

Municipal Charter for Valenzueland Settlement 1.15

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Server Schedule

Settlement 1.15 will launch at **2:00pm CST** on Saturday, **February 22nd, 2020**.

All players are welcome to join server right at 2:00, but it's okay to join later on in the day if any player's schedule conflicts with starting time.

Server will be taken down on **Wednesday**, the morning of the **19th**, in order to give ArrayPointer enough time to add and test all necessary code.

After Wednesday morning, server will **NOT** be available to other players (though it will be online for testing) until launch time! Please be patient while launch is prepared.

Sometime in the weeks or months following the launch, Mojang will be releasing the *1.16 Nether Update*. We will **not** be moving again at that time. Instead, ArrayPointer will create a teleporter to a remote location that hasn't been explored yet, for the sole purpose of building a new Nether Portal to the new and improved Nether dimension.

Principal By-Laws

IMPORTANT!

Make absolutely **certain** you enter the 1.15 teleporter naked, with no armor, tools, or any inventory item whatsoever. The 1.15 teleporter is customized to strip you of **everything** you have when you use it!

NO lost items will be returned, so take this seriously!

Players were all over the world when server was taken down. To give everyone a smooth transition for the launch, all players will **automatically spawn into the 1.13 Town Center** top floor the next time they log in. Also, individually labeled chests have been provided in the Town Center basement for all inventory items players are still carrying, so they can be unloaded before entering the teleporter.

Levels and Experience have been reset to zero for everyone during the launch preparation. All current level and experience information has been **saved**, and will be **restored** when the launch period ends and the return teleporter is installed.

IMPORTANT!

Please be familiar with **all** of the by-laws of this charter to avoid your own frustration regarding the consequences of accidental violation.

The last thing we want on the server is someone angry about being "adjusted" in some unexpected way. :-)

It would be ill advised to attempt returning to a previous settlement before the 30-day launch period ends **March 23rd**.

DISCORD REQUIRED

Using Discord while playing will be the rule, not the exception.

If for some reason you temporarily don't have working headphones, please make every effort to get functioning ones by the launch date, or as soon as possible.

If your headphones are broken, you can still run Discord to *hear* everyone else, and use the in-game chat function ("t" key) to communicate back.

TOWN CITY LIMITS

New epicenter coordinates for Settlement 1.15 are: **TO BE ANNOUNCED**. The epicenter **must not** be moved to another location. It must remain at the spawn-in point.

The initial city limits will be set at 200 blocks from center point in any direction. This yields a 160,000 square meter area, much more than enough for a town of 14 citizens (and NPC villagers).

Any and all home and town structures must have at least one of their edges **inside** or **touching** the 200 block distance limit. Structure placement **will be enforced**. This is to maintain the feeling of community as the world is explored and conquered.

ATTENTION! NO structures beyond coordinates **TO BE ANNOUNCED** (heading east), **TO BE ANNOUNCED** (heading west), **TO BE ANNOUNCED** (heading south) or **TO BE ANNOUNCED** (heading north) will be permitted. This of course doesn't include structures erected for practical purposes, e.g. a base of operations to assault an Ocean Monument.

We do NOT want anyone getting frustrated about structure removal, so **PLEASE** pay attention to where you build! Any players not comfortable working with Minecraft coordinates can simply ask ArrayPointer if a particular set of X and Z coordinates are within Town limits.

RESOURCES

After each player attends to his or her own immediate survival needs, **all** surplus resources become **community property**, stored in the Storehouse. This is one important way to contribute to the sense of community we're trying to create this time.

For example, this would amount to going to the Storehouse for any cobblestone or wood you need, as opposed to stockpiling it at home.

Personal storage maintained in one's home should be limited **only** to resources that one is actively using, such as extra tools and weapons, current building materials, etc. Precious loot is also something you would keep in personal storage, gained from places like Temple raids, mine shaft chests or Dungeon chests.

TAG GAME

The Tag game will be **ACTIVE** and reset to beginning status! ArrayPointer will be supplied with a command block so he can tag someone to get the game started. The command block looks like [THIS](#).

Remember, if you are tagged, you remain "IT" until you tag someone else.

To tag someone else, simply throw the command block near someone so they'll automatically pick it up without knowing it. You have to be stealthy!

Do **NOT** throw the command block randomly away. If the command block is allowed to despawn, you are stuck as "IT" forever, until ArrayPointer can produce another one for you.

The Champion of Tag at any given time is the one with the fewest minutes spent as "IT." Let's get everyone on the board!

MILESTONES!

This time around we're going to have a total of 320 personal **milestones** for all players to achieve. When any player reaches any particular milestone, he or she will receive a valuable prize automatically placed in his or her inventory!!!

Milestones will also accumulate as a total tally, with a maximum possible score of **320**.

The first person to get all 320 milestones will get one of every maxed-out enchanted book, and TEN (10) Mending books as well!!!

HOWEVER! Players seeking to achieve milestones with the assistance of automation need to know that all statistical numbers gathered in this way will be **not be applied** toward that particular milestone!

This is something to consider. While automation is convenient to use and brings the joy of accomplishment to those who create it, it also introduces an element of inaccuracy in statistical tabulation.

A full list of milestones can be found on page 11 of this document.

PLAYER DOMICILE REGULATIONS

Only **one** personal domicile per player!

Domicile can be a house, castle, or anything you can dream up.

No limits on **height** or **depth** (Y coordinate) of domicile. In terms of depth, remember to respect mining tunnels that may be below your plot.

Each player will be allotted an initial 50x50 block plot of land to create his or her residence, wherever one wishes to lay down stakes within Town limits. This equals 2500 square meters, which is plenty of land for a large home. The rest of the unused land is needed for Town buildings, community farmland, etc.

DO NOT build your domicile too close to center of Town (**TO BE ANNOUNCED**)! Better to go out a ways than be asked later to move your home for a Town structure.

After all important Town buildings are established, more land will be accorded to anyone who would like to build beyond his or her initial 2500 square meter allotment. A good approach would be to make a minimal dwelling to start with, then after most of the Town buildings are up, it will be easier to plan anything from a modest cabin to a gargantuan castle complex.

Players must build a visible, physical path from their domicile and connect it to an existing path in the Town. Fancy brick paths are nice but not required; even a simple grass path (right clicking on grass with shovel) will suffice.

A player may eventually move his or her domicile to a different Town location, but former plot must be completely dismantled and left in its original, natural condition, including all holes filled and surface dirt replanted, so the next person doesn't have extra work to perform.

MINING REGULATIONS

There will be only **one** mining hub, underneath the initial shelter, the structure that will later become the Town Center.

All player mining tunnels must branch off from there.

This means **NO** mining tunnels from player homes!

Mining is **unlimited** in terms of tunnel distance from Town.

All players please use signs to indicate entrances to your own tunnels from initial large central mining room.

If during mining, you run into another player's tunnel, withdraw and change course sufficiently to continue without breaching. This usually only requires a 100 block or so adjustment. If you run a tunnel out a good distance, then turn right or left, go out another good distance, do it again as needed, etc., you will probably not be bothered with accidental breaches by other players.

Let's all be courteous and patient with each other in this matter. Mistakes happen.

OVERWORLD SURFACE EXPLORATION

Surface exploration is **unlimited**.

Explorer must eventually return to Town, and must **NOT** create a residence outside of Town.

Any coordinates for areas of interest should be posted on the **Public Message Board**, such as rare biomes (e.g. Badlands, Mushroom Islands), Ocean Monuments, Woodland Mansions, etc.

Rails may be built to all areas of interest eventually, based on priority.

MISCELLANEOUS BY-LAWS

All players will remain in Settlement 1.15 for at least thirty real-world days, at which time (March 23rd) a teleporter will be built in the Town Center that will allow movement between all three settlements.

A few days before March 23rd, a vote will be cast on whether or not to extend the time in Settlement 1.15, possibly pushing the return teleporter creation further out in time. Vote will be decided by simple majority. No whining about either result! ;))

All players without a pressing activity, and looking for something to do, can simply gather resources and put them in the Storehouse. For example: wood, stone, sand and underground minerals are always needed by builders.

Essential Survival Directives

FIRST MINECRAFT DAY (10 minutes daylight)

The Chief Architect needs to take wood gathered by other players and create the initial shelter. If Chief Architect is not on server during first Minecraft day, then any players willing to build initial shelter are welcome to do it.

The Director of Agriculture and Forestry will gather grass seed right away to start initial wheat farm for bread.

The two top priorities are:

- 1) Chop LOTS of wood.
- 2) Mine LOTS of cobblestone.

With chopped wood, make crafting table and wooden tools, and continue chopping wood for first night. Make sure to replant any fallen saplings to ensure a new crop of trees as soon as possible.

Wood is needed for building initial shelter and making charcoal and sticks, for furnace fuel, torches and stone tools. Cobblestone is needed for making stone tools and a few furnaces for initial shelter.

Anyone killing nearby animals for food must be careful to **ALWAYS** leave two of each type for breeding.

Plan for not sleeping the first few nights, due to initial lack of sufficient sheep for 14 people.

FIRST MINECRAFT NIGHT (10 minutes darkness)

Large initial central mining room should be dug out right below initial shelter, all future mining tunnels branch off from that.

Use signs to mark your tunnel entrances.

LONG TERM SURVIVAL DIRECTIVES

The initial shelter will eventually become the **Town Center**. The **Town Center** needs to be built over the spawn-in point, and it should contain all work-related blocks (crafting table, furnaces, anvil, etc.), and the main **Mining Entrance** for all players.

A large **Public Message Board** needs to be built near or in Town Center.

A **Storehouse** needs to be built to hold gathered resources, preferably near Public Mining Entrance, for ease of resource drop off.

A massive **Agricultural Center** needs to be built, near one edge of the Town, to be extended past Town limits in order to leave most Town real estate for buildings and domiciles. All crops will be grown and harvested here.

An **Animal Husbandry** area needs to be added alongside Agricultural Center, for breeding and processing meat, leather, feathers, and wool.

A **Sorter** needs to be built underneath the Storehouse, and must be designed to NOT intersect with underground public mining area.

An **Enchantments and Potions** building needs to be built.

A **Nether Portal** building needs to be built.

A **Food Court** building needs to be built to store ready-to-eat food.

A **Stable** needs to be built to house players' horses. All horses should be named by owners. The Sheriff will manage the horses for the owners.

A **Rail Hub** needs to be built that will connect all rails that travel out of Town.

A **Jail** needs to be built for zombie villagers, for eventual rehabilitation back to villagers.

A large, central **Lodge** for villagers needs to be built. Villagers will roam freely in the town as additional citizens, to give our Town a more “realistic” atmosphere.

Founding Members of Settlement 1.15

<p>ArrayPointer Director of Mob Control Director of Agriculture and Forestry Director of Transportation</p>	<p>BlissPointer Associate Director of Mob Control Minister of Trade</p>
<p>Darcy255 Chief Engineer of Automation Director of Moon Based Operations</p>	<p>Dharmapala Director of Surface Exploration Chief Converter of Mountains</p>
<p>DragonShadow_1 Journeyman Construction</p>	<p>ElementOfSanity General of the Military</p>
<p>FlexLuthor Deputy Sheriff Apprentice Construction</p>	<p>Gumbolaya42 Associate Director of Human Resources</p>
<p>HeinleinFreak Associate Director of Geological Extraction</p>	<p>IronSigh Director of Human Resources</p>
<p>KneelBeforeUrGOD Chief Mechanical Engineer</p>	<p>Mysticeyejoe Sheriff Director of Geological Extraction Director of Fish and Wildlife</p>
<p>RespawnToken Chief Architect and City Planner</p>	<p>Toebang Director of Automated Industry</p>

Complete List of Player Milestones

	1	2	3	4	5	6	7	8	9	10
XP	160	550	1395	2920	5345	8670	12895	18020	24045	30970
Miles	10	25	50	100	200	300	400	500	750	1000
Monster Kills	25	50	75	100	250	500	750	1000	1500	2000
Fish Caught	25	50	75	100	250	500	750	1000	1500	2000
Trades	25	50	75	100	250	500	750	1000	1500	2000
Axe Used	100	250	500	1000	2000	3000	4000	5000	7500	10000
Pick Used	1000	2500	5000	10000	15000	20000	25000	30000	40000	50000
Shovel Used	250	500	750	1000	2500	5000	7500	10000	15000	20000
Hoe Used	10	25	50	100	200	300	400	500	750	1000
Sword Used	25	50	75	100	250	500	750	1000	1500	2000
Bow Used	10	25	50	100	200	300	400	500	750	1000
Rail	25	50	75	100	250	500	750	1000	1500	2000
Logs	100	250	500	1000	2000	3000	4000	5000	7500	10000
Stone	250	500	1000	2500	5000	10000	15000	20000	25000	30000
Andesite	25	50	75	100	250	500	750	1000	1500	2000
Diorite	25	50	75	100	250	500	750	1000	1500	2000
Granite	25	50	75	100	250	500	750	1000	1500	2000
Obsidian	1	5	10	25	50	100	150	200	250	300
Diamond Ore	1	5	10	25	50	100	150	200	250	300
Gold Ore	10	25	50	100	150	200	250	300	400	500
Lapis Lazuli Ore	3	5	7	10	25	50	75	100	150	200
Redstone Ore	10	25	50	100	200	300	400	500	750	1000
Iron Ore	25	50	75	100	250	500	750	1000	1500	2000
Coal Ore	25	50	75	100	250	500	750	1000	1500	2000
Wheat	100	250	500	1000	1500	2000	2500	3000	4000	5000
Carrots	100	250	500	1000	1500	2000	2500	3000	4000	5000
Potatoes	100	250	500	1000	1500	2000	2500	3000	4000	5000
Pumpkins	10	25	50	100	150	200	250	300	400	500
Melons	1	5	10	25	50	100	150	200	250	300
Sugar Cane	100	250	500	1000	1500	2000	2500	3000	4000	5000
Apples	1	3	5	10	15	20	25	30	40	50
Bamboo	10	25	50	100	150	200	250	300	400	500

Total Possible Milestones: 320