

The People's Assembly, convening on the 2nd of April 2024 under the 42nd PA Meeting.

The Assembly, recognising the current situation,

Constitutes the need to reform section 6 of the server regulations, among other economically guiding regulations and guidelines.

Establishes:

Different tiers of farms

- a) Farms that need uncommon* structures to work (like the witch farm) remain as is
- b) farms that can be built anywhere provided they are in the right biome or farms that rely on common structures, like honey farms, mob grinder or gold farms can become privatized.

Provided the player:

Has a shop selling the items in the farm, if only some of the items are sold, the rest are still public or as before

The shop has reasonable prices (50% below what players would trade for these items before a farm)

The shop remains stocked

If the store isn't stocked other players can use the farm

- c) farms needing chunk loaders or spawn chunks remain as is. Osbornian Farms are public.

Common : Fortresses, Guardian temples, Pillager outposts

Uncommon: Which huts, ancient cities

Reason: Need to align rights and responsibilities and to clarify the distinction between labour and rent seeking.

And proceeds.

Signed by,

Eldegron

Comradedoggo_23

Emeralda_axe7

Lunar_Lunatic_

[Motion 42-4: To reform section 6 of the Server Regulations]