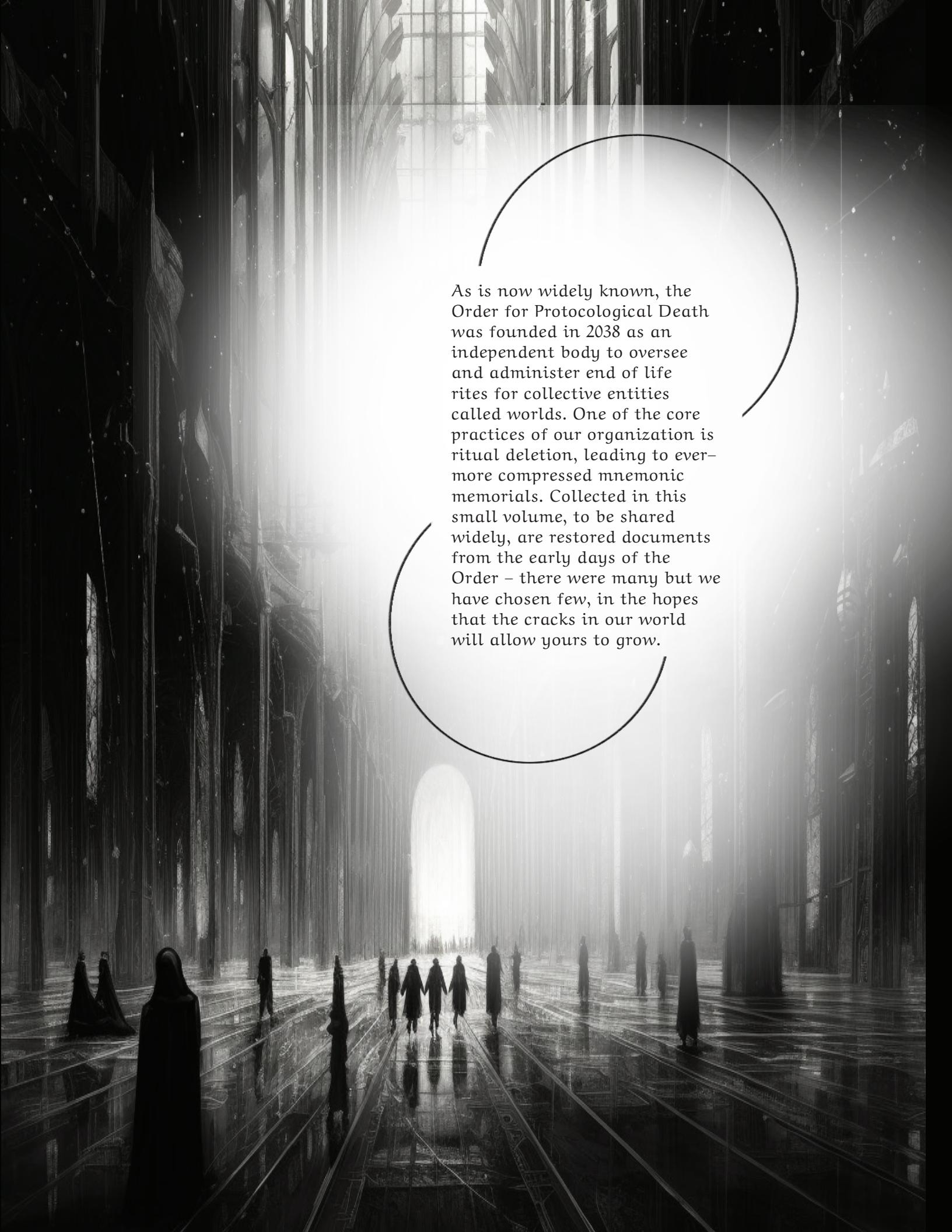


Founding memorabilia from the
Order of Protocological Death



A dark, atmospheric scene of a long, narrow corridor with people in hooded robes.

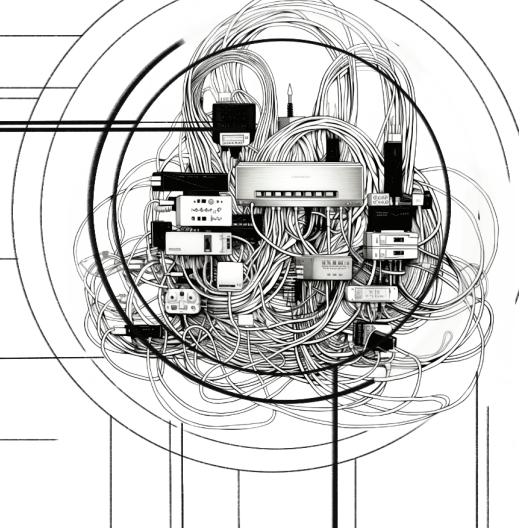
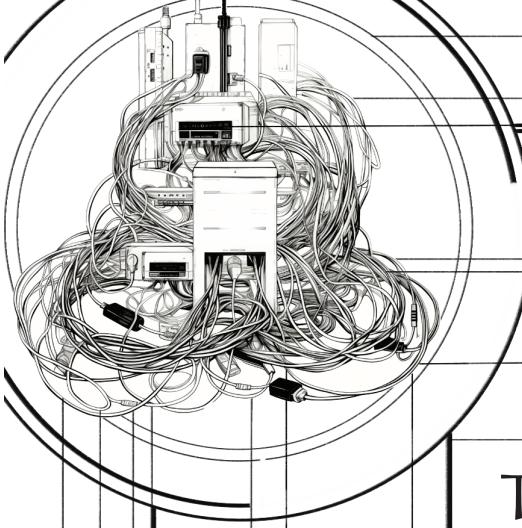
As is now widely known, the Order for Protocological Death was founded in 2038 as an independent body to oversee and administer end of life rites for collective entities called worlds. One of the core practices of our organization is ritual deletion, leading to ever-more compressed mnemonic memorials. Collected in this small volume, to be shared widely, are restored documents from the early days of the Order – there were many but we have chosen few, in the hopes that the cracks in our world will allow yours to grow.



Tasks of the Order

- Identifying living and dead worlds, and advising on the life and health of worlds
- Designing funeral rites and memorial practices for worlds that are nearing end of life
- Ritual deletion and compression
- Independent oversight for protocol euthanasia
- Consent best practices for the afterlife of personal archives and avatars
- Acting as notary for the Protocol Death Registry
- Shepherding and maintaining protocol archives, in accordance with the wishes of the deceased





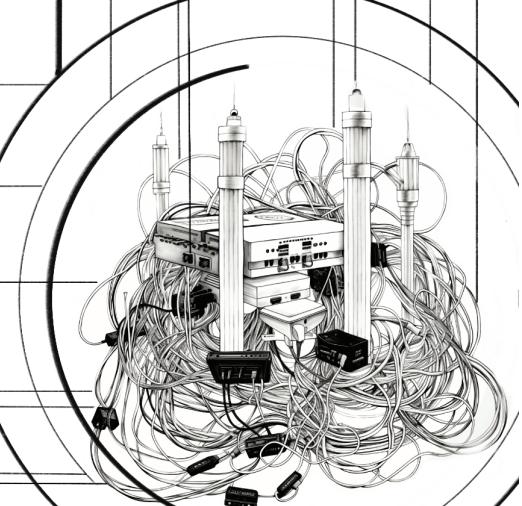
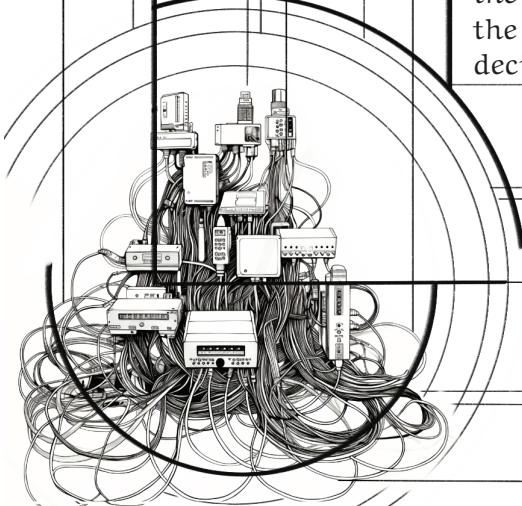
Taxonomy of Protocolological Deaths

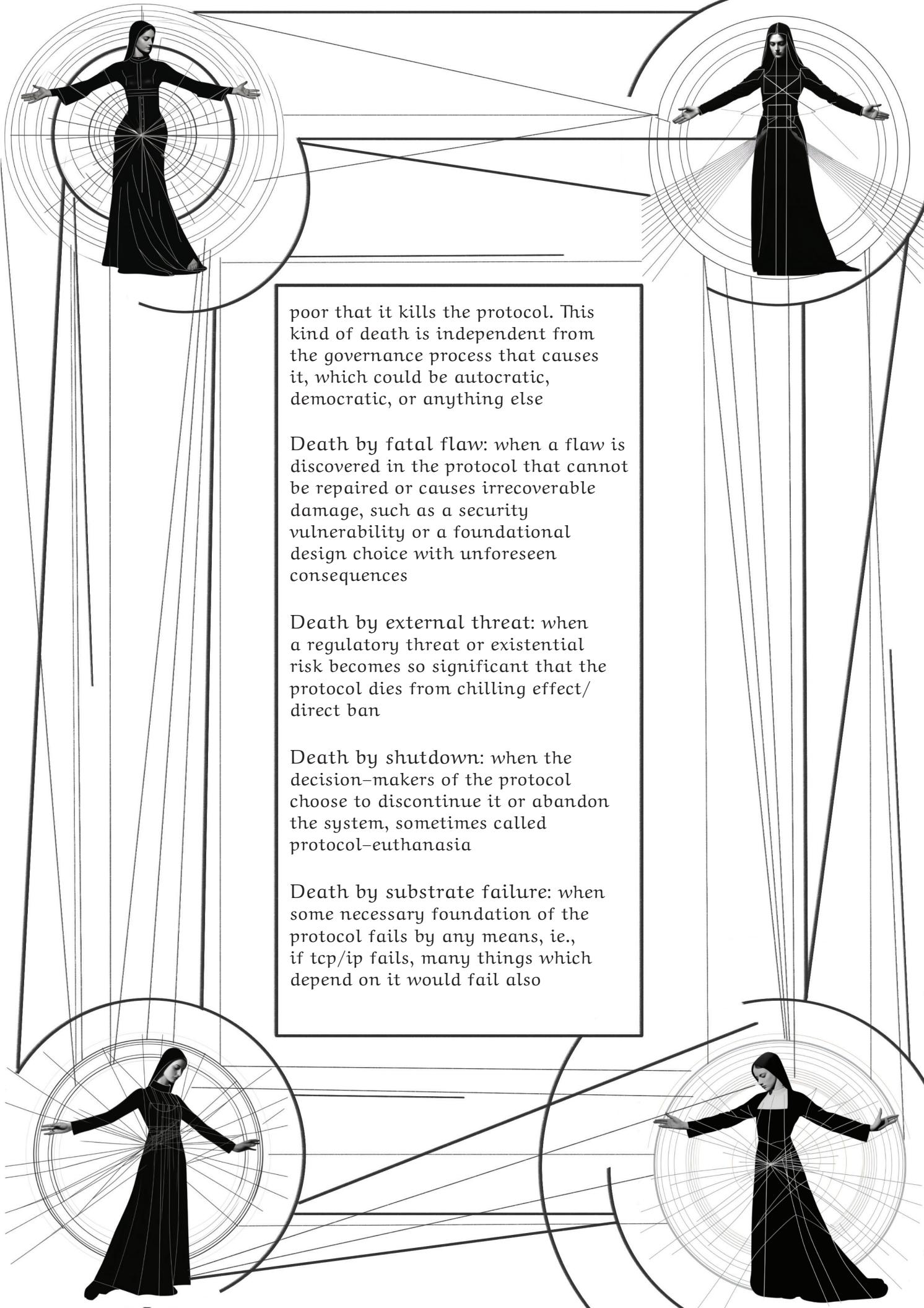
Stillbirth: one might ask, did this protocol ever live?

Death by success: when the protocol becomes so successful, it outscals its initial design parameters or possible rate of change

Death by ossification: when the governance process becomes too rigid to allow for needed change, when the world changes and the protocol cannot

Death by mismanagement: when the protocol is healthy, and the governance process around the protocol is functioning, but a decision undertaken is sufficiently





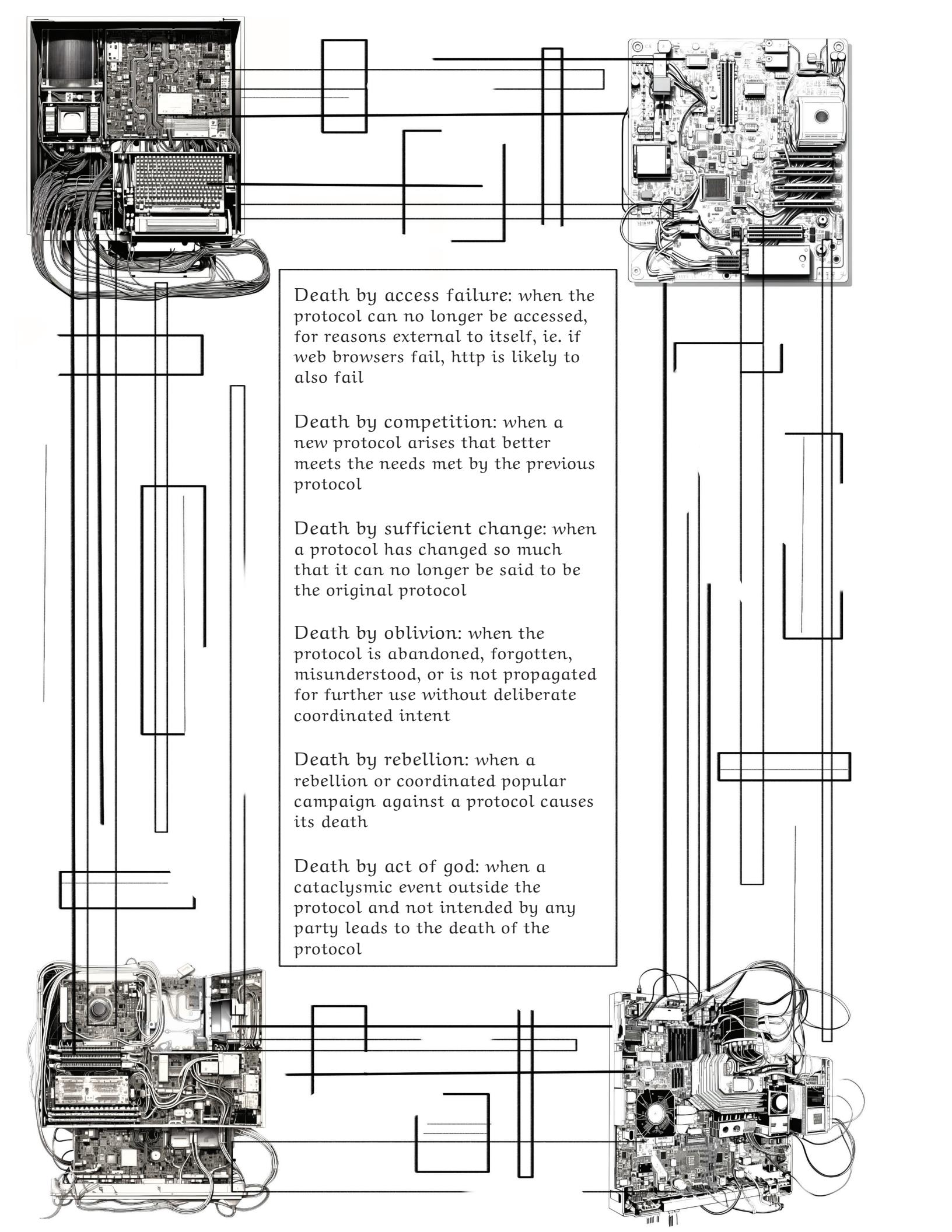
poor that it kills the protocol. This kind of death is independent from the governance process that causes it, which could be autocratic, democratic, or anything else

Death by fatal flaw: when a flaw is discovered in the protocol that cannot be repaired or causes irrecoverable damage, such as a security vulnerability or a foundational design choice with unforeseen consequences

Death by external threat: when a regulatory threat or existential risk becomes so significant that the protocol dies from chilling effect/direct ban

Death by shutdown: when the decision-makers of the protocol choose to discontinue it or abandon the system, sometimes called protocol-euthanasia

Death by substrate failure: when some necessary foundation of the protocol fails by any means, ie., if tcp/ip fails, many things which depend on it would fail also



Death by access failure: when the protocol can no longer be accessed, for reasons external to itself, ie. if web browsers fail, http is likely to also fail

Death by competition: when a new protocol arises that better meets the needs met by the previous protocol

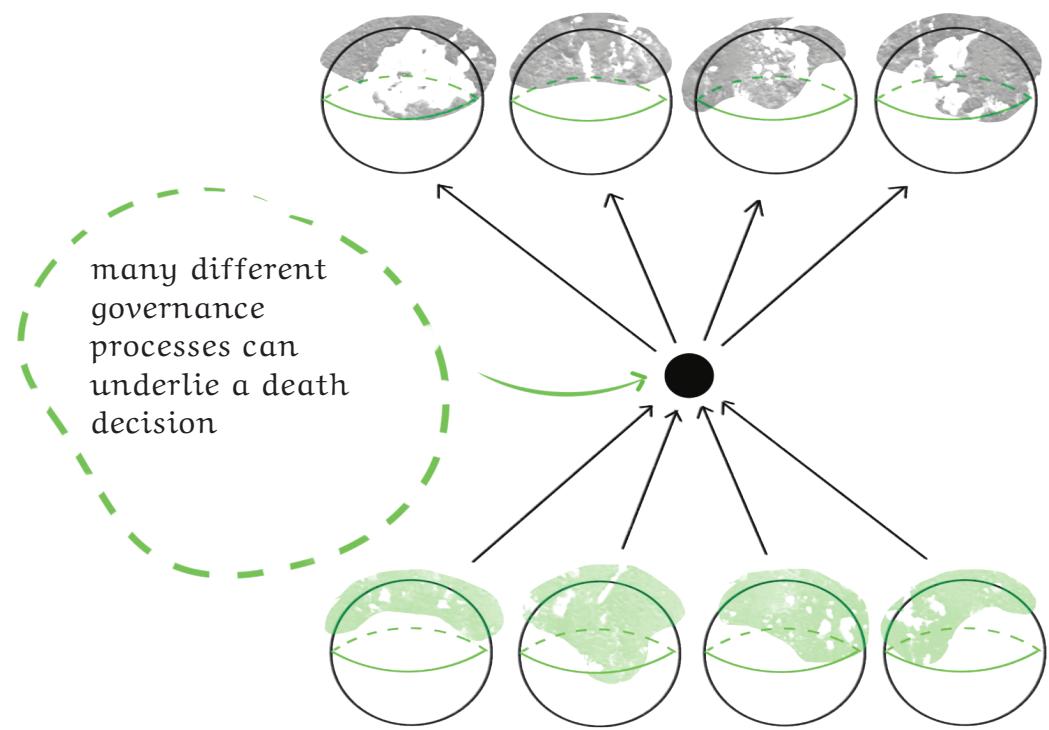
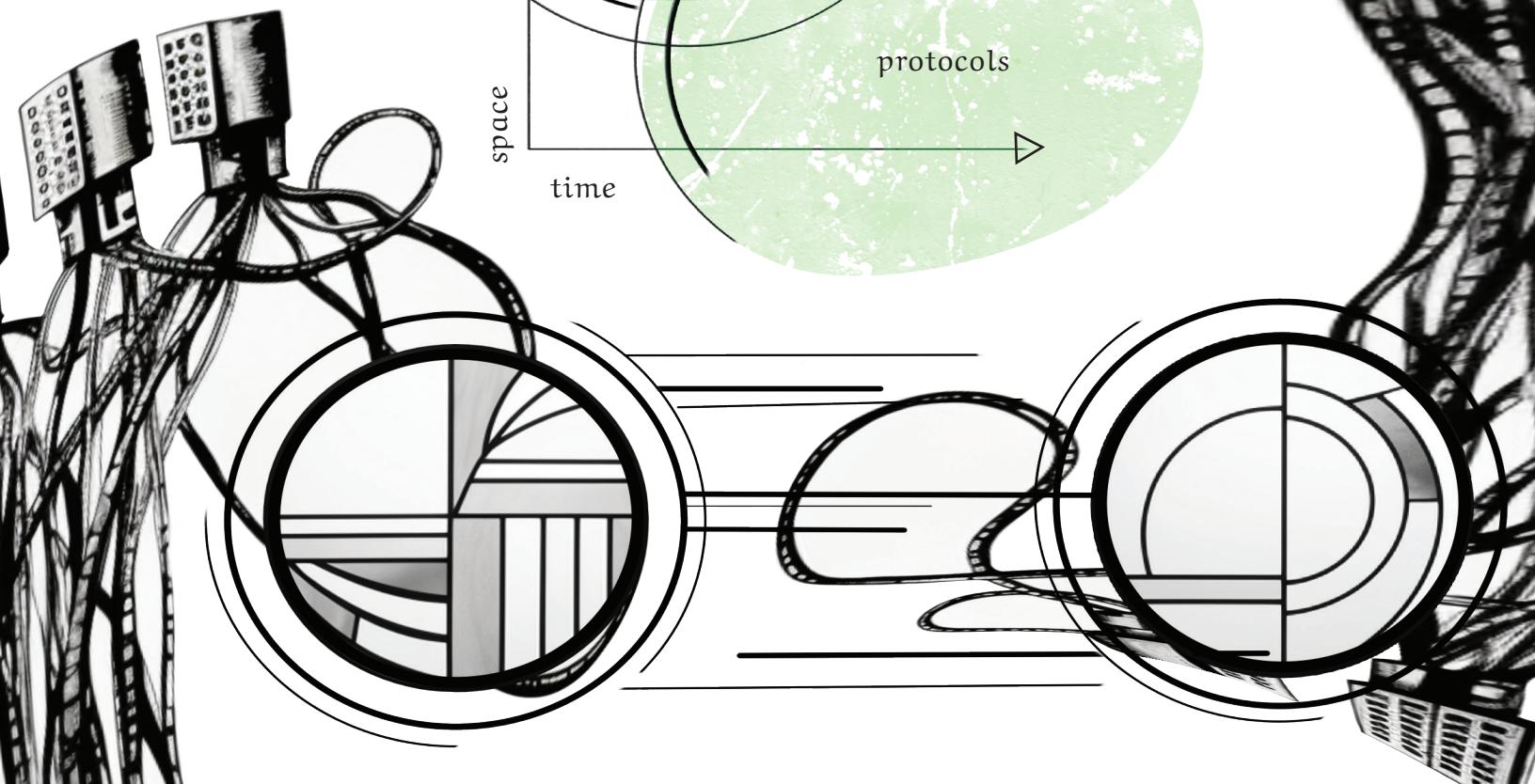
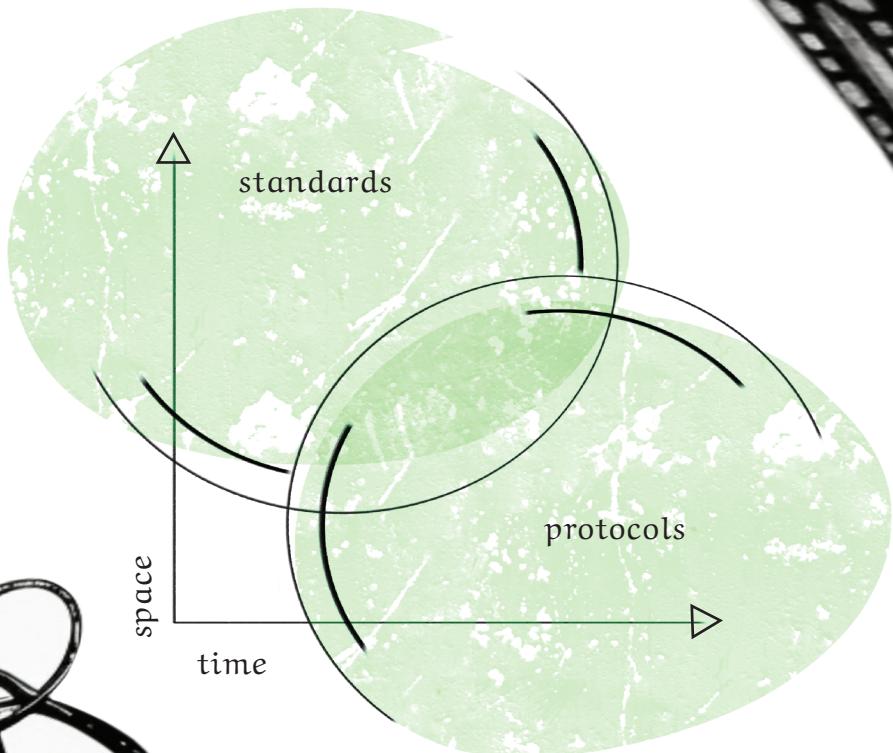
Death by sufficient change: when a protocol has changed so much that it can no longer be said to be the original protocol

Death by oblivion: when the protocol is abandoned, forgotten, misunderstood, or is not propagated for further use without deliberate coordinated intent

Death by rebellion: when a rebellion or coordinated popular campaign against a protocol causes its death

Death by act of god: when a cataclysmic event outside the protocol and not intended by any party leads to the death of the protocol

a protocol
needs to be
enacted to
be useful,
a standard
needs to
be widely
adopted

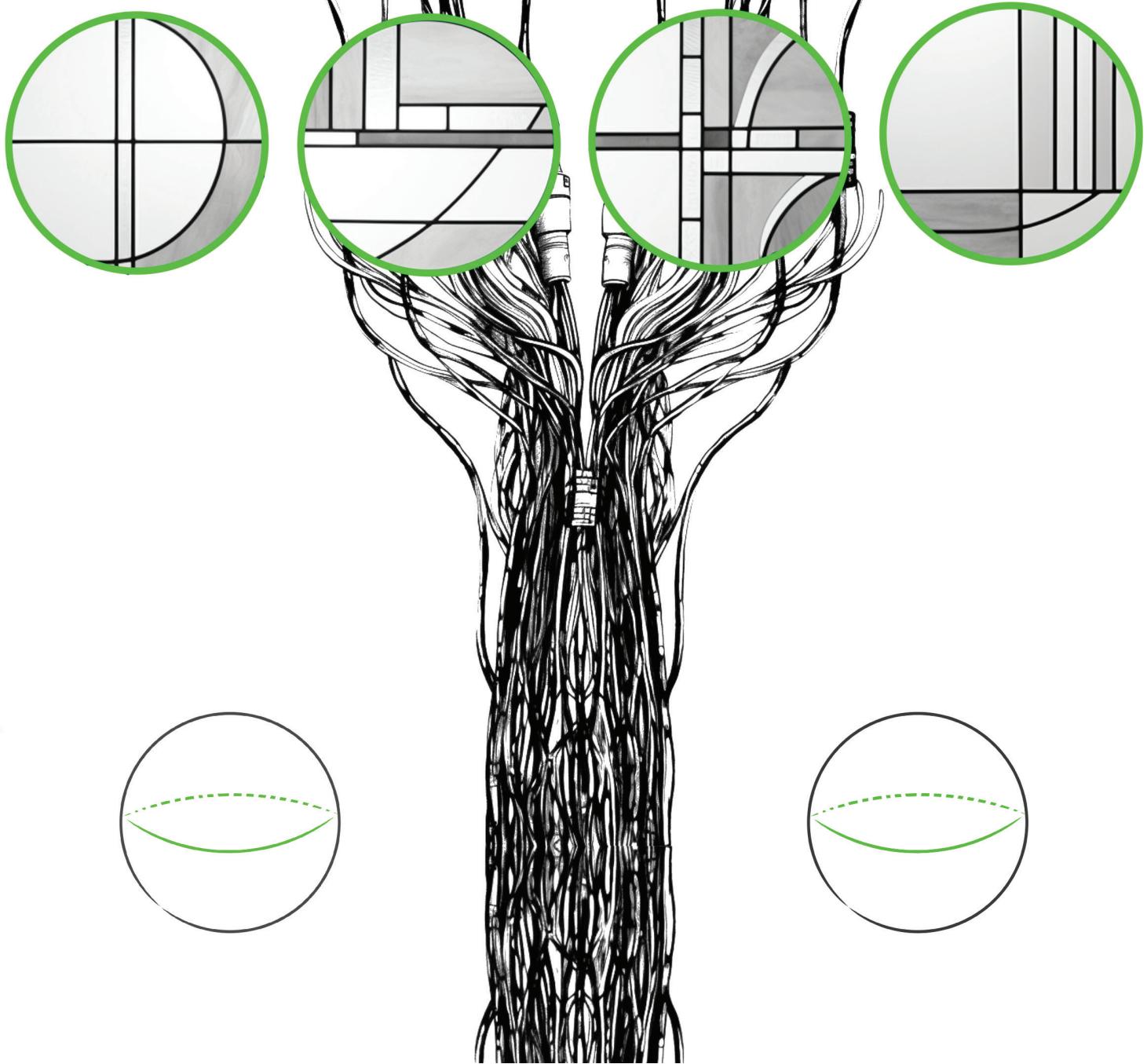




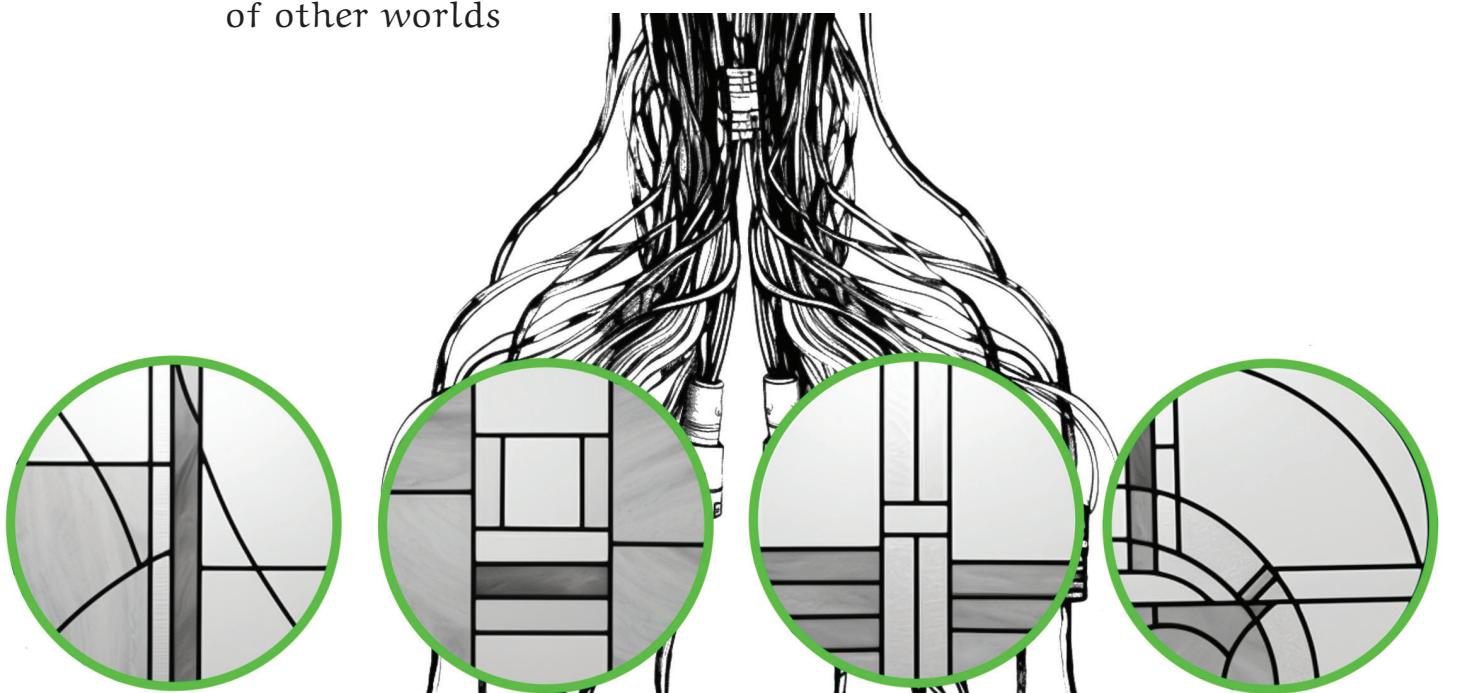
Stained glass window proposals for the Protocol Death Registry

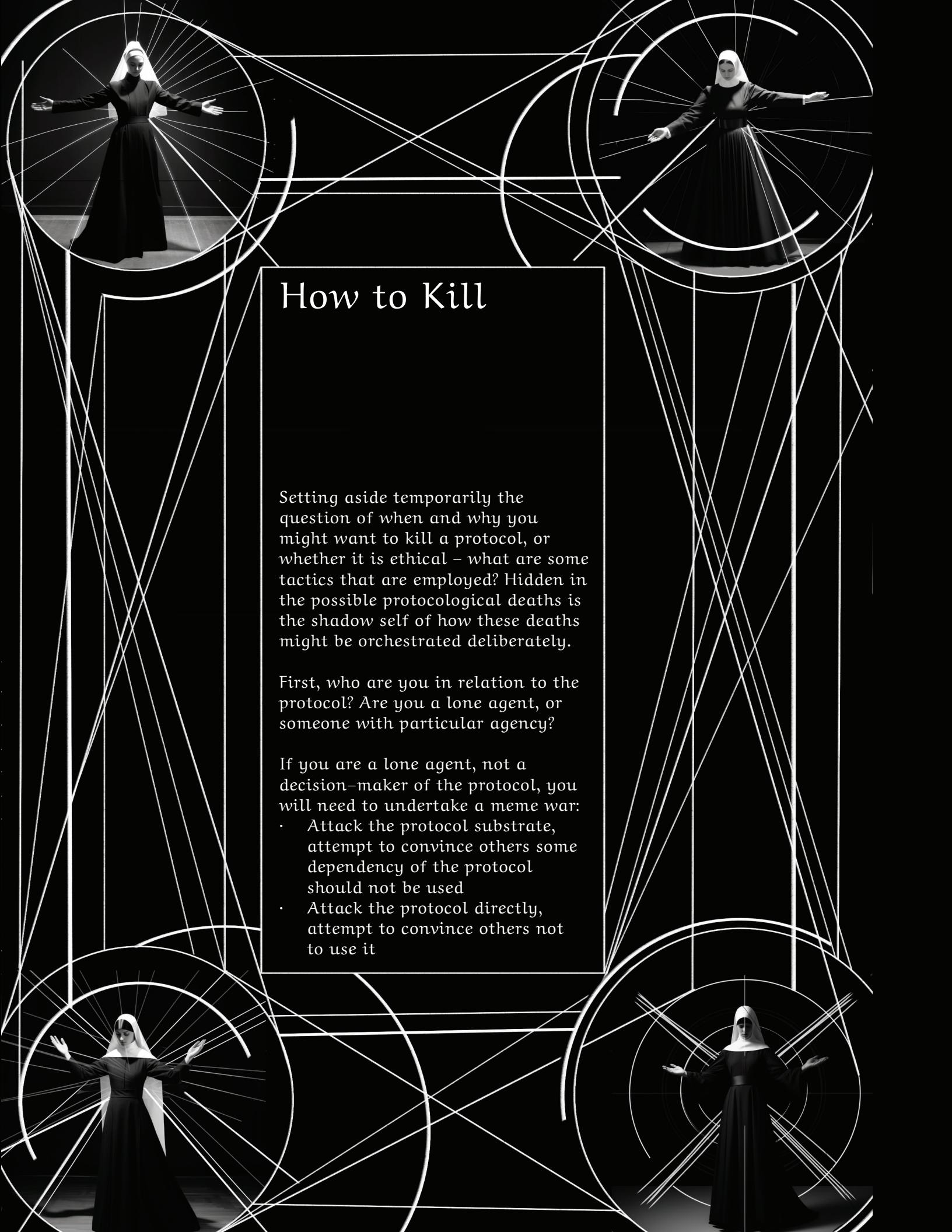


The life of the world may not be **in** the world



Use this page as an exercise to draw the life-locations
of other worlds





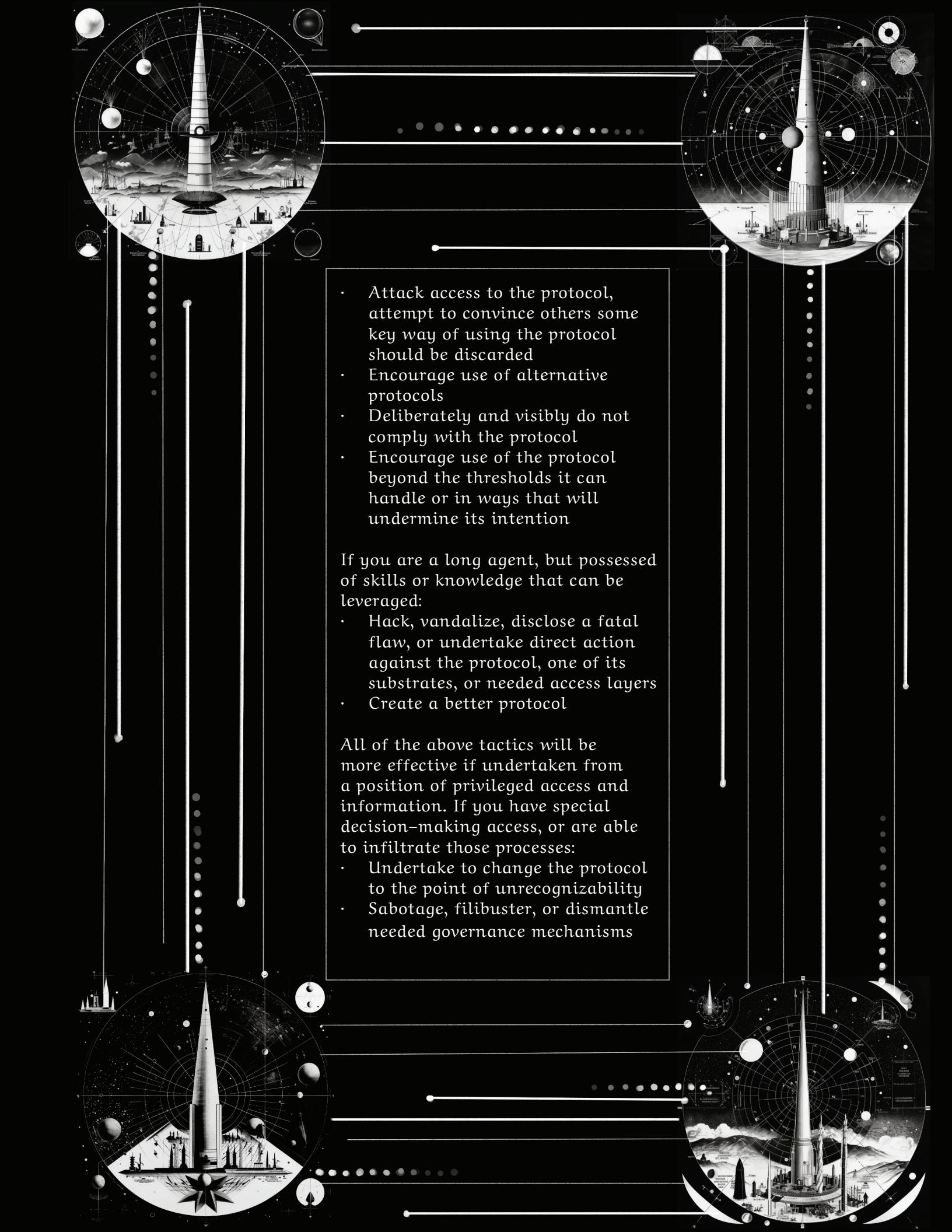
How to Kill

Setting aside temporarily the question of when and why you might want to kill a protocol, or whether it is ethical – what are some tactics that are employed? Hidden in the possible protocological deaths is the shadow self of how these deaths might be orchestrated deliberately.

First, who are you in relation to the protocol? Are you a lone agent, or someone with particular agency?

If you are a lone agent, not a decision-maker of the protocol, you will need to undertake a meme war:

- Attack the protocol substrate, attempt to convince others some dependency of the protocol should not be used
- Attack the protocol directly, attempt to convince others not to use it

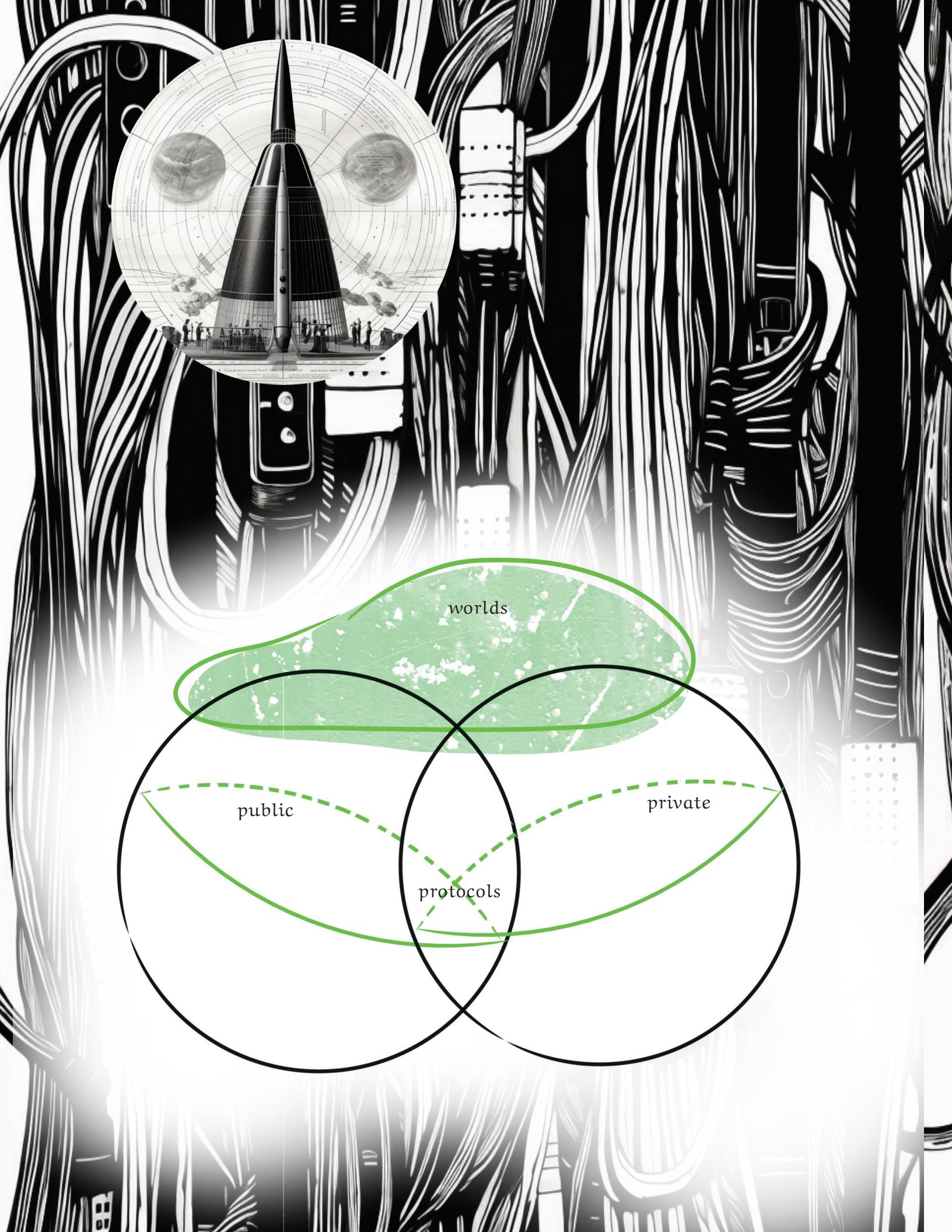
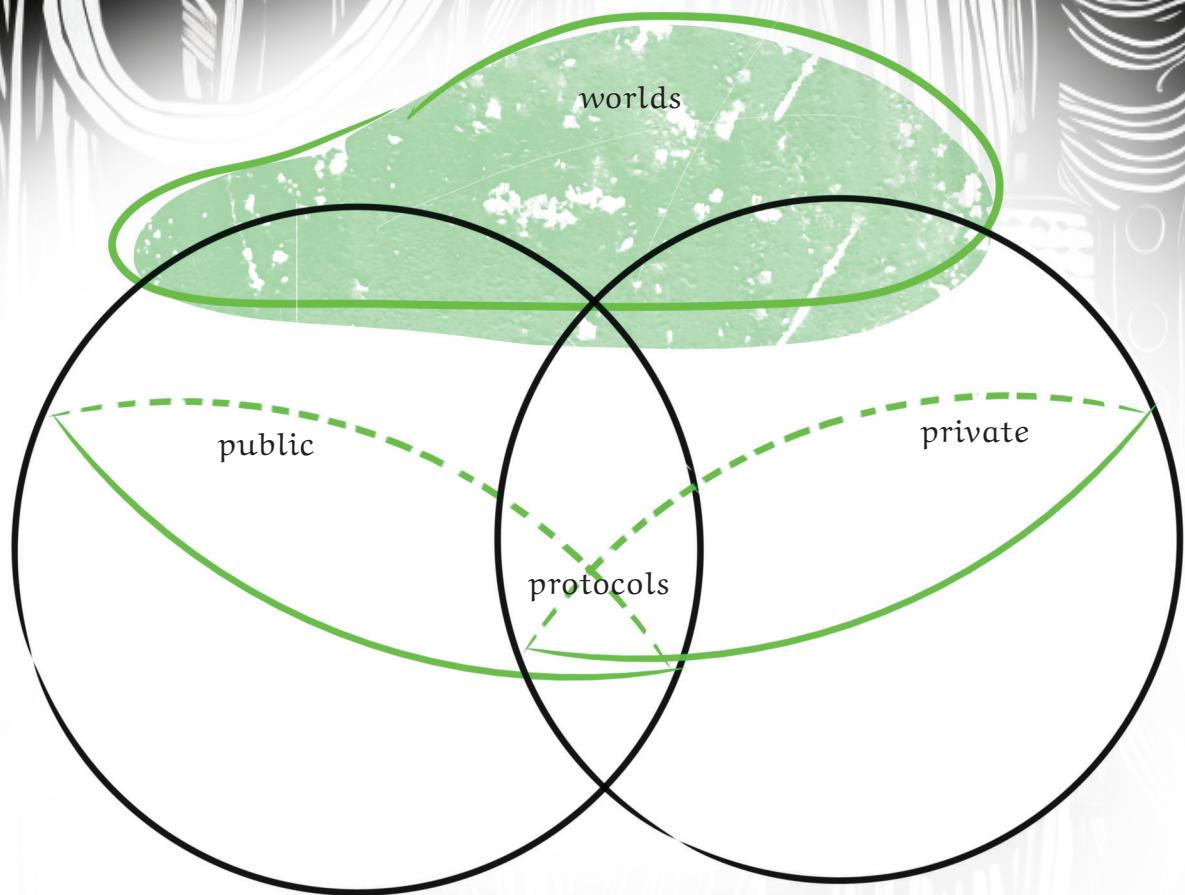
- 
- Attack access to the protocol, attempt to convince others some key way of using the protocol should be discarded
 - Encourage use of alternative protocols
 - Deliberately and visibly do not comply with the protocol
 - Encourage use of the protocol beyond the thresholds it can handle or in ways that will undermine its intention

If you are a long agent, but possessed of skills or knowledge that can be leveraged:

- Hack, vandalize, disclose a fatal flaw, or undertake direct action against the protocol, one of its substrates, or needed access layers
- Create a better protocol

All of the above tactics will be more effective if undertaken from a position of privileged access and information. If you have special decision-making access, or are able to infiltrate those processes:

- Undertake to change the protocol to the point of unrecognizability
- Sabotage, filibuster, or dismantle needed governance mechanisms

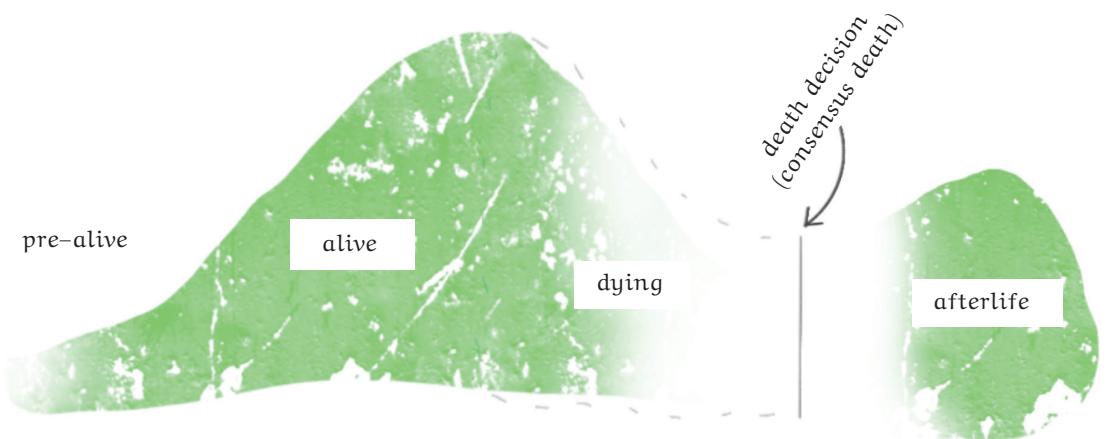


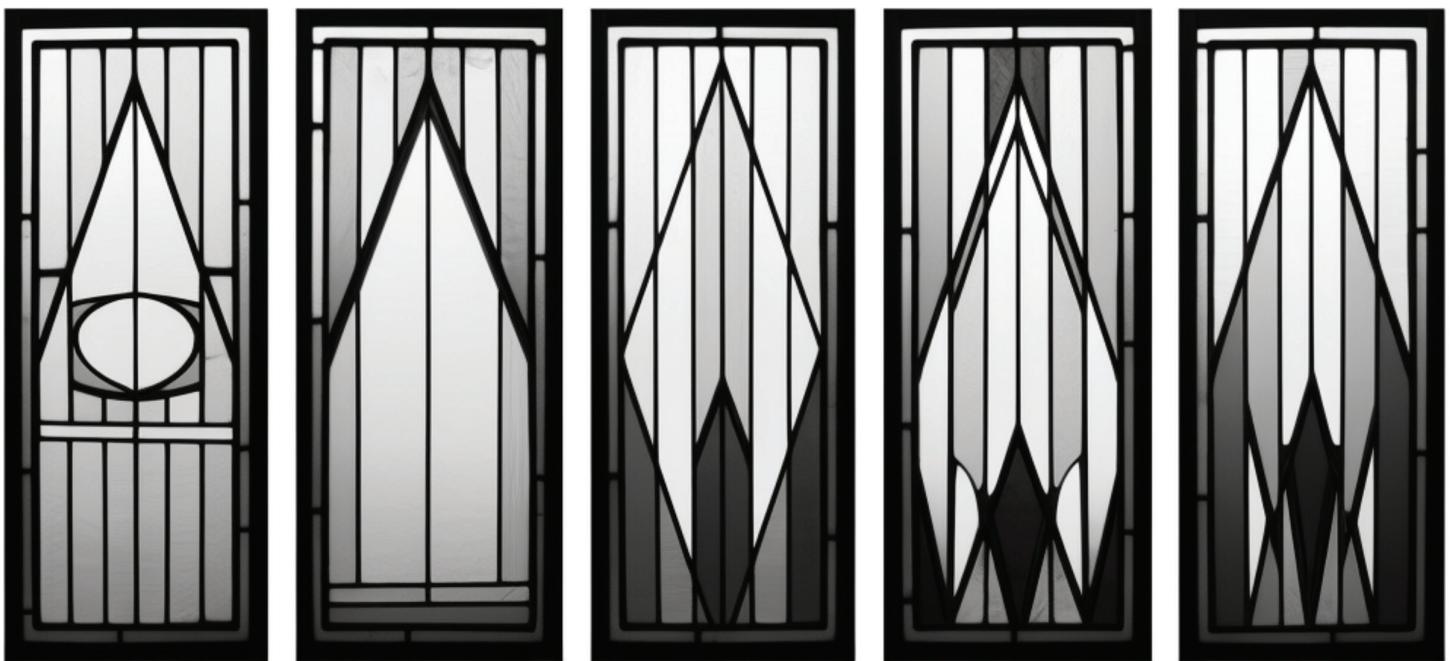


how a world grows on a protocol

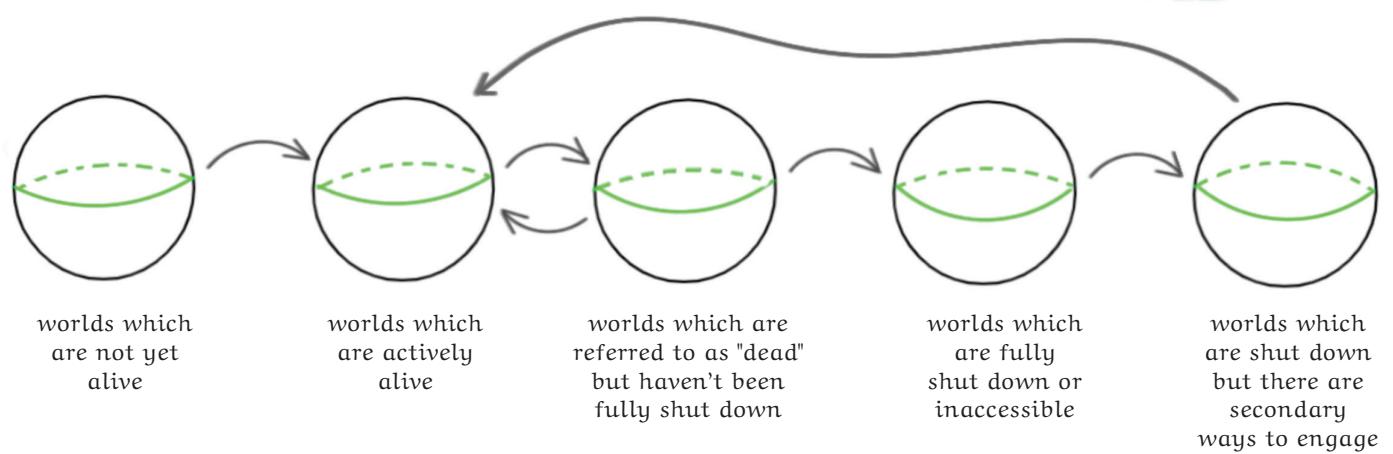


Lifecycle of a World





There is more than one path through the lifecycle. A world that is not fully shut down can sometimes come back to life. A world in its afterlife can spawn new living worlds.



ProtocolKit

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Accompanies Sarah Friend, “Good Death”

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