



SUPREME REGULATIONS
GIOCO DEL CUCCHIAIO 2025
TENTH EDITION

Background



YEAR OF CONSTRUCTION LXXXIV. The future mansion of the excellent Galileiani, the Fusinato, has yet to be completed and is not ready to welcome them. The construction progresses at an infinitesimal speed, and by now, the residence is shrouded in mystery: it has become a legend, a myth. Many stories and questions surround it: when will it be finished? will we ever see it? does it even exist? how will the elevators work? and the shared bathrooms?! will I find a tupperware in the shower?! In short, there are few certainties. However, one thing is beyond doubt: the delays are not only due to Italian construction inefficiencies but also to numerous, well-executed sabotage attempts by the followers of the Consulate of the Fork¹. Among their many deeds, the Copper Theft caused particular uproar. Today, We, Mors Vobiscum, Empress of the Supreme Empire of the Spoon, are pleased to announce the recovery of this noble Metal, with which magnificent and very special new members of Our Empire have been forged. As a celebration of this joyous event, We hereby declare the Tenth Edition of the renowned Galilean tournament,

GIOCO DEL CUCCHIAIO

Registration for the tournament is open and, in fact, strongly encouraged² for all members of the Galilean School (except freshmen, for whom registration is mandatory).

Introduction to Gioco del Cucchiaio

This regulation will not stretch over ten pages explaining every rule and subtlety of the Game's mechanics in detail, as Gioco del Cucchiaio has few rules but ensures great fun. Each participant must sleep within the walls of the esteemed Galilean Residence, commonly known as the ESU Nord Piovego residence, for 65% of the Game's duration. Prolonged absences from Padua may result in disqualification. Misconduct towards other participants and behavior contrary to the Morality of the Game will be severely punished.

The structure may vary from year to year, but the fundamental rule that has remained unchanged for years is the following

RULE. *Spoon others and do not get spooned.*

Said that, we will now explain better how and who to spoon and how to avoid getting spooned.

Assassination, sive “How to spoon”

Depending on the current phase of Gioco del Cucchiaio, each participant will have one or more targets (participants). These will be visible in the personal area of the website. The goal is to “assassinate” or, in technical jargon, “spoon” these people.

Acts of violence to achieve this goal are *strictly prohibited* and will result in exclusion. The only permitted method of killing is as follows: touching the victim lightly with a spoon while simultaneously pronouncing the burlesque apotropaic formula³:

Fusinatum Mythus Est

¹We point out that the rivalry between the Holy Empire of the Spoon and the Consulate of the Fork is deep and visceral, a matter of honor and blood, unlike the trivial quarrel between the thirtyists and the fortyists.

²Negotiations are currently underway with the School Secretariat to grant credits for participation in the Game. However, the latter seems to be too busy evicting people from the Residence and amusing itself with the definition of “Student” to be able to respond to Us.

³It is required a partial overlap between the pronunciation of the formula and the contact of the spoon with the victim.

These words must be clearly recited with a firm voice, mindful of the fact that every Galileiano will be granted, in this life or the next, the opportunity to reside in the Renovated Fusinato. Additionally, the assassin must not conceal the spoon during the act, for example, by hiding it under their body or under tables. However, third parties (casual accomplices) may obscure the view of potential witnesses without *contact* obstructions, such as by standing in the way without physically restraining people or covering their heads with clothing. On the contrary, it is allowed to interpose one's body or any object as long as the potential witnesses are not actively touched.

Once the assassination is completed, simply access your personal area and click the spoon icon next to the victim's name. After confirming the kill, a new target may be assigned depending on the Game phase.

Technicalities

To avoid unpleasant sophistic discussions regarding interpretation, please note that for an assassination to be valid, the assassin must brush—that is, lightly touch, or at least make contact without violence—the victim with the spoon, which must be held in hand. Throwing spoons while shouting the formula is not allowed.

The following objects are not permitted as weapons: teaspoons⁴, ladles, spoons without metal or metal alloy parts, gunpowder spoons. The only exception to this rule concerns the so-called Special Spoons, which, in fact, allow violations of various other points in the Regulations⁵.

Invalidation and protected Minkowski zones, sive “How to avoid being spooned”

This is the most technical and controversial part of the Regulations, so pay close attention. An assassination is considered invalid if, at the time and place of the crime, another participant or an SGSS student, even if not enrolled in GdC, is present and voluntarily testifies for its immediate annulment. It is necessary to witness the crime in person, meaning one of the following conditions must be met:

- directly looking at the victim while hearing the formula pronounced;
- clearly seeing the assassin's spoon touch the victim.

It is therefore not sufficient to hear only the magic word without looking at the person or claiming to have seen beyond the walls.

There are “safe zones” where one cannot be spooned. These are considered protected places:

- one's own residence room (excluding hotel rooms or other accommodations);
- classrooms during lessons (laboratories, seminars, and various conferences are also considered lessons. However, breaks between lessons are not considered lessons, even if the professor remains in the classroom⁶);
- one's workplace during shifts (valid only for official jobs: studying, eating, or sleeping does not count);
- places of worship (only for officially recognized religions, ESU and Trenitalia do not yet qualify);
- any toilet;
- the room where the Emporium⁷ is set up, for the entire duration of the event.

⁴Except for those awarded as prizes to certain participants in the last special edition of *Gioco del Cucchiaino*.

⁵Their existence and function will be further explained in a later section.

⁶For lessons conducted in dual mode, immunity applies only to in-person classes. For online-only lessons, protection is granted only while seated in front of the computer with the zoom window in full-screen mode.

⁷Players will discover the meaning of this term in due time.

Additionally, assassinations are invalid on:

- days when the victim has exams (as listed in their Study Plan), until the exam is over;
- the half-hour interval from 4:00 to 4:30 every day (time interval known as *free half-hour*);
- the victim's birthday.

If necessary, Mors may request official documentation to verify exams or birthdays. In special cases, Mors may declare a general suspension of killings for events of extreme importance.

When the assassination is carried out and the above link is clicked, the victim's personal area will be updated, and they will need to confirm their death, as well as any involvement of a Special Spoon in their demise. Measures will be taken against those who amuse themselves by faking nonexistent assassinations. If a participant fails to confirm their death within the next free half-hour, they may be officially declared dead in the eyes of the community.

In any case of doubt or dispute, the irrevocable judgment of Mors must be sought⁸.

Illnesses

If a participant in the Game is affected by an infection, injury, illness, or condition that prevents participation for an extended period, they must personally notify Mors. Mors will verify the validity of the claim and will temporarily disqualify the unfortunate individual from both active and passive participation in the Game⁹. As soon as the participant recovers, they must promptly inform Mors, who will restore their normal status within the Spoon Game. The sick participant is suspended from the Game, but this will not in any way affect the normal progression of the Match.

Complaints and Grievances

For any complaints¹⁰, contact Mors via registered mail¹¹. It is reminded that excessive complaints, especially if futile, may irritate Mors to the point of considering appropriate measures against the participants.

Structure of the game and endgame

The Game is divided into phases, which may be either individual or collective. The detailed rules for each phase will be available on the *Rules* section of the website on the day the phase begins.

The Game will end when only one participant remains alive. If the competition drags on for too long, Mors may set a final deadline, after which the winner will be determined based on a highly secret criterion¹², which will be revealed in due time¹³.

On the revamped website, players will find various information, including details on assassins, the current phase of the Game, the number of remaining participants, certain *Missions* to complete, and

Special Spoons

⁸Mors' diary: "Since I must spend a lot of time enameling my magnificent claws, I advise you to follow the regulations as faithfully as possible to avoid disturbing me constantly. However, I will always be more than willing to exercise my absolute judicial power."

⁹The disqualification is only effective from the moment of Mors' official communication, not from the onset of the illness.

¹⁰We want to trust in the good sense of the participants.

¹¹Given the inefficiency of the current Italian postal service, vulgar e-mails are also accepted at the address mors.vobiscum@giocodelcucchiaio.com.

¹²Participants should only know that this criterion will not be based on their age or an arbitrary judgment by Mors. Each Player is free to choose their own strategy and style of play, however We emphasize that active participation will, in some way, be acknowledged and rewarded.

¹³An attentive Player may be able to deduce it from the very first phases of the Game.

Special Spoons, sive “How to violate the Supreme Regulations”

With immense joy, we introduce the existence of Special Spoons in GdC. Each Special Spoon has a unique power that allows it to bypass various points of the Regulations. These powerful weapons, forged with the precious copper from the Fusinato Worksite, can be obtained in two ways:

- finding them hidden throughout the Residence and the city;
- purchasing them at the Emporium.

Each Spoon is marked with a code, which must be entered in the *Inventory* section of the website to equip it. Although equipping multiple Spoons simultaneously is forbidden, players may swap their current Spoon for a new one, rendering the previous Spoon permanently ineffective as a mere keepsake. Hoarding or pre-emptively removing Special Spoons from circulation is *strictly prohibited*.

Communications with Mors

For this edition, an exceptional (barbaric) WhatsApp messaging service will be available for urgent communications. Participants are encouraged to use e-mail for most matters and reserve WhatsApp for the most serious cases.

Prizes

Those who distinguish themselves in the Spoon Game will earn eternal fame and material prizes. The winner will also gain the privilege of controlling the shared bathroom upon moving into the Renovated Fusinato. Participants are free to make donations to the prize pool; in such cases, they should contact Mors directly.¹⁴

Good death to all,

Mors Vobiscum

¹⁴For any larger and greatly appreciated donations, Mors will provide instructions on how to transfer the kindly offered money to His Revolut account.