



Krakin't

Rules of Conduct and Ethics

VERSION 0.2

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Introduction

The following are the rules that were composed by Krakin't. All of these rules were made by observing other companies and the ways they operated. These are the basic guidelines which must be applied while developing Krakin't and conducting the business as a decentralized authority.

Paragraph 0 (p0)

- s0:** Paragraphs can be changed only if it means adding the logical and a functional value, elaborating or correcting the language in use.
- s1:** The written paragraphs or sub-paragraphs may be re-written into sub-paragraphs and re-organized.
- s2:** Paragraph changes must not alter the existing meaning or interpretations in any-way.
- s3:** Krakin't may add new paragraphs and sub-paragraphs, if and only if, it does not alter or contradict the existing paragraphs.
- s4:** There must be no loop-holes introduced while changing the paragraphs.
- s5:** Any contradiction that may exist or that is introduced has to be explained while providing the circumstances when such contradictions may be applicable.

Paragraph 1 (p1)

- s0:** At any moment, under any circumstances, there must be NO GATE-KEEPING.
- s1:** Anyone, at any stage of development, must be accepted to incubate their projects and ideas.
- s2:** Nobody is to be forced to share or expose their intellectual property, identity, personal information, ideas,... against their will.
- s3:** However, in extreme cases such as targeting the individuals or groups of individuals and imposing disadvantages, Krakin't may apply the gate-keeping measures.
- s4:** Depending on the extreme of the cases (mentioned in **p1.s3**), Krakin't may apply extreme measures such as banning and token burning.

Paragraph 2 (p2)

s0: [*Premise*] Individual ideas are sometimes better than the ideas of the community, and vice versa.

s1: Given the premise **p2.s0**, at any moment and under any circumstances, Krakin't must not rely on the voting mechanisms.

s2: If an individual (or the community) wants a change to be implemented, then they (individuals or community) should provide evidence and an explanation regarding the mutual benefit.

s3: Given the **p2.s0-s2**, Krakin't is independent of the community and can apply the necessary change to Krakin't features.

s4: Any change(s) to any of the Krakin't features must be transparent and open to everyone.

s5: Community may petition for a change to be done, reverted, or not done at all, while Krakin't must obey the petitions provided the valid arguments proposed by the petition.

s6: [*Definition*] For **p2.s5**, definition of a valid argument is any argument that clearly demonstrates the mutual benefits (or disadvantages) between Krakin't business model as well as the community.

Paragraph 3 (p3)

s0: Krakin't must not rely on the community or culture in order to function, and must be independent of the community.

s1: [*Premise*] The concept of the cultural and the community dependence violates the concept of a decentralization because decentralization should be independent and immune to both.

s2: We all come from different backgrounds. Everyone is to be treated as an individual believing in their individual rights, and without any disrespect to their beliefs.

s3: The official rules will have to be respected on the official channels (not to be confused with **p1.s0**).

Paragraph 4 (p4)

s0: Intellectual properties are to be respected above all and everything else (otherwise, p1.s3 may be applied).

s1: Although **p1.s3** may be applied, Krakin't will never take anyone's tokens or wealth into possession, under any circumstances.

s2: An add-on or a change coded by the third party or a non-Krakin't affiliated individual will be used if and only if the source-code is shared with everyone (respecting p4.s0).

s3: Krakin't will implement the add-ons and code-changes depending on the internal resources and the road-maps.

s4: Concept of marketing should not be confused with the concepts of having a community and a culture.

s5: Krakin't should always give the higher priority to cooperation between the individuals rather than the marketing aimed toward the masses.

Paragraph 5 (p5)

s0: It is not possible to make every single Krakin't feature decentralized, however, Krakin't should always aim toward decentralization.

s1: If decentralized technology evolves for some centralized Krakin't feature (or a component) to become decentralized, then Krakin't will have to make a transfer from centralized to decentralized (for that feature or a component).

s2: *p5.s1* excludes incompatible technologies and programming languages, as well as the expensive and the resource-hungry solutions.

s3: No technology transfer is to be made if it introduces undesired risks.

Paragraph 6 (p6)

s0: Krakin't will remain a mutable token, meaning, all components (except the native Token component) can be managed.

s1: The only purpose for introducing a mutable token is to be able to evolve.

s2: [*Premise*] mutable tokens can be suspects to a corruption given the amount of a centralized control.

s3: *p6.s2* means that Krakin't relies on trust, is not trustless, and that mutability is to be used only for the purpose of evolving the token.

s4: Minting new tokens, other than by mining, is to be done under the circumstances that involve an incident or when it is required for Krakin't to provide liquidity.

s5: If some authority locks Krakin't tokens due to an internal bug or absurd rules, then Krakin't will simply burn those tokens and mint the new ones directly into individual's account.

s6: Krakin't may mint tokens to provide liquidity, if and only if, it does not involve altering the existing functions of a token such as mining.

Paragraph 7 (p7)

s0: A business or idea that is incubated under Krakin't does not require to have token or a cryptocurrency of any kind.

s1: A business or idea owner does not need to know anything regarding the block-chain(s) in order to operate under Krakin't.

s2: No private keys, unless encrypted and inaccessible (due to encryption), is to be stored by Krakin't.

s3: Per request, user can and will always obtain their private keys, assuming that their accounts are within the domain of the Krakin't database(s).