

| Nether Highways

Nether Highways are portions of [Land](#) within the Nether which are owned by the [Government](#) and are hence a sub-type of [Soft Land](#) and follow the [Jurisdiction](#) of [Soft Land](#).

| Nether Highway Land

Nether Highways are defined as a sub-type of [Soft Land](#). Rules about what defines the bounds of **Nether Highways** can be found in the [nether highways section under soft land](#).

| Nether Highway Access Point

A **Nether Highway** Access Point is a "node" location that is part of [Nether Highway Land](#) which contains a nether portal. **Nether Highway** Access Points include both Nether Highway Hubs (defined below) and Nether Highway Endpoints (defined below).

| Nether Highway Hubs

A **Nether Highway** Hub is a type of [Nether Highway Access Point](#) which branches out to other [Nether Highway Access Points](#).

| Nether Highway Endpoints

A **Nether Highway** Endpoint is a type of [Nether Highway Access Point](#) which has no other connections besides one back to a [Nether Highway Hub](#).

Sometimes a **Nether Highway** Endpoint may have a "junction" which is when the path branches without a [Nether Highway Hub](#). Junctions are considered bad design but are not illegal. Junctions work best when branching to an undefined area.

| Regulations for Nether Highway Construction

Nether Highways must adhere to the following regulations.

| Tunnel Construction

Nether Highway tunnels must be constructed of the following make.

- An *ice tunnel* adjoined to a *walking tunnel* where the bottom block of the *walking tunnel* is an opened crimson trapdoor facing such that when opened it will be aligned with the

upper wall of the *ice tunnel*. Trapdoors are not required if they cause unnecessary expense.

- The 3Hori blocks at the beginning and end of the tunnel should be of size 3Xx3Yx3Z and best aligned with the rest of the tunnel with netherrack walls, floor and ceiling which contains two crimson slabs 1 block after where the ice as the floor of the *ice tunnel* ends.
- The entry point to each tunnel should be a vertical tunnel of 2Xx2Z with ladders on one wall best accessible to the hub entry point they lead to. The bottom of this tunnel should have a floor made of slime blocks.
- The tunnel must be dug where the floor places the player on Y15.
- The tunnel must be fully enclosed on all sides besides it's entry/exit points which lead into a **Nether Highway** hub or instead of ending with an entry/exit point the tunnel must end with a **Nether Highway** Endpoint.

A tunnel is exempt from all requirements aside from those regarding that the tunnel must traverse from hubs and endpoints if the length/distance of the tunnel will be/is less than or equal to 50(Hori) blocks or if the tunnel starts, ends, and traverses space that is in Hard Land in the overworld.

Let *ice tunnel* refer to a tunnel which is of size 2Hori x 3Vert with packed ice as the floor and with netherrack walls and ceiling.

Let *walking tunnel* refer to a tunnel which is of size 1Hori x 2Vert with netherrack walls, floor and ceiling.

I Hub Construction

Nether Highway hubs have no formal construction requirements other than that

- They resist destruction via external explosions from ghasts.
- They are fully enclosed, where all entry and exit points to the outside have doors.
- Each tunnel that branches from the hub has a label of the facilities it leads to downstream.
- The hub has a label describing what facility the portal it contains leads to.

Ideally, **Nether Highway** hubs should follow a similar or the same theme so that they can easily be understood by users, however, this is not required.

I Private Nether Tunnel Extensions

The **Nether Highway** can be extended onto for access to Owned Property at the request of Property Owners. The **Nether Highway** cannot be extended onto for access to Private Property or Shared Private Property. Extensions must be approved by an Elected Official.

Extensions must be constructed to follow all [tunnel construction regulations](#) out of the requestors private resources and no [Government](#) funding. Extensions must label that they lead to [Unowned Property](#) or label that the associated portal may not be suited for all [Citizens](#) to use. Extensions must have one end which ends with an entry/exit to a hub and another end which ends with an endpoint. The endpoint must lead to the [Unowned Property](#).

I Nether Highway Mapping System

The **Nether Highway** Mapping System is a map designed to represent the **Nether Highway** to make navigation easier. The following is true about the **Nether Highway** Mapping System.

I General Mapping Rules

General Mapping Rules apply to both [soft](#) and [hard land](#) mapping.

- Each **Nether Highway** Hub is represented with a vibrant (concrete) color and marked accordingly in each hub.
- Each **Nether Highway** Endpoint is marked with a dull (terracotta) color or black.
- Tunnels are denoted as light gray lines, darker if leading between hubs and brighter if leading between hub and endpoint.

I Soft Land Mapping

Soft Land Mapping only applies to the map for [Soft Land](#).

- Each pixel on the map represents 500 blocks of *distance*. A pixel does *not* represent 500 blocks of area.
- [The Build Square](#) is denoted as 4 4x4 (pixels) squares. **Nether Highway** Hubs and Endpoints within [The Build Square](#) are not shown on the map and are not marked according to color

I Hard Land Mapping

Hard Land Mapping only applies to the map for [Hard Land](#).

- Each pixel on the map represents 25 blocks of *distance*. A pixel does *not* represent 25 blocks of area.
- [The Build Square](#) is shown as a set of outlines on the map in the corresponding colors.