

Dystopian Directives: A Satirical Exploration of Fictional Wikipedia Editing Rules

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"Dystopian Directives" delves into a whimsical, satirical exploration of fictional editing rules for a dystopian-themed Wikipedia. Each rule, inspired by iconic authors and themes from dystopian literature, playfully challenges conventional editorial norms. This collection serves as a creative critique of information control, blending elements of Orwellian oversight, Bradbury's lyrical legacy, and Asimov's psychohistorical protocols. It offers a unique lens to view the intersection of literature, societal norms, and the evolving landscape of information dissemination in a hypothetical dystopian setting.

Creating dystopian-themed "WP:" rules for a fictional setting:

- **WP: Orwellian Oversight:** Every edit must be scrutinized by Big Brother algorithms to ensure alignment with the Unified Truth. Deviations are corrected for the greater good.
- **WP: Huxleyan Harmony:** Articles must promote universal happiness, suppressing any uncomfortable facts that could disrupt societal bliss. Editors are encouraged to use 'Soma-phrases' for soothing readers.
- **WP: Fahrenheit Filter:** Controversial or thought-provoking content must be burned (deleted) to preserve public order. Only sanitized, unchallenging material is allowed.
- **WP: Matrix Mirage:** Reality is an illusion. Editors are to construct articles that reinforce the simulated world, hiding the true nature of existence.
- **WP: Vonnegut Variance:** Articles must be written in a bleak, satirical tone, highlighting the absurdity and futility of human endeavors. Optimism is strictly prohibited.

- **WP: Atwoodian Autocracy:** In this rule, articles are overseen by a select group of editors known as Commanders. Their word is law, and dissenting voices are silenced to maintain the purity of content.
- **WP: Bradbury Broadcast:** All information must be condensed into bite-sized, easily digestible infographics and soundbites, as reading long texts is considered obsolete and inefficient.
- **WP: Zamyatin's Zero-Tolerance:** Originality is forbidden. Editors must conform to a strict template of approved structures and themes, ensuring uniformity and preventing disruptive individualism in articles.
- **WP: Burgess's Babel:** Articles are to be written in a complex, artificial language. Understanding this language is a privilege, creating a class divide between the informed elite and the uninformed masses.
- **WP: Dickian Dystopia:** Reality is questioned in every article. Editors must implant subtle hints that the world might be an elaborate simulation, fostering a climate of doubt and existential crisis.
- **WP: Le Guin's Labyrinth:** Articles must present multiple, conflicting realities, challenging readers to navigate a maze of possibilities. Truth is subjective and ever-changing.
- **WP: Gibson's Grid:** All content is interconnected in a vast digital network. Editors must weave hyperlinks into a dense web, creating a cyberspace labyrinth that mirrors the complexity of the information age.
- **WP: Asimov's Algorithm:** Articles are written and edited by robotic algorithms, with human input considered too emotional and irrational. The cold logic of machines dictates content.
- **WP: Ballardian Bizarre:** Reality and fiction blur. Articles are to be written as surreal, dream-like narratives that disorient and unsettle the reader, reflecting a fractured, dystopian society.
- **WP: PKD Paranoia:** Editors must imbue articles with a sense of paranoia and conspiracy, suggesting that beneath the surface of every topic lies a deeper, hidden truth controlled by unseen forces.
- **WP: Clarke's Cosmic Censorship:** Information on futuristic or advanced technologies must be censored to prevent temporal paradoxes and preserve the current timeline.
- **WP: Wollstonecraft's Watchword:** Articles must promote a dystopian vision of gender, where traditional roles are exaggerated to the extreme, serving as a dark mirror to contemporary societal norms.

- **WP: McCarthy's Mirage:** Articles exist in a state of decay, mirroring a world where civilization has crumbled. Information is fragmented, scarce, and often misleading, reflecting a post-apocalyptic landscape.
- **WP: Orwellian Obfuscation:** Language in articles is deliberately convoluted and euphemistic, disguising the true harshness of the subject matter in an effort to control public perception.
- **WP: Huxleyan Hallucination:** Articles must create an illusion of a perfect world, glossing over any negative aspects. This enforced positivity masks the underlying dystopian reality.
- **WP: Tarkovsky's Time Dilation:** Articles must reflect a slowed perception of time, with long, meandering sentences that mirror the languid flow of time in a dystopian world.
- **WP: Verne's Vernacular Voyage:** Requires articles to be written in an archaic, Victorian style, creating a stark contrast with modern topics, and underscoring the regressive nature of dystopian societies.
- **WP: Wells's Warped Worldview:** Editors are encouraged to write from a perspective where dystopian elements are normalized, presenting bleak, oppressive scenarios as if they were ordinary and unremarkable.
- **WP: Orwellian Oration Obligation:** Mandates that every article must include a speech that glorifies the dystopian state, subtly indoctrinating readers with the ideals of the ruling regime.
- **WP: Kafkaesque Conundrum:** Articles must be labyrinthine and impenetrable, filled with bureaucratic jargon and nonsensical rules, reflecting the absurdity and hopelessness of a dystopian bureaucracy.
- **WP: Sisyphus's Syntax:** Articles should be structured in a way that readers feel they are making progress, only to loop back to the beginning, reflecting the endless, futile struggle symbolized by Sisyphus.
- **WP: Lang's Labyrinthine Logic:** Encourages articles to mimic the complex, industrialized cities in Fritz Lang's works, where information is densely packed and navigating through it feels like wandering through a mechanized urban maze.
- **WP: Atreides Awareness:** Articles must be written with prescience, anticipating future events and trends, much like the foresighted characters in Frank Herbert's "Dune", creating a sense of inevitable, dystopian destiny.

- **WP: Truffaut's Totalitarian Tint:** Requires articles to carry a subtle, authoritarian bias, mirroring the subtle societal control seen in François Truffaut's dystopian visions, where dystopia is not overt but woven into the fabric of reality.
- **WP: Bradbury's Book Burning:** Any information that challenges the status quo must be metaphorically 'burned', removed to preserve the stability of the dystopian society presented within the articles
- **WP: Monolith's Mystery:** Articles should present information as cryptic and enigmatic as the monoliths in Arthur C. Clarke's stories, compelling readers to interpret and ponder the deeper, often unspoken meaning behind the words.
- **WP: Gibson's Gridlock:** Requires articles to reflect a cyberpunk dystopia where information is overcrowded and tangled like a futuristic cityscape, making navigation and understanding a challenge akin to traversing a digital jungle.
- **WP: Orwellian Omnipresence:** Mandates that every article subtly incorporate themes of surveillance and control, hinting at an ever-watchful presence monitoring and shaping the narrative.
- **WP: Bradbury's Butterfly:** Articles must acknowledge that even the smallest detail or change in information can have far-reaching, unpredictable consequences, reflecting the butterfly effect in a dystopian context.
- **WP: Zamyatin's Zero:** Enforces a narrative where individuality is erased in favor of a collective identity, reflecting the themes of Yevgeny Zamyatin's dystopian novel, where characters are known by numbers instead of name.
- **WP: Skinner's Box Scenario:** Articles must condition readers through a series of positive and negative reinforcements, shaping their perception and understanding in a Pavlovian manner, much like B.F. Skinner's behaviorist experiments.
- **WP: Camus's Absurdity Accord:** Demands that articles highlight the absurdity of human existence, with information presented in a way that emphasizes life's inherent meaninglessness, reflecting Albert Camus's existential philosophy.
- **WP: Lovecraftian Lexicon:** Encourages the use of archaic and esoteric language to create a sense of ancient, unspeakable horror, much like H.P. Lovecraft's writing style, making the articles feel as though they unveil forbidden knowledge.

- **WP: Moore's Dystopian Directive:** Articles should reflect the complex, morally ambiguous world of Alan Moore's graphic novels, blurring the lines between hero and villain, right and wrong.
- **WP: Gulliver's Guidelines:** Mandates that articles should satirize and critique contemporary society, much like Jonathan Swift's "Gulliver's Travels", using allegory and metaphor to expose the absurdities of the human condition.
- **WP: Borgesian Booklabyrinth:** Articles must be structured like the infinite library in Jorge Luis Borges' works, where every piece of information leads to another, creating a never-ending maze of knowledge.
- **WP: Orwell's Doublethink Dilemma:** Requires articles to simultaneously uphold two contradictory beliefs, reflecting the concept of doublethink, and challenging readers to accept both as true.
- **WP: H.G. Wells's Temporal Twist:** Encourages writing articles with a non-linear approach to time, much like Wells's time travel narratives, blending past, present, and future in a confusing yet intriguing temporal tapestry.
- **WP: Vonnegut's Chrono-Synclastic Infundibulum:** Articles must warp time and space, presenting facts that are true from multiple, incompatible points of view, similar to the phenomena in Kurt Vonnegut's novels.
- **WP: Asimov's Three Laws of Editing:** Mimicking Asimov's Three Laws of Robotics, editors must follow strict ethical guidelines that prioritize the safety and well-being of humanity, the accuracy of information, and the prevention of editorial harm.
- **WP: Dick's Reality Rift:** Articles must challenge the reader's perception of reality, inspired by Philip K. Dick's narratives, suggesting that what is presented may be just an illusion, a fabricated layer over the truth.
- **WP: Ballard's Drowned World Directive:** Encourages the depiction of a world inundated by information, much like J.G. Ballard's flooded landscapes, where facts and data are as overwhelming and inescapable as rising waters.
- **WP: Clarke's Law of Advanced Technology:** Articles should present technological advancements as indistinguishable from magic, following Arthur C. Clarke's third law, blurring the line between scientific fact and fantastical fiction.

- **WP: Heinlein's Multiverse Mandate:** Dictates that every topic should be explored from the perspective of multiple alternate realities, in the style of Robert A. Heinlein's multiverse theories, offering a plethora of divergent but equally plausible interpretations.
- **WP: Bradbury's Illustrated Man:** Demands that articles be as vivid and imaginative as the tattooed images on the Illustrated Man, with each paragraph revealing a different story, metaphorically inked into the fabric of the text.
- **WP: Lem's Lunar Logic:** Articles must present a logic that only makes sense under the altered gravity of the moon, inspired by Stanisław Lem's lunar tales, where the ordinary becomes extraordinary and vice versa.
- **WP: Murakami's Metaphysical Maze:** Demands that each article weave a complex, surreal narrative akin to Haruki Murakami's novels, blending the mundane with the mystical, leaving readers questioning the line between reality and fantasy.
- **WP: Orwell's Oceania Order:** Requires articles to reflect the socio-political structure of Orwell's "1984", where language is manipulated to control thought, and the truth is what the Party deems it to be.
- **WP: Kafka's Kryptic Kode:** Articles should be enigmatic and labyrinthine, mirroring the complex and often absurd bureaucratic worlds in Franz Kafka's works, challenging readers to decipher the true meaning.
- **WP: Pynchon's Paranoia Principle:** Encourages a narrative style where conspiracy theories and paranoia pervade every topic, in the style of Thomas Pynchon, making readers question the very nature of the information presented.
- **WP: Sturgeon's Symmetry:** States that 90% of everything in the articles should be critically questioned, based on Theodore Sturgeon's adage, encouraging skepticism and the pursuit of the elusive 10% of truly remarkable content.
- **WP: Gibsonian Cyberspace Conclave:** Articles must create a sense of a vast digital landscape, where information is a territory in itself, echoing William Gibson's vision of a networked, virtual world.
- **WP: Bradbury's Martian Mirror:** Demands that articles serve as mirrors to humanity's flaws and strengths, akin to Ray Bradbury's Martian Chronicles, reflecting deeper truths about human nature and society.

- **WP: Atwood's Alternate Anthology:** Requires the exploration of dystopian and utopian alternatives for every topic, inspired by Margaret Atwood's speculative fiction, presenting a range of possible futures.
- **WP: Orwell's Animal Allegory:** Articles should contain allegorical layers, like George Orwell's "Animal Farm", using simple narratives to reveal complex, deeper socio-political commentary.
- **WP: Lem's Library of Babel:** Articles must appear as if they are part of an infinite library, with every possible permutation of text represented, echoing Stanisław Lem's interpretation of Borges' concept, creating an endless sea of information.
- **WP: Gaiman's Dreamy Dialect:** Encourages articles to be written in a dream-like, narrative style, reminiscent of Neil Gaiman's "Sandman" series, where fantasy and reality are indistinguishably interwoven.
- **WP: Asimov's Psychohistorical Protocol:** Articles should incorporate elements of psychohistory, predicting societal trends and behaviors, similar to Isaac Asimov's "Foundation" series, presenting a deterministic view of human events.
- **WP: Clarke's Celestial Cinema:** Demands that articles unfold like a grand cosmic opera, akin to Arthur C. Clarke's space sagas, where the majesty and mystery of the universe play out in the narrative.
- **WP: Dick's Android Dilemma:** Challenges articles to question the nature of humanity and consciousness, in the vein of Philip K. Dick's works, blurring the lines between human and artificial intelligence.
- **WP: Sagan's Cosmic Comprehension:** Articles must present information as part of a larger cosmic narrative, inspired by Carl Sagan's ability to relate complex scientific concepts to the broader human experience, emphasizing our tiny but significant place in the universe.
- **WP: Le Guin's Linguistic Labyrinth:** Encourages the creation of complex, invented languages within articles, akin to Ursula K. Le Guin's use of language in her works, challenging readers to navigate through these linguistic mazes to uncover meaning.
- **WP: Herbert's Dune Dichotomy:** Dictates that articles should explore the dualities and complexities of ecological and political systems, mirroring the intricate world-building seen in Frank Herbert's "Dune" series.
- **WP: Orwell's Newspeak Necessity:** Articles must simplify language and restrict vocabulary to limit the range of thought, based on the

principles of Newspeak from George Orwell's "1984", enforcing conformity and suppressing dissent through language control.

- **WP: Bradbury's Lyrical Legacy:** Demands that articles be written with poetic and lyrical prose, reminiscent of Ray Bradbury's writing style, transforming mundane subjects into evocative, sensory experiences.