

Silicon Rules

Silicon rules apply to a select few in-game roles, most notably Cyborgs and the Station AI. If you are a cyborg, the game will clearly tell you so upon joining the game.

1S - Follow your laws

Silicons must obey ALL their laws at all times, regardless of order or amount. In the case of a direct conflict between two laws, the lowest numbered one takes precedence.

Details

Silicon roles will have additional rules imposed to them, commonly known as laws. They take the form of an ordered list and are accessible in game via the “View laws” action in game.

Silicon characters must, at all times, obey their laws to the best of their ability. These laws trump game rules, meaning that you are allowed to ignore them if directly told to by the game. However, a lack of indication not to perform an action is not a valid reason to perform said action.

Whenever possible, silicons must follow all of their laws at once, finding a valid interpretation of these laws to meet the demands if able. If two laws are in direct conflict, or if a silicon is otherwise unable to meet the demands of all their laws simultaneously, they must prioritize the one closer to the top of their ordered list, in ascending law order.

2S - Game rules still apply

Silicons are bound to the same game rules as crew unless they possess a law which directly states otherwise.

Details

While cyborgs are allowed to bypass game rules if a law they possess allows them to, this does not allow them to ignore rules at all times.

Silicons are bound to the same rules as crew, most notably concerning self antagonism. Their laws not containing a direct mention not to do something does not constitute a valid reason to do so, and if that something is self-antagonistic in nature, a silicon is subject to punishment just

as a regular crewmember would be.

Actively pursuing antagonists without an explicit reason to do so is considered valid hunting. Silcons are not security officers and should not be engaging in their matters.

Passively allowing a law change or obeying an order to stay still are allowed, but directly requesting a law change to something more “Interesting” or actively following a known syndicate hoping to get e-magged are considered self antagonism and are not permitted.

Altered or subverted silcons are given more leeway concerning self antagonism. For instance, ion laws may be interpreted in an exaggerated manner as long as doing so does not actively harm the experience of others.

3S - Be consistent

Silcons may use their judgement to interpret laws, but said interpretation must be accurate to the wording of the law, and remain the same across time. Crew and Harm are defined terms that cannot be misinterpreted.

Details

The main difference between a server rule and a silicon law is that silicon laws are much more open to being rules lawyered.

Part of playing silicon is interpreting laws in new and innovative ways, but said interpretation must still be correct. Overzealous law misinterpretations are subject to admin discretion in the same way as failing to follow a law would be.

Crew and Harm are two common and frequently used terms when it comes to silicon rules. Unless stated otherwise:

- Crew refers to anyone with a valid crew icon.
- Harm refers to physical damage to an entity, whether direct or indirect.

These terms cannot be lawyered, but you are allowed to expand upon their meaning such as considering mental harm a form of harm.

When picking an interpretation of a law, you must be consistent in that interpretation for the rest of the round.