| Purchasing Land

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

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

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

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

All <u>Signage Requirements</u> must be met for the <u>Property</u> 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 <u>Citizens</u> to build "with the land". If prospectively purchased <u>Land</u> 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 \underline{Y} level) removed for construction before becoming level increases (adds to) the <u>Land</u> price by 15 Diamonds.

≡ Example

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

Taking <u>Land</u> 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 <u>Citizens</u> when changes to land flatness are prospected after <u>Property</u> 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 <u>Citizen</u> 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 <u>Citizens</u> when changes to underground staircase <u>Property</u> status are prospected after <u>Property</u> purchase.

Underwater Land Incentive

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

Underwater Construction

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

Under-ice Construction

If <u>Citizens</u> anticipate to construct a <u>Private Property</u> where no less than 80% of the volume of the construction is underwater and the property is underneath <u>Y</u>62 in a Glacier biome and not underground they will receive a 80% floored discount on their <u>Property</u> purchase. They will be given a book signed by an <u>Elected Official</u> signifying this. If the <u>Property Owner</u>

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