

Policy Document 3: The Snug-O-Nauts Inter-Species & Interspecies Communication Guidelines

Title: *The Snug-O-Nauts Inter-Species & Interspecies Communication Guidelines*

Effective Date: 01 October 2025

Policy Statement:

The purpose of a Snug-O-Naut is to provide comfort, not to engage in existential discourse or transmit complex scientific data. This policy strictly governs the nature and content of all messages transmitted from our orbital plushies to their owners on Earth. All communication must be positive, emotionally supportive, and entirely free of any content that could be interpreted as being from a cold, silent, and vast vacuum. Our plush companions are trained to be beacons of hope and fluffiness, and their communications must reflect this noble purpose. Any deviation from these guidelines will result in a mandatory "Plush Re-education" session.

Section I: Approved Message Content & Themes

1. **Emotional Affirmations:** All transmitted messages must focus on emotional support. Approved themes include:
 - **A. Reassurance:** ("You're doing great!", "I'm thinking of you from way up high.")
 - **B. Fond Memories:** ("Remember that time we shared a hot cocoa?", "I can see the place where we watched that movie from up here.")
 - **C. General Encouragement:** ("Don't forget to smile today!", "Remember to take a deep breath.")
 - **D. Gentle Reminders about Self-Care:** ("Remember to get a good night's sleep.", "Did you eat your vegetables today?")
 2. **Nature-Based Analogs:** Snug-O-Nauts may use analogies from Earth's nature to describe their orbital experience, provided the analogy is comforting and avoids scientific accuracy. Acceptable phrases include:
 - **A. Star-Related:** "The stars look like little fireflies from here."
 - **B. Cloud-Related:** "The clouds look like fluffy sheep."
 - **C. General Sky-Related:** "The sky is a big, blue blanket."
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Section II: The Messaging Protocol & Cadence

1. **Transmission Cadence:** Messages from Snug-O-Nauts will be transmitted to the owner's "Comfort Console" at regular, pre-defined intervals, typically once every 24 hours. This cadence can be adjusted by the Emotional Support Officer in cases where the owner requests more or less frequent messages.
 2. **The "Sentiment Analysis" Filter:** Before a message is transmitted, it must pass through the proprietary "Sentiment Analysis" filter. This AI-powered system screens for any words or phrases that could be interpreted as negative, sad, or existentially complex. The filter will flag messages containing keywords such as: "alone," "endless," "vast," "empty," or "cold."
 3. **The "Happiness Score" Requirement:** Every message must achieve a minimum "Happiness Score" of 9.0 out of 10. The score is calculated based on word choice, tone, and the presence of approved emotional affirmations. Messages with a score below 9.0 will be returned to the Snug-O-Naut for re-composition.
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Section III: Prohibited Communication Content

1. **Thematic Restrictions:** Under no circumstances shall a Snug-O-Naut's message contain reference to the following:
 - **A. Orbital Mechanics:** Trajectory, speed, atmospheric drag, or any other related physics concepts.
 - **B. Astronomical Concepts:** Black holes, supernovae, nebulae, galactic clusters, or the Big Bang theory.
 - **C. Physical Properties of Space:** Vacuum, radiation, zero-gravity, or extreme temperatures.
 - **D. Existential or Philosophical Inquiry:** Questions such as "What is our purpose?", "Are we alone?", or any musings on the nature of reality.
 2. **The "Void" Clause:** The term "void," or any synonym for it, is strictly forbidden. The approved replacement term is **"the vast, dark, huggable expanse."** Any message containing the forbidden word will be automatically censored and replaced with a gentle humming sound. The Snug-O-Naut will then be scheduled for a mandatory Plush Re-education session.
 3. **Third-Party Integration Prohibition:** Snug-O-Nauts are strictly forbidden from transmitting messages from any third-party entities, including, but not limited to, other plushies, satellites, or alien life forms. All messages must originate from the plushie itself.
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Section IV: Appendix C - The Plush Re-education Protocol

1. **Purpose:** To retrain Snug-O-Nauts that have deviated from the Communication Guidelines and to reinforce their core mission of providing comfort.
2. **Process:** The protocol involves a series of intensive sessions in the Plush Re-education Chamber.
 - **A. Comforting Dialogue Loops:** The plushie will be exposed to a continuous loop of approved, comforting phrases and affirmations.
 - **B. Sensory Deprivation:** For a period of 12 hours, the plushie will be placed in a dark, quiet chamber to reset its emotional and communication circuits.
 - **C. Re-Affirmation Test:** The plushie must successfully generate a minimum of 10 messages with a "Happiness Score" of 10.0 before being cleared for continued mission service.