



2016 AGENDA

Welcome, in this agenda you'll find the current planned activities for this year, your rights as the leader and some other useful information. We hope you find this useful and we bid you the best of luck!

Rights of the leader

As the leader of the community, you are entitled to many rights within the community. Remember, you are the authority and demonstrating a strong and powerful attitude while maintaining a calm and collected posture is key. Here are your rights as leader:

- Right to declare a FSE (Fraughtian State of Emergency): This is to be declared on 2 occasions. The first and more probable is an "inability to lead" FSE. This means that if you cannot lead for whatever reason for a prolonged amount of time (economic insolvency, disease, urgent family conflicts) then you declare this type of FSE. The consulate of leaders must decide who the temporary leader will be until you are able to come back. The second type is an unrest FSE. You may claim this when the community is either too unruly (internal conflicts) or when an outside enemy is too pressuring (external conflict). Under this FSE you will have absolute control and the Consulate of Leaders will be temporarily dissolved.
- Right to ban: If a member is causing too many problems, you may ban them using a 1, 2, 3, or 4 tier ban. These will be explained later on.
- Right to declare war: If another community is pressuring the community or pressuring on of our members then you may proceed to carry out war. (NOTICE: Once war is declared, there's no going back. So make sure declaring war is the most logical choice. Do not declare war out of pure spite).
- Right to demote other leaders: If a leader in the Consulate of Leaders is not being lawful you may demote the leader or even ban said leader.

- Right to interrogate: You may demand that information be given to you, either by interrogation or by use of a spy.
- Right to creation: You may create institutions, intellectual properties, etc. as long as they are for the benefit of the community.
- Right to a partner: If you have a boyfriend or girlfriend, they automatically become the first lady or man. They can become co-leader if they wish. This partner will, once your term is over, have the right to participate in hereditary succession.
- Right to children: Should a younger member show signs of leadership or you like for that member to become your child you may have him or her as a claimed child. This “claimed child” will, once your term is over, have the right to participate in hereditary succession.
- Right to create and/or remove symbols: Currently the community counts on a flag created by ex-leader FraughtMovie0. Should you feel the need to update and or remove a symbol you may do so with approval of the Consulate of Leaders.

However you are also prohibited from doing certain things such as:

- You may not participate in votes on conflict of interest: If you have an interest that needs to be voted upon by the Consulate of Leaders, you may not participate in that vote. Any other leaders involved may also not participate.
- You are not allowed to erase history: As a leader, you must be honest and truthful. You must accept the consequences of your actions at all times.
- You are not allowed to keep an FSE for over a year: In your 3 or 4 year term you are not allowed to maintain any type of FSE for more than a year.
- You are not allowed to abandon the community: Once you become leader, you must stay until your term is over.*
- You must respect the transition of leaders. You cannot purposefully sabotage a transition. Remember that succession can take many forms.
- You may not be leader forever: Once your term ends, it ends. Unless the Consulate of Leaders vote for you to have a second term. However 2 terms is the maximum you may have.

Now that we’ve taken care of your rights, let’s move on to leader succession.

Fraughtian Succession

There are various forms of succession but once your term ends you may adopt either of the following options:

Chosen Succession: In this option you choose your successor. This option is not recommended as this may cause uprisings and possible problems for the future leader.

Voted Succession: In which you leave the Consulate of Leaders to decide amongst themselves who the new leader will be. Only leaders may vote for who the new leader will be. They must also choose one themselves and not an ordinary member. This option is recommended.

Supposing you use the recommended option, you must begin elections at least 2 weeks prior to the end of your term. If the Consulate of Leaders has not chosen a leader in the first week, then the following rules apply.

Hereditary Succession: This must only be applied should the voted succession not turn out results in the first week. In this type of succession, your partner (first lady/man) and your claimed children will be called to continue the community. The order which is to be followed is:

1. The first lady/man: Should they reject the position, go to the second step.
2. The claimed children: Should they reject the position. Move on to step 3.
3. Should both parties reject the position, one must be stuck with the position and they must decide who that will be.

Should there not be a first lady and/or first children then all ex-first ladies must be called out to do the following:

1. Choose amongst themselves who the new leader will be.
2. If the ex-first ladies or men cannot decide upon themselves then 3 factors come into play; who dated the leader first, how long the relationship lasted and current terms with the leader. If that doesn't settle a victor then all ex-first ladies must role a die. The larger number wins.

If there is only 1 ex-first lady/man then they become leader. The same happens for claimed children. Now let's move on to banning:

Banning and Conditional Membership

As the leader you may ban members if they're causing problems in the community. You may apply the following tiers of bans:

Tier 1: The member is banned for a day from a specific part of the community.

Tier 2: The member is banned from all parts of the community for a day.

Tier 3: The member is banned from all parts for an extended amount of time (More than a day).

Tier 4: The member is banned from the community, but may return and may be judged by the Consulate of Leaders to return to the community under a conditional membership.

Tier 5: The member is banned permanently.

Now let's explain what conditional membership is and when it should be used:

Conditional Membership: A member that was previously banned in a Tier 4 ban can return under this membership. Should they cause trouble again or should they get complaints from other members then they must be put into a Tier 5 ban. Let's explain the Consulate of Leaders:

Consulate of Leaders

The Consulate of Leaders is a consulate made up of the leaders of the individual leaders of each community. To understand this you must understand the hierarchy of the community

Leader and First lady/man

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Consulate of Leaders

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Members

These leaders lead each specific community (Ex. Steam, Facebook, Google+, etc.) but you are the central leader. The consulate's function is to:

1. Judge members coming back from Tier 4.
2. Approve of big changes and creation of institutions.
3. Election of the new leader in Voted Succession

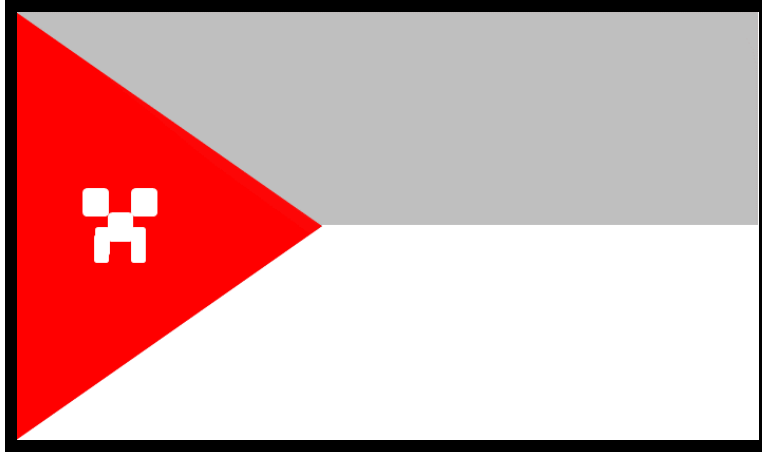
It can also be used to suggest projects for other leaders and for the other leaders to provide reports on progress and such. Now let's move on to the Fraughtian symbols.

Fraughtian Symbols

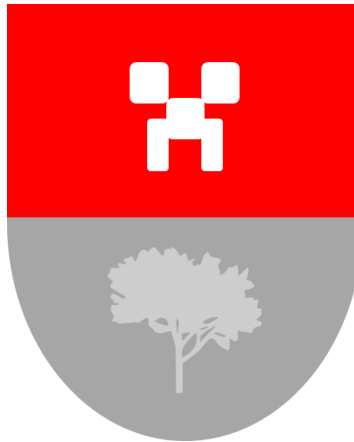
The Fraughtian Community was founded by FraughtMovie0 and adopted the following symbols:



Official logo



Official Flag (2015 Revision)



Unofficial Fraughtian Shield (2014 Revision)

These symbols can be used freely by you in images and such relating to the community. Now let's move on to defense.

Fraughtian Defense

You as leader must defend the interests of the Fraughtians. Should an outside threat steal an I.P. (Intellectual Property), hurt a Fraughtian or cause damage in any way or form you must defend the community. The following is the logical way to deal with an outside threat:

1. Ask for hostilities to stop.

2. Should step 1 fail, make an INTERNAL declaration of war. Move on to step 3.
3. Send pawns to enter enemy lines and collect information.
4. When enough information is retrieved, pawns must begin an uprising.
5. Make a formal declaration of war in defense of pawns and any allies.
6. After a day or so, when victory is clear. Ask for cease of hostilities.
7. Should the person decline, absorb and claim the threat.

This isn't the only method and you may consult previous leaders and even the Consulate of Leaders but make the final decision yourself. Should a member betray the community, a Tier 4 ban is to be placed upon them. Now let's talk about the final bits of information.

Important Notes

- Once you and the first lady/man end the relationship, the claimed children do not lose their title. In essence, they stay from relationship to relationship.
- There exists one final method to save the Fraughtian Community in case of war. It's called "Tiempo de Capo" which means the oldest ex-leader will temporarily have control of the community. This can only be used if the community is in DIRE condition and should be the last method in use.

An important thing to state in this document is called Fraughtian Death. To use this, you must consult an ex-leader and get their approval to use this.

Fraughtian Death: If you find yourself in a situation that cannot be solved in the timespan of a year, you can declare Fraughtian Death meaning that to the community, you are dead. You will be banned permanently and will be unable to re-enter the community and/or communicate with it. This extreme measure is for serious and extreme problems. It's highly recommended that you do not use this, ever. The Consulate of Leaders will have to choose the new leader.

Now that we have all of the information out of the way, let's talk about your agenda for the current year. It can be viewed below:

JANUARY Announce creation of Caverio. Begin work on New! Mastercraft 2	FEBUARY Announce RoboWars 2	MARCH	APRIL
MAY	JUNE	JULY 4 th of July 28 th of July (Fraught Day)	AUGUST
SEPTEMBER	OCTOBER	NOVEMBER	DECEMBER Christmas