The People's Assembly, convening on the 14th of October 2020 under the 27th PA Meeting.

The Assembly, recognising the current situation,

Constitutes the need to enable the gamerule "keepInventory" whenever the difficulty of the server is set to "hard".

And proceeds.

Signed by,
lonewolf13429

[Motion 27-1: To turn on keep inventory when the difficulty is hard]