

# The People's Assembly, convening on the 14th of June 2022 under the 18th PA Meeting.

The Assembly, recognising the current situation,

Constitutes the need to set `gamerule keepinventory` to `true`, `keepinventory` being set to `false` just makes the game more tedious, risky, frustrating and grindy rather than challenging, relaxing or fun.

Trying to recover your items if you die in the wild is an inconvenience at best and frustrating at worst, since you've probably lost the equipment that brought you there in the first place. Having your items could also despawn which is a setback that just robs you of things to do. You also lose all your levels upon death, which just means you'll need to do tedious grinding.

Changing the `gamerule` to `true` will cure all that. The server is a fun escapist social environment above all else.

(Also the rule was temporarily turned on and off a few times which confused me and my friend. We intentionally killed ourselves and did riskier stuff because we thought it was still turned on and lost a bunch of stuff :/)

The `gamerule` would be turned off in a war.

And proceeds.

Signed by,  
Roxxagon  
Comradedoggo\_22  
Solar\_Porpoise

[Motion 18-2: To set the `gamerule KeepInventory` to `true`]