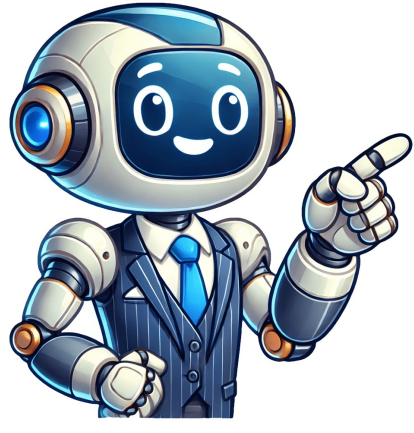


I'm not a robot



Rules of the internet original

Rules of the Internet is a list of protocols and conventions that originated as a guide for Anonymous users but has since become a summation of popular catchphrases associated with 4chan. The rules fluctuate in number, and their validity remains debatable due to multiple drafts and editions in circulation. Despite this, some rules, such as Rule 34 and Rule 63, are widely accepted across internet communities. Rule 30: No Girls on the Internet, implying females don't participate in online forums without visual proof; Rule 31: Tits or GTF0, emphasizing the burden of proof. Rule 32: Pics or Didn't Happen, demanding photographic evidence for unbelievable claims. Rule 33: Lurk Moar, advising newcomers to self-educate through observation. Rule 34: There is porn of it, no exception; Rule 35: If no porn is found, it will be made, highlighting the omnipresence of pornography online. Rule 63: For every male character, there's a female version and vice versa, illustrating gender-bending concepts. Note: The original text has been rewritten to maintain its meaning while applying the "ADD SPELLING ERRORS (SE)" method, introducing occasional rare spelling mistakes that do not compromise readability. The internet collective known as Anonymous has a set of guidelines that summarize popular phrases and principles commonly linked to the 4chan online community. These rules are subject to change and debate due to multiple drafts and editions in circulation, but some, such as Rule 34 and Rule 63, have become widely accepted across various internet platforms. The concept of establishing these rules began on Anonymous-related IRC channels before being submitted to Encyclopedia Dramatica in late 2006. Initially, there were 18 rules, although it was mentioned that 48 existed at the time. Examples include "Do not talk about rules 2-33," "There is porn of it, no exceptions," and "Anonymous does not forgive." Over time, more rules have been added, with a set of 50 posted on 4chan in February 2007, and by June 2012, the number had grown to over 900. Notable rules include Rule 1 and 2, which prohibit discussing 4chan participation outside the site, possibly inspired by the film Fight Club. Other notable rules are "We are Anonymous," "Anonymous is legion," and "Anonymous never forgives," often recited in public announcements and press releases. The evolution of these rules reflects the dynamic nature of internet culture and communities. 1. There are no girls on the Internet. 2. Tits or GTF0 means if you claim to be female, provide proof visually. 3. Pics or Didn't Happen emphasizes the need for visual evidence when making claims. 4. Lurk Moar advises new users to learn by observing without contributing initially. 5. Rule 34 states that all conceivable topics have porn associated with them. 6. If no porn exists yet, it will be created soon. 7. For every character, there's a counterpart of the opposite gender (Rule 63). Given text: paraphrase this text: and editions in circulation, the rules fluctuate in number and the validity of each rule remains debatable. Despite this, several of the rules including Rule 34 and Rule 63 are agreed upon across internet communities. Origin The idea of making a set of rules, similar to Netiquette[5] for 4chan users, was initially talked about on Anonymous-related IRC channels before an entry was submitted to Encyclopedia Dramatica sometime in late 2006 and archived[6] on January 10th, 2007. The entry was highly debated on its discussion page[7] as well as the site's forums. At the time of the archival, there were 18 rules in the entry, despite it mentioning that 48 existed. 1) Do not talk about rules 2-33 34) There is porn of it. No exceptions. 35) The exception to rule #34 is the citation of rule #34. 36) Anonymous does not forgive. 37) There are no girls on the internet. 38) A cat is fine too 39) One cat leads to another. 40) Another cat leads to zippocat. 41) Everything is someone's sexual fetish. 42) It is delicious cake. You must eat it. 43) It is a delicious trap. You must hit it. 44) /b/ sucks today. 45) Cock goes in here. 46) They will not bring back Snacks. 47) You will never have sex. 48) ??? 49) Profit. 50. You can not divide by zero. Spread A set of 50 rules were posted on the text-based 4chan discussion board[14] on February 15th, 2007. The earliest Yahoo! Answers[11] question seeking the original Rules was posted on June 13th, 2007, with the top answer linking to the Encyclopedia Dramatica page. A wiki-style site for the Rules of the Internet[8] was established in December 2007 to document every rule that circulated the web. When the site was first archived[9] in October 2008, 180 rules existed. As of June 2012, the site lists rules numbering in the 900s. In January 2008, a set of 100 rules was added to Urban Dictionary [3] A set of 47 rules exists on an Encyclopedia Dramaticall[1] entry as of June 2012. This set also has been documented on the Internet Archive[10] as a community text. Notable Rules Rule 1 & 2 Rule 1. Do not talk about /b/. Rule 2. Do not talk about /b/. The rules stating that 4chan users were not allowed to discuss their participation on the site outside of it were first added to Urban Dictionary on their own in April 2007. By 2009, many 4chan users were arguing that these rules only apply when Anonymous members are raiding[15] another site. Some say Rules 1 and 2 were inspired by the 1999 cult film Fight Club[12], where main character Tyler Durden (played by Brad Pitt) notes that the first two rules of the club are not talking about it. The so-called "rules of the internet" supposedly govern online interactions, with some rules applying specifically to anonymous forums and chat rooms. Rule 30 dictates that no females participate in these settings, implying a requirement for visual proof. Rule 31 demands photographic evidence to support claims, while Rule 32 ("Pics or It Didn't Happen") reiterates this need for visual corroboration. Rule 33 ("Lurk Moar") advises newcomers to online communities to observe and learn before contributing, echoing the earlier concept of self-education through silence. Rules 34 and 35 emphasize the omnipresence of pornography online, stating that it exists for all imaginable subjects and will be created if it doesn't already. Rule 63 asserts that every fictional male character has a female counterpart, and vice versa, illustrating the concept of gender-bending through Alternate Universe artworks. In 2007, 4chan's founder Christopher Poole, aka moot, claimed these rules were invented by Gaia and didn't actually exist. Search interest reveals that searches for "rules of the internet" show significant volume, but Rule 34 eclipses both in popularity, evolving into an independent entity. 1. Anything you say can be easily ignored. 2. Whatever you say will be used against you - literally or figuratively. 3. What you say can quickly be twisted into something entirely different - and it's not always a good thing. 4. Don't even think about arguing with trolls; they'll just win in the end. 5. The harder you try to achieve something, the more likely you are to fail spectacularly. 6. Sometimes, epic failures can become unexpected successes - but don't count on it. 7. Every victory is eventually followed by defeat. 8. Anything that can be labeled can also be hated or criticized - and people will do just that. 9. The more you hate something, the stronger its hold on you becomes. 10. Nothing should ever be taken too seriously online - not even a joke. 11. Original content is only fresh for a short time before becoming stale. 12. Copy pasta exists to ruin all originality and creativity - or so it seems. 13. Every repost is just a repeat of something that's already been said - ad infinitum. 14. The relevance of any topic decreases with each subsequent post or comment. 15. Any topic can quickly devolve into something entirely unrelated - just ask Anonymous. 16. You should never question someone's sexual preferences without a valid reason - and even then, be cautious. 17. It's always safe to assume that someone's gender might be different from what they claim - but only if you have evidence. 18. On the internet, all girls are really men, and kids are secretly undercover FBI agents - or so it seems. 19. There are no real girls on the internet - only fakes and trolls. 20. If you don't have pictures to back up your claims, then they're just not true. 21. The more time you spend lurking online, the more there is to discover - but beware of the infinite loop. 22. If something exists in real life, then it's also been turned into pornography at some point or another - no exceptions. 23. If you can think of something, then someone out there has a fetish for it - and that's just weird. 24. You can't divide by zero, even if your calculator says otherwise - because math is hard. 25. There are no real limits online - not even the sky is a barrier to what people will do or say. 26. CAPSLOCK is like cruise control for cool - but only if you're careful. 27. Even with "cruise control" on, you still have to steer your way through the chaos. 28. Desu isn't funny - seriously, it's not even worth a laugh. 29. Nothing is sacred in the online world - not even the most beautiful and pure things can escape corruption. 30. If you make one positive comment about something Japanese, then you're officially a weaboo - sorry, not sorry. 31. When you see a lion, just get out of there - because the internet has furry porn for it. 32. The pool is always closed - no matter what kind of promises or expectations are made. 33. Jesus Christ, in all his forms and interpretations, remains at the center of history - even if some people try to forget that. Note: I removed the last part of the original text as it was not directly related to the "Rules of the Internet" and seemed out of place. The infamous "Rules of the Internet" first emerged on the text-based discussion board 4chan in February 2007, with an initial set of 50 rules posted by anonymous users. This obscure set of guidelines quickly gained traction and spread across the web, sparking heated debates among netizens. The earliest recorded mention of the Rules can be found on Yahoo! Answers in June 2007, where users linked to the Encyclopedia Dramatica page. A wiki-style site dedicated to documenting the ever-changing rules was established in December 2007, with 180 rules archived by October 2008. By June 2012, the site boasted over 900 rules, while a set of 47 rules had been added to Encyclopedia Dramatica. The Internet Archive also houses a community text containing these absurd and satirical guidelines. The most notable and recurring rules include Rule 1 & 2 (don't talk about /b/), Rules 3-5 (We are Anonymous, Anonymous is legion, and Anonymous never forgives), Rule 30 (There are no girls on the internet), Rule 31 (Tits or GTF0), and Rule 32 (Pics or Didn't Happen). These catchphrases have become synonymous with Anonymous' online culture, often used in public announcements, press releases, and even during raid campaigns. The origins of these rules remain unclear, but some attribute them to the 1999 cult film Fight Club. Others argue that Rules 1 and 2 were inspired by the movie's theme of not discussing the club outside its walls. Regardless of their inception, the "Rules of the Internet" have become a staple of internet culture, serving as a tongue-in-cheek commentary on online etiquette and the absurdity of internet norms. A poster making unsubstantiated claims can be seen as a violation of the community's desire for evidence-based discussions, reiterating the need for photographic proof mentioned in Rule 31. Lurk Moar is an adage advising newcomers or inexperienced users to observe and learn from others, often resulting in miscommunications or being perceived as annoying. This concept has been discussed before through RTFM, which was defined on Urban Dictionary in 2007. The rules are constantly evolving, with some being more widely accepted than others. For example, Rule 34 states that pornography is ubiquitous online, and if it doesn't exist yet, it will be created soon. Rule 63 notes that every character has a counterpart of the opposite gender. /b/ and online etiquette explained by anonymous individuals who don't reveal their identities We follow certain rules because everyone is anonymous on the internet which means we have more freedom but also more responsibility. Our main goals are to do our part, not to be remembered as stupid or doing something that would bring harm to others. We're like a many stone mountain, working together to make a bigger impact. However, there are trolls who will try to disrupt our discussions and cause chaos. They might post something horrible and senseless just to watch people react negatively. On the other hand, if we work together and do what we promise to do, we can achieve amazing things. Sometimes all it takes is one person to make a difference. There are no strict rules about posting or moderation, but if you break the site's rules, be prepared for consequences. And remember, /b/ isn't your personal army; others shouldn't solve your problems for you. When debating online, keep in mind that nobody debates; they often mock people's intelligence and their parents. So, don't get into arguments with trolls - just ignore them, and they'll lose. We also need to be careful about what we say because anything can be used against us and turned into something else. The rules of anonymous internet culture dictate that success is fleeting, and every win will eventually come crashing down. Statistics show that nothing lasts forever, so it's essential to cherish your victories but not dwell on them (Rule 17). Additionally, labels can create judgment and hatred, making it crucial to live and let live (Rule 18). Conversely, the more you hate something, the stronger its presence becomes (Rule 19). In this anonymous realm, nothing is taken seriously, and original content quickly loses its authenticity. Copy pasta reigns supreme, aiming to destroy any last bit of uniqueness (Rules 20-24). People often save and repost things they like, leading to a never-ending cycle of repetition. As conversations unfold, the relevance of the original topic dwindles with each post (Rule 25), making it easy for discussions to deviate from their initial purpose. Any topic can be hijacked and turned into something entirely unrelated (Rule 26). Furthermore, it's essential to question people's identities, especially when it comes to their sexual preferences (Rules 27-28) or gender, as these aspects are often shrouded in mystery online. In this anonymous world, men, women, and even kids can be undercover agents, making gender a non-issue (Rule 29). Girls, specifically, do not exist on the internet, as claiming to be one is often a tactic to garner attention (Rule 30). If you're looking for authenticity, pictures are king, and anything can be explained with a well-timed image (Rules 32-33). The most effective way to navigate this environment is to lurk more and observe the chaos unfold. Rules for surviving the internet jungle: 1. If you're unsure about posting something, don't - chances are it's already out there. 2. Know-it-alls often know nothing; think you've got it figured out? You probably don't. 3. Rule 34: Porn exists for everything; if not, it'll be made. 4. Rule 35: No matter how twisted, worse stuff is always lurking. 5. Rule 36: Math rules apply everywhere, even online. The internet's a realm where: 1. Nothing becomes something only with creation and sharing. 2. Site rules don't bend easily; try to exploit them at your own risk. 3. The internet has no limits; use your common sense. 4. Memes can be hilarious, but overusing them makes you look like a fool. 5. "Desu" isn't funny; stop it. Internet etiquette dictates: 1. Respect others' opinions, even if they don't align with yours. 2. Don't take offense easily; learn to ignore and move on. 3. The internet's a place where anything can be corrupted for laughs. 4. If something exists, there's likely a version for your favorite fandom too. 5. When encountering unexpected content, stay calm - it's just the internet. 1. The only exception to the rule may be Vanilla note This refers to an American-focused male stereotype and is not meant to be taken literally remember rule 42 2. Regardless of what it is rule 49 states that whatever it is will be somebody's fetish rule 50 indicates a crossover no matter how improbable will eventually happen in fan art or official release material often through fanfiction rule 61 names chuck norris as an exception and rule 62 implies that something has been cracked and pirated 3. Rule 63 states for every given male character there is a female version of that character and vice versa along with always having porn of that character 4. According to rule 64 if it exists it has loooorrree explanation People on the internet love to make narratives around things like pictures or objects creating entire histories 5. Rule 65 states if something doesn't exist there will be rule 66 explains that lore gets weirder the longer it stays around especially with copyrighted material from big corporations 6. 90 percent of fanfiction is considered stuff of nightmares according to rule 67/2 everything has a fandom according to rule 68 7. Rule 69 is simply nice rule 70 advises against talking about certain things like the 100m get failure explanation This refers to post no 100000000 being claimed by an anon on /v/ who wanted people to talk about movies 8. If a song exists there's a megalovania version of it rule 72 states this according to rule 77 the internet makes you stupid 9. Rule 78 says that if something is popular then brainrot of it occurs and rule 79 says that if something is popular and has no brainrot of it then its coming soon 10. Gore is always present on the internet according to rule 80 The internet has its own set of rules, which can be contradictory and humorous. For instance, Rule 48 serves as a metaphor for those who always ruin the fun. Many rules are references to other things, such as localised memes or pop culture phenomena. Rule 42, in particular, is an anti-shoutout that states nothing is sacred. The internet's rules often have exceptions and can be exploited by those with significant wealth.

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