Earthly-Contract-Treaty

All motions are to be respected accordingly.

V1.1

1. There will be 50 in game days of preparation before any war or assassination shall be allowed.
2. There will be 15 in game days until any trading will be allowed between parties.
3. There will be 25 in game days until any international transport (cars and trains and boats; horses do not apply as transport).
4. There will be 35 in game days until any party is allowed to travel and claim territory in the new-world.
   1. The maximum amount of territory that can be claimed in the new world is limited to a surface of ~642 chunks(relatively one chunk is equal to 64 km2 so 642 chunks = 4096 km2), the total surface of the map is equal to 10752x5376 blocks or 57,802,752 blocks = 225,792 chunks.
5. Every party is entitled to start with one "large" country of choice or 6 countries of "fair" areas that could ~amount to the "large" country.
   1. If two parties are in conflict over a country or area, they have the option to split the territory over a commonly agreed area with points I. II. III. IV still in action.
6. All parties must not use any sort of cheating action such as doubling of items using glitches and bugs or any sort of other method.
7. All types of international transport such as motorways and extended railroads must be above ground.
   1. All international, transcontinental and transglobal transport ways shall be subject to complete immunity during war unless it is of high strategical importance in which case damage must be kept to a realistic and practical minimum.
8. War collateral destruction shall always be kept to a minimum; the planet is more important. Therefore, any destruction and damage above a radius of 3 chunks in a zone with a radius of 20 chunks will count as a violation.
9. The following dimensions are public territory and all fighting and war is prohibited: The nether, The end.
10. The following countries on the geographical map are not subject to claiming or damaging or destroying: The holy land(self-explanatory) and Switzerland.
    1. The holy land may not be claimed at the start of the game but can be claimed after the 100th day however no weapons of mass destruction shall be used in the territory or close to the territory any damage that is visible shall count as a violation of the treaty.
    2. As stated in the point above the same applies to Switzerland, however Switzerland is completely neutral and so no claim can be made on the respective territory.
    3. Also, it should be noted that Switzerland may be surrounded by a single territory, but the owner must give access to all other players to the country and must not fail to provide SAFE access to the country.
11. Currency each party shall own 10000/member in the respective manner:50 x 100bill (5000$), 50 x 50 bill (2500$), 100 x 25 bill (2500$), all bills can be crafted into lower currency.
    1. The base value of all currency shall be 2000$(REAL USD) = 1 nether star (all exchange rates and value are subject to changes in value)
    2. Therefore, the value of 1$bill = £1 = x$ example (date:07/05/2019 time: 17:45 £1 = $1.3045 so 1$bill = 1.3045$ obviously this currency has no real-life value) therefore a nether star = 2000/1.3045 = 1533.1545$bill
12. All planets and moons are subject to conquest this includes the moon and mars; therefore, this treaty is out of bounds in those environments except for one of the points: VI
    1. The treaty however still applies fully on any orbiting satellite and space station around earth.
13. The goal of the game: defeat by surrender or complete takeover of solar system.
14. The owner of a planet may issue a visa for a set price for entrance on a planet BUT no tax may be enforced for any dungeon treasure findings.
    1. The owners of the planet are required to give a visa for entrance on a planet and will have to charge a realistic price (transport not included), failing to do so will result in a violation BUT the players are not entitled to choosing how much they want to pay for a visa, they might bargain but it's only the owner of the planet that can set a price.
15. Any violation of this treaty will result in instant defeat.