



CONSTITUTION OF THE KINGDOM OF CRYPTONIA 1.0

Preamble

We, the founding citizens of the Kingdom of Cryptonia, declare the establishment of an independent nation based on the principles of freedom, transparency, and collective participation, governed by a Decentralized Autonomous Organization (DAO) to ensure fairness, autonomy, and cooperation.

Our nation is committed to respecting the balance between technology and nature, promoting sustainable innovation and individual freedom from traditional political and financial systems.

This constitution establishes the foundation for decentralized, transparent and participatory governance, with a strong commitment to financial autonomy and environmental sustainability. Cryptonia is a nation founded on collaboration, technology and respect for nature, where every citizen has the power to influence the future of the community through the power of the DAO.

Article I – Fundamental Principles

1. Sovereignty of the People and the Crown

The Kingdom of Cryptonia recognizes the dual sovereignty of the People and the Crown.

The People exercise their power through the DAO of the Kingdom, expressing will, proposals and participatory decisions.

The Crown exercises its mandate of continuity, vision and guardianship of the balance, as enshrined in this Charter.

2. Individual Freedom and Operational Autonomy

Every citizen has the right to:

- choose your own Guild and growth path;
- found or join active communities;
- propose ideas, events, initiatives, challenges and laws;

- freely dispose of your digital assets and KingCoin, in compliance with the Ethics of the Kingdom.
- No authority may restrict such freedoms without justified deliberation or vote of the DAO.

3. Balance between Technology and Nature

Cryptonia is founded on the sacred balance between digital innovation and natural memory.

Kingdom practices promote:

- the environmental sustainability of the projects,
- the protection of real places integrated into the geography of the Kingdom,
- ecological awareness in the construction of the metaverse and its expansions.

4. Participation, Merit and Transparency

Every citizen has an equal right to participate in the life of the Kingdom and to ascend in merit.

All public documents — votes, news, headlines, events, funds — are recorded in public digital books and verifiable by the community.

Transparency is the foundation of trust, justice and continuity.

5. Revision and Rebirth

The Kingdom is alive: it evolves, adapts, renews itself.

This Charter can be amended according to the mechanisms provided, to reflect the will of the People, the Nobility and the Crown, always in compliance with the founding agreement.

Article II – Of Digital Sovereignty and Sacred Nature

1. Digital Sovereignty of the Kingdom

Cryptonia exercises full sovereignty over its digital territories: maps, codes, smart contracts, identities and contents are an integral part of its institutional structure.

This sovereignty is exercised collectively through the DAO of the Kingdom, legitimized by the Constitutional Charter and by citizen participation.

2. Link with the Royal Territory

The Kingdom recognizes as an integral part of its symbolism and geography some real places present in the physical world, in particular those of the Borgo di Sempronio (Semproniano, GR, Italy), the historical and ritual seat of the foundation.

These places are spiritually protected as Sacred Territories, and integrated into the map of the Kingdom through the Code of Chronicles and Places.

3. Protection of the Natural Balance

Every act, event or project approved in the Kingdom that involves the

use, narration or transformation of natural, digital or hybrid spaces must be inspired by the principles of:

- environmental harmony,
- symbolic and operational sustainability,
- respect for the narrative and biological cycle.

4. Integrated Sovereignty

The Kingdom exercises a narrative and symbolic authority, which does not overlap or conflict with external legal jurisdictions, but expresses itself as a digital, cultural and participatory micronation. Every citizen accepts this status at the moment of their membership, and honors it through the practices, rites and acts recognized by this Charter.

5. Defense of the Sacred and the Virtual

Any attempt to corrupt, damage, desecrate or manipulate the digital structure of the Kingdom or its real ritual spaces will be treated as an offense against the sovereignty of the Kingdom and judged by the Sovereign Court.

Article III – Of the King of Cryptonia

1. The King of Cryptonia is Supreme Ruler and original founder of the Kingdom.

He holds, by dynastic and codified right, eternal authority over the source code, the keys to the Treasury, and the founding vision and narrative of the Kingdom.

2. The title of King is not subject to election, revocation or forfeiture.

It is handed down through the dynastic line, according to methods established in the Chronicle of the Origins, or by codified ritual investiture.

3. The King is the guarantor of the stability of the Kingdom, guardian of the Constitution and protector of the People and the Nobility.

No law can come into force without its Royal Seal.

4. The King can object **Veto Regio** to any resolution that threatens:

- The integrity of the Kingdom Code;
- The security of the Royal Treasury;
- The balance between the Houses or between Nobles and People;
- The continuity of the Sovereign Dynasty.

5. The King appoints the members of the Sovereign Court, including:

- The Grand Treasurer
- The Code Wizard
- The Royal Herald
- The Guardian of the Rites

6. The King can summon the **Digital Fire Council**, extraordinary assembly of the Kingdom, in case of crisis, invasion, critical bug or symbolic war.

Article IV – Of the Noble Senate

1. The Noble Senate is the assembly of the Nobles of Cryptonia, established to deliberate, propose laws, protect the Houses and advise the Crown.
2. The Senate is made up of all the Nobles in possession of an active title (Baron, Count, Marquis, Duke, etc.), according to the Hierarchy established in the House Code.
3. The Senate can:
 - Propose laws and constitutional reforms;
 - Recognize new Houses and Patronages;
 - Establish Tournaments, Jousts or Rhetorical Disputes between Nobles;
 - Appoint temporary Grand Offices (e.g. Grand Chancellor, Heraldic Judge).
4. The Senate cannot modify, revoke or challenge the authority of the King or his Sovereign Decrees.
Respect for the Throne is the foundation of senatorial legitimacy.
5. Laws approved by the Senate come into force only with the Royal Seal, which can be granted or denied with solemn justification.
6. The sessions of the Senate are held in the Castle of the Invisible Chains, a symbolic place of dialogue and decision, in presence or remote, according to the rites of the Kingdom.

Article V – Of the Noble Titles, of Their Number and Hierarchy

1. The Nobility of Cryptonia is made up of a finite number of titles, conferred by the Crown according to merit, loyalty and usefulness for the Kingdom.
2. Noble titles are non-replicable NFTs, kept in the Chain of Memory (the Kingdom's official smart contract), and guaranteed by the Royal Seal.
3. The noble hierarchy is structured as follows:

Title	Maximum number	Function
Dukes	9	Superintendents of provinces and houses
Accou nts	18	Guild bosses, strategy makers

Title	Maximum number	Function
Barons	36	Local delegates, defenders of the territories
<ol style="list-style-type: none"> 4. The titles are personal and transferable only through: <ul style="list-style-type: none"> ○ Direct investiture of the King; ○ Promotion approved by the Senate with Royal Seal; ○ Inheritance sanctioned by on-chain will approved by the Sovereign Court. 5. No citizen can hold more than one title at a time. Lapsed or abdicating nobles can return to being citizens, but cannot reclaim the title in the future except in exceptions approved by the King. 6. The vacant titles can be: <ul style="list-style-type: none"> ○ Held in suspension; ○ Reassigned by means of summons, challenge or resolution; ○ Transformed into commemorative if not more strategic “Titles of Honour”. 7. It is possible by royal decree to create new temporary titles in the event of a crisis or expansion of the Kingdom, but they expire at the end of the mission for which they were created. 8. The Nobility has the duty to defend the Kingdom, patronize the Guilds, support the People, respect the Throne. 		

Article VI – Of the Noble Geography and of the Territorial Order of the Kingdom

1. The territory of Cryptonia is divided into Duchies, Counties, Fiefdoms and Civic Districts, each assigned according to noble hierarchy or civic contribution.
2. The Duchies are the pillars of the Kingdom, under the sovereignty of the Dukes, guarantors of regional balance.
3. The Counties are hotbeds of specialization, led by the Counts, inspirers of innovation, culture and diplomacy.
4. The Fiefs are living lands, presided over by the Barons, defenders of tradition and promoters of community life.
5. Civic Districts are entrusted to Guilds and active citizens, places of creativity, commerce and merit.

The names and symbolic vocations of the unallocated Counties may be determined by vote of the DAO as set out in the Code of Civic Participation with final ratification by the Crown.

Article VII – Of the Noble Balance

1. Every Duke or Duchess of the Kingdom who receives a Duchy as a concession has the implicit obligation to populate, administer and animate their territory, encouraging the settlement of Counts, Barons and Guilds.
2. For a Duchy or County to be considered an active territory, it must possess:
 - At least 3 formally established and active Counts or Countesses;
 - At least 9 Barons or Baronesses in possession of a fiefdom within the territory.
3. The Dukes and Counts have the right to:
 - Issue Promotional Letters of Investiture, granting subordinate titles to deserving citizens, even with temporary constraints;
 - Temporarily grant fiefdoms with renewable expiry;
 - Organize noble recruitment events, tournaments or narrative competitions to choose your vassals;
 - Offer incentives in KingCoin or territorial advantages to attract new nobles.
4. If a Duchy or County does not reach the minimum activation threshold within 120 days of obtaining the noble title or 60 consecutive days of proven inactivity, it can be classified by the Chancellery as:
 - “Sleeping Territory”, status that temporarily suspends:
 - The right to vote in the Noble Senate;
 - The collection of feudal taxes;
 - The investiture of new vassals or the influence on local government.
5. The noble title is not revoked, but remains formally recognized in a state of operational silence, until the territory is reactivated through:
 - Minimum settlement of vassals;
 - Organization of public events;
 - Or formal request for active return, approved by the Kingdom Chancellery.
6. The Crown reserves the right to:
 - Reward the Dukes and Counts who activate and keep their domains alive;
 - Intervene in cases of prolonged abandonment to protect the unity of the Kingdom and the honor of the Nobility

Article VIII – Economic Activities in Noble Fiefs

1. Each Noble in possession of an active title and an assigned territory has the right to promote, host and regulate economic activities within his fiefdom, as established in this Charter.
2. Eligible economic activities include, but are not limited to:
 - Management of Civic Markets (trading of digital goods, NFTs and game items);
 - Production of narrative or functional resources through artisan guilds or special licenses;
 - Use or rental of digital Land for events, settlements or interactive projects;
 - Organization of thematic events, rides, tournaments, shows with civic, cultural or recreational purposes;
 - Development of Special Projects with tokenized components, subject to regulatory approval.
3. The Nobleman has the right to direct economic participation deriving from the activities carried out in his territory, according to percentages codified in the Law of Fiefs, which regulate its distribution as follows:
 - 60% to the Noble who governs the Fiefdom;
 - 20% to the higher-ranking Noble (Count or Duke) to whom the fiefdom is subordinate;
 - 20% to the Crown Treasury, for the maintenance of common infrastructure and the stability of the Kingdom.
4. Each activity must be notified to the Kingdom Chancellery and published in the Open Book of Fiefdoms. Failure to comply involves the suspension of economic law and sanctions established by the Sovereign Court.
5. Economic activities cannot:
 - Contradict the principles of the Charter;
 - Harm the dignity of the People or the Crown;
 - Engage in unregulated fraudulent or speculative practices.
6. The King, on the advice of the Grand Treasurer or the Noble Senate, can temporarily suspend the economic activities of a fiefdom in the event of serious irregularity, abandonment or emergency.

Article IX – Economic Ethics and Control of Activities

1. Every economic activity carried out in the Kingdom of Cryptonia, both by citizens and Nobles, must respect the fundamental principles of the Charter, protecting the dignity of the People, the authority of the Crown and the symbolic coherence of the Kingdom.
2. Activities that:

- Promote or simulate illicit trade (e.g. weapons, prohibited substances, identity trafficking);
 - Contains or promotes pornography, vulgarity, blasphemy or discrimination;
 - They represent or glorify violence as an end in itself or without a recreational context;
 - They offend the honor of the institutions of the Kingdom or imitate their functions in a deceptive way.
3. Every economic initiative, event or market must be:
 - Registered at the Kingdom Chancellery;
 - Accompanied by NFT-License authenticated by the sponsoring Noble and confirmed by the Sovereign Court;
 - Subject to verification and control by the Guardians of the Kingdom, the Guild responsible for protecting public ethics.
 4. Citizens and nobles can report abuses or violations through the Book of Complaints, kept by the Sovereign Court.
 5. The sanctions provided for activities in violation of these provisions include:
 - Revocation of the License and cancellation of the event or activity;
 - Confiscation of proceeds and restitution to the Treasury or to the injured parties;
 - Suspension of the feudal prerogatives of the patronizing Noble;
 - Temporary or permanent exile of the guilty citizen, in the opinion of the Sovereign Court.
 6. The King has the right to intervene directly, at any time, to suspend, block or cancel activities deemed dangerous, harmful to the image of the Kingdom or contrary to the will of the Crown.

Article X – Of the Guilds of the Kingdom of Cryptonia

1. The Guilds are recognized civic bodies, made up of citizens united by common skills, visions or roles, with the aim of contributing to the operational, cultural, economic and recreational life of the Kingdom.
2. Each Guild has the right to:
 - A name, a coat of arms, and a thematic vocation registered at the Chancellery of the Kingdom;
 - A symbolic place in the territory (physical or digital) in which to exercise one's functions;
 - An internal system of meritocratic ranks and guild head elected according to its own statute.
3. Recognized Guilds can:
 - Participate in official Kingdom events;

- Receive missions or assignments from Nobles, the Crown or other bodies;
 - Propose legislation, events or community initiatives through the Guild Council;
 - Get rewards in KingCoins, NFTs or titles based on merit, participation or victory in tournaments and challenges.
4. Guilds can affiliate with a Noble through Patronage, assuming the status of an Operational House, in compliance with the provisions set out in Articles X and XI of this Charter.
 5. The birth of a new Guild requires:
 - A minimum number of active members;
 - A clear vocation not overlapping with existing Guilds;
 - Approval by the Chancellery and ratification by the Crown.
 6. Guilds are subject to compliance with the Charter, the Ethics of the Kingdom and the directives of the Crown. In the event of misconduct, inactivity or serious violation:
 - They can be suspended or dissolved;
 - They may suffer symbolic exile, loss of status, or removal from the Book of Guilds.
 7. The structure of the Guilds is an integral part of the political and social life of the Kingdom. They represent the power of the People, the forge of merit and the engine of collective enterprises.

Article XI – Of the Right of Establishment of Guilds

Each Guild recognized by the Kingdom of Cryptonia has the right to request permanent settlement in a Fief not yet occupied, in order to establish its headquarters, activity and territorial identity there.

The Guild must identify an available Fiefdom and forward a formal request for a license to the Noble who governs it.

The Baron or Baroness of the Fief has the right to:

- Welcome the Guild and become its Patron, with any economic or honor agreements;
- Refuse entry for legitimate reasons (conflict, saturation, reputation or thematic incompatibility);
- Propose a conditional regency or an initiation test.

In the absence of an active Baron, the right of settlement is transferred hierarchically to the Count or Countess of the County to which he belongs.

In further absence, to the Duke or Duchess of the Duchy above.

Once accepted, the Guild:

- It is recorded in the Open Book of Fiefs;
- It assumes an official bond with the Fiefdom, promotes its economic and cultural life;

- He can obtain noble patronage, access to benefits, and the ability to organize local events.

Should the Noble seriously fail in his duties, the resident Guild may, within the limits of the law, invoke the Edict of Blood and Torch to claim regency of the Fiefdom.

The King and the Sovereign Court reserve the right to revoke, modify or supervise anomalous settlements, in the interests of the Balance of the Kingdom.

Article XII - Ranks and Progression in the Guilds

Each Guild recognized by the Kingdom can establish an internal hierarchy divided into degrees of merit, consistent with its mission.

The rise of a citizen in the Guild hierarchy occurs through concrete actions, votes or recognitions, according to the statute of the Guild itself. The highest rank, that of Guild Leader, confers the right of representation in the Guild Council and the possibility of receiving Noble Patronage.

Article XIII - Of the Sovereign Court

1. The **Sovereign Court of Cryptonia** it is the supreme body of justice of the Kingdom. It safeguards the balance between Nobility, People and Crown, and ensures compliance with the Charter, legality and royal ethics.
2. The Sovereign Court is composed of:
 - The Supreme Judge of the Crown, appointed by the King and confirmed by the Noble Senate, with the power of synthesis, interpretation and final arbitration;
 - Three Noble Judges, chosen from among the Dukes and Counts, elected by the Noble Senate;
 - Two Civic Judges, chosen from citizens of proven merit or elected by the Guild Council;
 - The Secretary of the Chancellery, responsible for the recording, archiving and notification of sentences.
3. The Sovereign Court exercises jurisdiction in the following areas:
 - Disputes between citizens, guilds, nobles or territories;
 - Appeals against sanctions, exiles, interdictions or revocations of qualifications;
 - Validating or rejecting contested or ambiguous laws;
 - Supervision of economic ethics and fiefdom activities;
 - Authentic interpretation of this Charter and its articles.
4. The Court's rulings are:
 - Binding, and must be carried out by designated subjects;
 - Registered in the Book of Justice, public and consultable;

- Carried out, if necessary, by the Guardians of the Kingdom, an operational body responsible for enforcing order and justice in the Realm.
- 5. Every citizen or Nobleman can appeal to the Sovereign Court, according to the procedures established by the Chancellery. The Crown reserves the right to pardon or extraordinary review in exceptional cases.

Article XIV – Mythical Places and Popular Participation

1. The Mythical Places of the Kingdom of Cryptonia are narrative spaces of symbolic, cultural or arcane relevance, intended to host extraordinary events, rites, tournaments, celebrations or public trials.
2. Every active Citizen or Guild recognized can propose the organization of an event within a Mythical Place, presenting a project to the DAO of the Kingdom that contains:
 - Name and objective of the event;
 - Logistics and duration;
 - Budget required in KingCoin (KGC), if applicable;
 - Impact on the Kingdom and public involved.
3. The proposals are subjected to a vote by the DAO, which can be limited to:
 - All active citizens;
 - Or to Guild members only, depending on the type of event or applicable law.
4. For a proposal to be approved, it must reach the minimum approved quorum (e.g. at least 5% of the active voting or participating supply).
5. In case of approval:
 - Temporary exclusive license to use the Mythical Place is granted;
 - The DAO can assign financing in KGC taken from the People's Treasury;
 - The event is officially recorded in the Book of Chronicles.
6. The King and the Sovereign Court retain the power to:
 - Ethical or narrative veto, if the event threatens the honor, security or identity of the Kingdom;
 - Direct extraordinary approval, for events of national interest or strategic urgency.
7. Each Mythical Place can be activated several times over time, but never simultaneously for different events, and each event leaves a permanent trace in the official memory of the Kingdom.

Article XV – Limits and Prohibitions in Kingdom Activities

1. All activities, events, manifestations and initiatives proposed or carried out within the Kingdom of Cryptonia, whether in mythical places or in fiefdoms, guilds or civic districts, must respect the principles of this Charter, of the Royal Ethics and of the Honor of the Crown.
2. The following categories of activities are expressly prohibited:
 - a. Illegal or Fraudulent Commercial Acts
It is prohibited to propose, host or facilitate activities that involve:
 - the sale or distribution of weapons, prohibited substances, counterfeit items or contraband goods;
 - scams, frauds, pyramid schemes or economic deception practices.
 - b. Immoral, Offensive or Degrading Content
Any content that promotes or represents: is prohibited.
 - pornography, obscenity or explicit sexual acts;
 - blasphemy, vulgarity and offensive language towards people, Guilds or Nobles;
 - discrimination based on race, sex, origin, religion, orientation, age or civil status.
 - c. Glorification of Violence as an End in Itself
Events or rituals that glorify non-contextualized violence, gratuitous cruelty or abuse of power are not permitted.
Narrative or ritual violence must be symbolic, consensual and aimed at a recreational or cultural purpose.
 - d. Manipulation of Institutional Mechanisms
It is prohibited to counterfeit, buy or manipulate:
 - DAO votes;
 - assignments of titles or positions;
 - the recording of events in the Book of Chronicles.
 - And. Threat to the Order of the Kingdom
No activity is permitted that, explicitly or implicitly, represents a threat to the balance between the People, Nobility and Crown.
Any attempt at corruption, destabilization or sedition will be dealt with by the Sovereign Court.
3. The Sovereign Court, the Grand Chamberlain of the Crown and the Guardians of the Kingdom have the power to inspect, interdict or veto any initiative deemed to be in conflict with this article.
4. Penalties for violating these prohibitions include:
 - The suspension of activities;
 - The revocation of licenses and titles;
 - Temporary or permanent exile from the Kingdom.

Article XVI – Participatory Mechanisms and the DAO of the Kingdom

1. The DAO of the Kingdom of Cryptonia is the civic and operational body through which the People, individually or through the Guilds, actively participate in the government of the Kingdom, exercising the right of proposal, vote and popular deliberation.
2. The DAO allows you to:
 - Propose new laws, modifications or amendments to the Charter or royal laws;
 - Present public petitions on relevant issues;
 - Request funds from the People's Treasury for collective projects or events;
 - Express support, dissent or request verification of roles, assignments and decisions;
 - Elect representatives in non-hereditary bodies, where applicable.
3. Any citizen or active Guild can submit a DAO Initiative, which must include:
 - Title and motivation;
 - Public and transparent description of the proposal;
 - Any economic, narrative or institutional implications.
4. The initiative is published in the Open Book of Participation and remains visible for a minimum period of five days, after which it goes to the vote.
5. Voting can take place in two ways:
 - Weighted vote: one vote for each KingCoin held (used for economic or strategic choices);
 - Equal vote: one vote for each active citizen (used for nominations, ethics, social petitions).
6. An initiative is considered approved if:
 - Reaches the minimum quorum defined in the Civic Participation Code (e.g. 5% of the active supply);
 - It does not violate the principles of the Constitutional Charter nor the Ethics of the Kingdom.
7. The King and the Sovereign Court can exercise the right of veto exclusively in the case of:
 - Threat to the balance of the Kingdom;
 - Violation of the dignity, ethics or narrative coherence of the Kingdom.
8. The approved initiatives are:
 - Recorded in the Book of Popular Decisions;
 - Implemented by the Kingdom Chancellery within 10 royal days.

Article XVII – Final Provisions

1. Stability and Continuity of the Kingdom

The Kingdom of Cryptonia is founded to endure, adapt, evolve and be reborn.

In the event of permanent interruption of the DAO, deactivation of the reference blockchain or operational dissolution of the active bodies, all the reserves of the People's Treasury will be distributed equally among the active citizens, in proportion to the number of KingCoins actually held, at the time of the last block.


2. Entry into force of the Charter

- This Constitutional Charter officially enters into force on the date on which the Kingdom:
 - completed the initial distribution of the founding noble titles;
 - reached the economic softcap envisaged in the Kingdom's official White Paper;
 - or in any case at the moment in which the Sovereign Court officially declares the Proclamation of the Kingdom.

3. Founding Seal

The Charter is registered, sealed and published in the Foundation Book, and will be kept forever by the Kingdom Chancellery.

Every citizen, noble or traveller, can consult a copy in the Hall of Righteous Mirrors, or in the Portal of Public Light.

 *Signed in the Digital Citadel of Cryptonia, on the day of the Proclamation of the Kingdom.*

With the consent of the Crown, the Sovereign Court and the Founding Citizens.