The anonymity of the ballots may be infringed when following [Art IV, Sec 3 c] the Supreme Tribunal is given access to the votes by the Siniscalco or his/her equivalent deputy.

- ii) The anonymity of the ballots may also be infringed if the Siniscalco resigns. If so, these ballots may be shared with the new Interim Siniscalco, Siniscalco or Head of State.

#### SECTION 5: Role of the Siniscalco

- a) The Siniscalco is the person who ensures that lawmaking runs smoothly and fairly. Their responsibility is to post the results of voting the day after the session is complete. These posts must detail which councilors voted for which bill and how they voted in a clear, concise manner of the Siniscalco's choosing.
- b) The Siniscalco is elected at the same time as the Upper House using the first past the post voting system.
- c) In the case that the public distrusts a vote carried out by the Siniscalco, and a simple majority of the the Supreme Tribunal rules that this concern is valid, the Siniscalco must allow the Supreme Tribunal direct access to the ballots, so that the Supreme Tribunal may check and confirm that the process has been executed democratically.
  - i) In the event that there is no Siniscalco, all duties of the Siniscalco fall to the Head of State, or any Interim Siniscalco that is appointed by the Head of State.
  - ii) In case that the resigning Siniscalco does not give the session vote results to the Interim Siniscalco or Head of State, all votes in the session vote must be done again as soon as possible.
- d) The Siniscalco is the Speaker of the Upper House. This means that once a bill has passed in a session vote, the Siniscalco has the task of organising a vote within the Upper House on this bill.
  - i) The role of the Siniscalco is separate from the role of Senator. This means that if the Siniscalco does not act as Senator, they may not participate in votes within the Upper House.
  - ii) When a bill is proposed to the Siniscalco that needs approval from the Upper House, the Siniscalco must within 24 hours bring this bill to the Upper House and organise a vote on the matter.

#### SECTION 6: Idea Group Selection Process

- a) When the nation has taken Administrative technologies 4, 6, 9, 13, 17, 21, 25 or 28, the Idea Group Selection Process will begin.
- b) Upon the beginning of the Idea Group Selection Process, the Siniscalco must create a Reddit thread for nominating idea groups.
  - i) If the Siniscalco fails to create a thread within 72 hours of the end of the session that resulted in the beginning of the Idea Group Selection Process, the Siniscalco may be recalled.
- c) In the Reddit post, every Councillor may post *one* idea group that they want to nominate. If an idea group has at least 10% of the Active Roll supporting it, then it passes into the next stage of the Process.
- d) After at least two and at most seven days have passed, with the exact timing to be declared beforehand by the Siniscalco, the Siniscalco must create a voting thread where Councillors can vote for idea groups via the First Past the Post method.
  - i) The amount of time that the Siniscalco has to create the thread is dependent on other laws that decide timings for elections.
  - ii) The Idea Group vote follows the exact same regulations as a session vote.
  - iii) For administrative purposes the Idea Group vote will be regarded as a law proposal, the passed idea group will be documented as such.
- e) After the elections of an idea group, the Head of State is obligated to choose that idea group when there is an open slot available.
  - i) If the Head of State does not choose that idea group within six months of choosing the required technology, or chooses an entirely different group, the Head of State may be recalled.
- f) If a member of the public is displeased with the idea group that has been chosen after the completion of the process, they may start a petition against it. If the petition is successful, the Siniscalco must start the Idea Group Selection Process again.

## SECTION 7. The Upper House

- a) The Upper House is a body that is part of the Legislative Branch. Members of the Upper House are called Senators.

- i) In addition to the Senators, the Siniscalco shall have speaking access in the Upper House chat since they are the Speaker of the Upper House [Art IV, Sec 5 e].
  - ii) Any member of the Grand Council may view the sessions and votes from the Upper House.
  - iii) The number of Senators shall be recalculated up to 48 hours before the next Upper House elections and will determine the amount of seats to be won in the election. The Upper House shall consist of  $\frac{1}{4}$ th of the average voters in the last 5 session votes rounded down.
    - 1) The Upper House must have a minimum amount of 5 seats.
  - iv) Internal Dual Mandate
    - 1) An individual serving as Senator is only allowed one vote.
  - v) Factions with two or more Senate seats cannot appoint the same individual twice.
- b) The Upper House has the task of Legislative Review. This means that any proposed bill must be sent to the Upper House. The bill needs a simple majority of the Upper House to approve it to pass.
  - i) After a bill is brought to the Upper House by the Siniscalco, the Upper House shall have 48 hours to debate and vote on the bill.
    - 1) Any Senator that does not vote on the bill during the time limit shall be considered to abstain on the vote and their vote does not count.
    - 2) Senators are allowed to vote on bill based on both their legal and political value.
    - 3) If all Senators have voted before 48 hours, the vote officially ends either after one hour of the last Senator voting or 48 hours, whichever comes first.
- c) The Second task of the Upper House is to confirm the Head of State's nominations for the Ministry and Subject Executives (excluding for PU's). All political offices need a simple majority in the Upper House to be considered confirmed.

## SECTION 8: Political Factions

- a) Political factions or parties are defined as groups of grand councilmen who have banded together under a common cause in game and have been formally recognized as such, receiving appropriate coloring and role in discord as well as flair in the subreddit.
- b) Political factions or parties can only be formed in accordance with passed legislation allowing them to be formed.

- c) Political factions or parties are governed by laws passed by the Grand Council.

## **ARTICLE V: CONSTITUTIONAL UPKEEP**

### SECTION 1: The Protectors of the Constitution

- a) The current Protector of the Constitution is /u/Kvm1999.
- b) The Protectors shall possess a backup of the Constitution before every change they make to the Record of Amendments documents.
  - i) The Protectors must also share every Constitution backup they save with the Head Moderator.
- c) The Moderation team shall together possess a copy of the Constitution, in case none of the Protectors can be reached or there are no Protectors left.
- d) As an additional precaution, an additional unnamed person will possess a copy of the Constitution in its original form.

### SECTION 2: General Amendments to the Constitution

- a) Amending the Constitution to add, change, remove anything of substance (something that could affect government functions) is a fairly lengthy process, and for good reason. Changes to gameplay should be done through legislation, not through amending the Constitution. It should only be amended if it is standing in the way of a necessary or very popular change.
- b) In order to amend the Constitution, one must first write a valid proposed amendment, then have a petition signed by at least 15% of the Active Roll. The petition must clearly display the proposed amendment, or contain a link to it.
  - i) Once its petition has been signed at least once, an amendment may not be changed, unless at least one Supreme Tribune - that is not the petitioner themselves - has ruled that the change does not alter the content, implication or interpretation of the change.
  - ii) If a change has been made that has not been approved by the Supreme Tribunal, then the Supreme Tribunal may decide to invalidate the petition.

- iii) The petitioner may at all times decide to invalidate the petition themselves, if they find that a change, which could not be approved by the Supreme Tribunal, is necessary. In this case, they must delete the original petition, and start a new one.
- c) Once such a petition has been achieved and approved, the proposed amendment is put to a vote, and at this point the proposed amendment may no longer be edited. A supermajority of the Grand Councilors who vote ( $\frac{2}{3}$ ) must approve the change. Anything can be amended by this method, save for items laid out in this Article, which is a more lengthy process as shown in [Art. V, Sec 4].
- d) After an amendment is approved by the Grand Council, the Protector must add the petition to the Constitution, and not doing so without just reason is grounds for recall. Only the Protector may perform the actual edit, and the only changes that can be made are those specified in the proposed amendment, exactly as they are written in the proposed amendment. The amendment will be added to a separate “Record of Amendments”.
- e) In order for a proposed amendment to be valid, it must clearly highlight the text of the amendment. This can be done using the writer’s preferred method, but it is encouraged that changes are highlighted, underlined, or bolded.

### SECTION 3: Simple Constitutional Fixes

- a) Simple Constitutional fixes are the only changes to the Constitution the Protectors may make without the people’s approval. These are things like fixing grammatical errors or awkward wording. If it doesn’t affect the way a phrase is interpreted, it can be done.
  - i) If there is more than one Protector, then the Protectors need to communicate with each other what they are changing, and collectively decide what the final text will be.
- b) The changing of terminology, for example the renaming of specific roles or titles, can be done via a session law and does not need a Constitutional Amendment.

### SECTION 4: Limits on Constitutional Amendments

- a) The whole of [Arti V], with the exception of [Art V, Sec 1 a],, must be changed through this more difficult process.

- i) The process required for amending [Art V] follows the same format as a regular Amendment, however the petitioners must gather 30% of Active Councilors to sign their petition, and in order to pass, the Amendment must receive a  $\frac{3}{4}$  supermajority of Active Councilors in a general referendum.

#### SECTION 5: Minor Notes

- a) One day, as used in the Constitution, is defined as 24 hours. All announcements mentioning a specific time must include at least the time in GMT. The next day, as used in the Constitution, is the entire period of one day on the next calendar date in the GMT timezone.
- b) Any usage of the term 'they' which refers to one individual is an instance of the singular 'they'.

#### SECTION 6: Prohibition of Dual Mandate

- a) No one person may hold Offices in more than one branch of government simultaneously. In addition to this no one person may hold more than one Office in the same branch of government. The branches of government are defined as:
  - i) The Executive Branch - defined as the Head of State, Deputy Head of State, Ministers, Subject Executives and Secretaries.
    - 1) The Deputy Head of State is allowed to run for, and hold other positions within the Executive, Legislative and/or Judicial Branch with the exception of the Head of State position.
  - ii) The Judicial Branch - defined as the Tribunes on any Tribunal.
  - iii) The Legislative Branch, defined as people with special legislative powers, excluding the Archivist, Siniscalco and Grand Councillors.
- b) This section does not apply to any Offices outside of the branches of government defined above.
- c) Temporary Dual Mandate is not punishable as long as the offender resigns from positions as necessary to end their dual mandate as soon as possible. The maximum time allowed for this is 24 hours.



- d) Bills that create new positions may define which branch of government the position is a part of, in which case the definitions above will not be used.
- e) Any position that someone, for whatever reason, cannot resign from does not contribute to Dual Mandate.

## **ARTICLE VI: THE GAME**

### SECTION 1: Playing a Session

- a) A person who takes part in the playing of a session, whether as observer or actual player, is called a Player. The person who hosts the game shall be known as the Host. The person who records the game and livestreams it to the official twitch.tv channel shall be known as the Recorder.
- b) It is the Head of State's duty to find a Host for the session.
- c) Every Player shall have to record their screen the entire duration of the session. Failing to do so is not illegal in itself, but should an illegal action be executed during a session, then all players who cannot provide a recording of themselves shall be held partially responsible so long as their innocence cannot be proven any other way.
- d) Once the game is stopped, the session is stopped and considered over.
  - i) The only exception to this rule is if a situation necessitates a session is to be restarted like a game crash or another technical fault.
    - 1) The clause mentioned above [Art VI sec 4 gi] may not be used to deliberately undo any actions done in-session and may therefore not be politically motivated. Doing so will be considered a violation of the integrity of the in-game session and can be punished depending on the severity of the violation, to be decided by the Supreme Tribunal.
  - ii) At all times may anyone from the Grand Council call for a snap vote to be held, which, if passed with a majority (>50%), will immediately terminate the session.

## **ARTICLE VII: PROCEDURE FOR RESTARTING**

### SECTION 1: Restart Process

- a) The current game (Mk II) shall continue to be played until the restart process is complete.
  - i) Optionally, the new constitution is free to specify that the current save game be maintained and continued in Mk III.

### SECTION 2: Restart Itinerary

- a) Drafting of a new constitution is to begin immediately upon the passage of this amendment, or alternatively immediately after the passing of a Motion to Start the Restart Procedure. Everyone is free to draft a constitution proposal, and there are no restrictions on how this can be done.
- b) One month after the start of the constitution drafting, the Siniscalco will hold a special vote for determining which proposed constitution is adopted. The Siniscalco should give at least 48 hours notice of this so people can submit their drafts, which the Siniscalco must make a copy of to prevent changes after the vote takes places.
  - i) All submitted drafts must appear on the ballot and grand council members may vote either Approve, Reject or Abstain on each draft. The formula  $(Approvals - (Rejections * 1.5) - (Abstains * 0.5))$  shall be used to calculate the score of each draft.
    - 1) Note, this formula is designed to punish indifference towards drafts and ensure that the chosen constitution is actively supported by most members and has no scrutiny.
    - 2) The draft with the highest score above 8 is accepted as the final draft. If none exist, another vote will be held one week later.

### SECTION 3: Afterwards

- a) After a final draft has been chosen, Mk III will immediately begin with the new constitution being enforced. The current constitution - this document - will be null and void.
  - i) If the final draft does not contain provisions for choosing an in-game country, the start of Mk III is delayed until a country can be chosen using the system in the current constitution.

### SECTION 4: Cancelling the Restart Procedure

- a) At any time during the restart procedure, any member of the Grand Council can submit a Motion to Cancel the Restart Procedure. If those motion passes with more than 50% of the vote the restart procedure is cancelled and the game continues as normal.
- b) At any time after the cancellation of the restart process, any member of the Grand Council can submit a Motion to Start the Restart Procedure. If those motion passes with more than 50% of the vote the restart procedure is triggered.

## **RATIFICATION**

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We, the undersigned, hereby agree to support and uphold this Constitution to any and all extents,

*/u/Kvm1999,*  
*/u/UncagedBeast,*  
*/u/Rohrym,*  
*/u/StringLordInt*