

| Purchasing Land

To purchase land, a **Citizen** must speak to an Elected Official or in the case of the prospective purchaser being an Elected Official they must determine if the Land is a Large Property and will hence require a Governmental Meeting.

The price of land is decided by taking the Property Metric and dividing it by 8, ceilinged to an integer.

Math

$$m = \text{property metric}$$
$$n = \lceil \frac{m}{8} \rceil$$

The Elected Official will either allocate the land or schedule a Governmental Meeting to determine if land can be allocated. If land allocation was successful the Elected Official must receive payment for the new Property and submit it into the Treasure (via the Treasurer).

All Signage Requirements must be met for the Property to be valid.

All Property requirements must be met for the Property to be purchased.

| Land Anti-Mutilation Incentive

The **Land Anti-Mutilation Incentive** works to stop land from being mutilated and instead to incentivize Citizens to build "with the land". If prospectively purchased Land will be flattened before it is constructed on, depending on the severity of flattening, the price of land is increased.

Variance is defined as the difference in height of Surface Blocks.

Total variance is defined as the total amount of *variance* a Property has.

Removal of variance can occur by making actions (destroying, placing blocks) which result in *total variance* becoming smaller. Additionally, actions which almost change the *total variance*, but not quite (80% of *variance* for a particular X, Z slice of blocks removed) count as *removing variance*.

When the *total variance* becomes 0, *variance* can no longer be removed.

For every block of *variance* (each Y level) *removed* for construction before becoming level increases (adds to) the Land price by 5 Diamonds.

☰ Example

- Taking 5 blocks off the top of a mountain would cost $(5 * 5)$ 25 Diamonds.
- Taking Land which varies in height by 3 blocks and making it flat would cost $(5 * 3)$ 15 Diamonds.

The **Land Anti-Mutilation Incentive** must also be consulted and used to charge Citizens when changes to *variance* are prospected after Property purchase.

| Grounded Structures Incentive

The **Grounded Structures Incentive** works to stop builds from floating in the air randomly.

Floating land is land which floats at least 20 blocks from Surface Blocks.

Supports are defined as at least 1 solid block (including blocks like fences, but not blocks like string, glass, or other transparent blocks (blocks that are more than 80% see-through)) thick pillars which extend from the floating land to Surface Blocks without any airspace.

Supports must be placed within a 10 block square radius of each other and additionally at the corners (or most corner-like edges) of the the floating land.

Walls can qualify as *supports*. *Supports* can be diagonal.

If a Citizen anticipates to construct a floating structure (any kind of build which has air between Surface Blocks and the structure's bottom which are not fully or 95% fully enclosed with walls) they must either add *supports* or be charged 5 Diamonds, ceilinged, for every 30 blocks of blocked sunlight. This means that blocks like glass don't count against the

Grounded Structures Incentive.

☰ Example

- Building a floating structure of size X5, Z5 with no supports would cost 5 Diamonds.
- Building a floating structure of size X10, Z10 with no supports would cost 10 Diamonds.

The **Grounded Structures Incentive** must also be consulted and used to charge Citizens when changes to floating structures inside of Property are prospected after Property purchase.

| Anti-Inflation Incentive

The **Anti-Inflation Incentive** works to stop the value of Diamonds to inflate and hence make currency less valuable.

If a Citizen wishes to construct a staircase reaching into the ground (a staircase which cumulatively reaches 20 blocks below Surface Blocks) on their land they must pay 30 Diamonds.

A staircase separated by rooms or areas counts as a singular staircase.

The **Anti-Inflation Incentive** must also be consulted and used to charge Citizens when changes to underground staircase Property status are prospected after Property purchase.

| Underwater Land Incentive

The **Underwater Land Incentive** works to make it easier to build underwater.

| Underwater Construction

If Citizens anticipate to construct a Private Property where no less than 80% of the Property Volumetric of the construction is underwater they will receive a 40% floored discount on their Property purchase. They will be given a book signed by an Elected Official signifying this. If the Property Owner doesn't follow the terms of this deal after buying the Property they will owe a Fine equal to the amount of the Diamonds they were discounted to the Government.

| Under-ice Construction

If Citizens anticipate to construct a Private Property where no less than 80% of the volume of the construction is underwater and the property is underneath Y62 in a Glacier biome and not underground they will receive a 80% floored discount on their Property purchase. They will be given a book signed by an Elected Official signifying this. If the Property Owner

doesn't follow the terms of this deal after buying the Property they will owe a Fine equal to the amount of the Diamonds they were discounted to the Government.