

| 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.

For every block of variance (each Y level) removed for construction before becoming level increases (adds to) the Land price by 15 Diamonds.

Example

- Taking 5 blocks off the top of a mountain would cost (15 * 5) 75 Diamonds.

- Taking [Land](#) which varies in height by 3 blocks and making it flat would cost $(15 * 3) 45$ Diamonds.

The **Land Anti-Mutilation Incentive** must also be consulted and used to charge [Citizens](#) when changes to land flatness 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 (cumulatively 20 blocks below the surface) on their land they must pay 30 Diamonds.

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 volume 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 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.