

The Melandra Charter

Preamble

The Melandra Charter is the governing doctrine of the City of Melandra. It was originally drafted in June 2014 and was based on the former regulations of the city established in November 2011. This document is purely used for the roleplay aspect of the Villoux Server System's Minecraft server Drug Craft and it is not necessary to read the charter in order to play on Drug Craft. The Charter may be updated and changed at the discretion of Drug Craft's staff.

Server rules not associated with role-play are listed on Drug Craft's webpage on Villoux's website, which can be found here – <https://www.villoux.com/drug-craft.html>. Server staff, such as moderators and admins, have authority to enforce server rules, such as rules pertaining to chat, but hold no other special authority within the roleplay component on the server, e.g. court cases or arrests, unless they likewise hold a position associated with said authority.

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Article I – General Information

The Melandra Charter outlines the ordinances and laws within the City of Melandra. The charter is divided into articles which may also be divided into sections and subsections. All citizens are obligated to follow the charter, the Melandra Police Department (MPD) is required to enforce the charter, and the Melandra Court interprets and applies the charter. The Mayor is responsible for the maintenance of the charter and should seek consultation from the Villoux Server System's Minecraft Department Chairman. The Melandra City Council is tasked with voicing concerns of the citizens they represent to the Mayor in hopes of making amendments to the charter. Membership of the Melandra City Council is outlined in Article I, Section B, Subsection 2, Subsubsection 5.

Section A – City Districts

The City of Melandra is divided into four distinct districts: the Baskerville Quarter, the Downtown District, the Housing District, and the Shopping District. The Baskerville Quarter is entirely encompassed by a wall and is noted by white banners, the Downtown District is noted by red banners, the Housing District is noted by blue banners, and the Shopping District is noted by yellow banners. The City of Melandra is quarantined from the rest of the world; therefore, travel outside of the City by its citizens is expressly prohibited.

PVP is enable all throughout the Downtown District, except within server buildings, and on every street within the City of Melandra, regardless of district, though these are the only areas in which PVP is enabled. It should be noted that PVP is disabled entirely within the Baskerville Quarter given there are no streets within that district.

Subsection 1 – Baskerville Quarter

The Baskerville Quarter, named after the Chief Judge and Villoux Chief of Staff Dr. Baskerville, is the most prestigious district in Melandra. It's buildings are of the highest architectural quality and take pride in using rare resources. The Quarter hosts the most expensive houses and towers in the City and some of the most important buildings, such as the Courthouse. Whereas there are no roads within the Quarter, there is ample scenery designed to help citizens pass time as they stroll through its luxuriousness. Points of interest in the Quarter include the Courthouse, the location for court cases and all legal proceedings; the Library, which offers free enchantment tables; and the Melandra City Hall, which houses rank-up shops, amongst other attractions.

Subsection 2 – Downtown District

The Downtown District is the most improvised district in Melandra. It is essentially the City's slums. This reputation, however, has led to the district becoming one of the most populous districts due to its cheap housing and several attractions. Citizens can purchase the cheapest housing and tower options in this district, and the district is also home to the lawless Sewers. Points of interest in the Downtown District include the Brewery, a potion shop for the Mercenary Tier; the Casino, which offers mob dungeons for the Mercenary Tier; the Diner, which sells foodstuffs; the Lumberyard, which offers mineable natural goods for the Commerce Tier; and the Mines, which offers mineable goods for the Commerce Tier, amongst other attractions.

Subsubsection 1 – Sewers

The Sewers which run below the Downtown District are accessible to all citizens within Melandra via the Sewage Plant, except the Police Tier. Under no circumstances are the Police Tier authorized to enter the Sewers. Points of interest in the Sewers include mob dungeons for

Assassins; a Black Market Pet Store for Drug Lords; the Dispensary, a drug shop for the Drug Tier; and a public Zombie Arena amongst other attractions.

Subsection 3 – Housing District

The Housing District is the main residential hub of Melandra. Aside from the Downtown District, most of the city's residents live in this district. The district is also home to the Melandra Police Department given its population density. The Housing District is the ideal district for the average citizen due to its many affordable housing options and its direct protection from the Police Tier. In addition to the Police Department, points of interest in the Housing District include the Bakery, which sells foodstuffs; the Hospital, which sells milk; Melandra University, a free public university that offers classes to citizens looking to hone skills; and the Post Office, which sells paper-related items, amongst other attractions.

Subsection 4 – Shopping District

The Shopping District is the economic center of Melandra. It is here that the majority of shops are found, many of which are located in the Shopping Mall. This district also houses the majority of the towers within the City. Whereas commerce is the main attraction within the district, it is also a hub for other activities. In addition to the Shopping Mall, points of interest in the Shopping District include the Bank, which sells vaults for citizen storage; the Car Dealership, which sells motorized vehicles; and Restaurant Couture, which sells foodstuffs, amongst other attractions.

Section B – Rank Tiers

Citizens in Melandra will select one of three primary tiers and one of three secondary tiers to help guide their life in the City. Each rank within a tier has a unique one-time use kit the City

will provide to citizens. Ranking-up within a tier results in access to a new one-time kit. Each rank within a tier likewise has unique MCMMO attributes. Further information about each rank's kits and MCMMO stats can be read on Drug Craft's webpage on Villoux's website [here](#). Staff tiers and reward tiers can be held in addition to one primary tier and one secondary tier, though they are entirely optional.

Subsection 1 – Primary Tiers

Primary tiers reflect a citizen's predominate goal within Melandra. Primary tiers can be changed once every twenty-four hours at the Melandra City Hall; however, changing tiers will result in a citizen starting at the lowest rank within their new tier rather than the equivalent rank of their current tier.

Subsubsection 1 – Commerce Tier

The Commerce Tier has exclusive access to mines and forests with replenishing resources, which are extremely valuable in a city with limited resources such as Melandra. Their objective is to sell the items they acquire in the mines and forests, typically by purchasing storefronts in the Shopping Mall. They are considered a neutral class in the ongoing fight between the Drug Tier and the Police Tier as they sell items to both sides. The Commerce Tier has exclusive access to the Music Store, Pet Store, and Deli in the Shopping Mall; the Mines; and the Lumberyard.

Any citizen can choose to start as a Peddler. Peddlers rank-up to Shopkeeper, then Merchant, then Tycoon by purchasing upgrades in City Hall. The special rank of CEO is given to the member of the Commerce Tier with the most money in their bank account.

Subsubsection 2 – Drug Tier

The Drug Tier are responsible for growing drugs within Melandra, though it is illegal for them to do so. Whereas any citizen can grow drugs, the Drug Tier has exclusive access to the Dispensary in the Sewers where they can sell their drugs. Drug Lords have the exclusive ability to create mafias, which serve as factions within the Drug Tier. Further is explained in Article V.

Any citizen can choose to start as a Druggie. Druggies rank-up to Dealer, then Supplier, then Drug Lord. The special rank of Godfather is given to the Drug Lord with the largest mafia.

Subsubsection 3 – Police Tier

The Police Tier is responsible for enforcing the Melandra Charter within the City. They are the city's law enforcement, and, as such, must ensure drugs remain off the streets, citizens do not fight each other, and maintain general peacefulness within the City. They are headquartered in the Melandra Police Department. Officers and above have the ability to arrest law-breaking citizens, though they may be required to defend their actions in court. The Chief of Police is responsible for the unified administration of the Police Tier.

Any citizen can choose to start as a Cadet, though the Chief of Police must promote them to Officer. Officers are promoted to Sergeant then to Captain based on their performance.

Subsection 2 – Secondary Tiers

Secondary tiers reflect a citizen's additional goals within Melandra outside of their primary goals. Secondary tiers can be changed once every twenty-four hours at the Melandra City Hall; however, changing tiers will result in a citizen starting at the lowest rank within their new tier rather than the equivalent rank of their current tier.

Subsubsection 1 – Real Estate Tier

Real estate is the biggest commodity on Drug Craft. The Real Estate Tier has the unique ability to rent their properties to other citizens, though some restrictions do apply.

Any citizen can choose to start as a Teller. Tellers then rank-up to Agent then Banker. The special rank of Magnate is given to the member of the Real Estate tier with the most money in their bank account.

Subsubsection 2 – Law Tier

The Law Tier are the neutral arbiters of law enforcement in Melandra. They primarily resolve disputes between other citizens and provide oversight to the Police Tier. Lawyers have the unique ability to represent clients in court cases and charge whatever rate they feel is appropriate for each trial. Judges oversee all trials and act as the sole juror over all court cases. The Chief Judge is the ultimate law officer within the court system and is responsible for appointing Judges and overseeing the highest profile court cases.

Any citizen can choose to start as a Clerk, though the Chief Judge must promote them to Lawyer. The most skilled Lawyers are promoted by the Chief Judge to serve as Judges. Whereas a member of the Police Tier can serve as either a Clerk or a Lawyer, a member of the Police Tier cannot serve as a Judge.

Subsubsection 3 – Mercenary Tier

The Mercenary Tier represent the toughest citizens Melandra has to offer. This is the ideal tier for any citizen who is skilled at PVP and wants to devote themselves to becoming a renowned assassin. The Mercenary Tier has exclusive access to various mob dungeons across the City as well as special shops for armor, potions, and weapons.

Any citizen can choose to start as a Hitman. Hitmen then rank-up to Bounty Hunter then Assassin. The special rank of Terminator is given to the Assassin with the highest kill count.

Subsection 3 – Staff Tier

The Mayor will appoint various citizens to serve within the Staff Tier. Primary tier and secondary tier ranks are not considered when appointing citizens to Staff Tier nor do citizens lose their secondary tier upon being promoted to Staff Tier. It should be clearly noted that there is a difference between the Staff Tier and the Police Tier. Citizens interested in serving in the Staff Tier should contact the Mayor.

Subsection 4 – Reward Tiers

Reward Tiers consist of two groups: Discord Tier and Donator Tiers. Reward tiers are entirely optional. Reward tiers do not replace a citizen's secondary tier.

Subsubsection 1 – Discord Tier

Every citizen who joins Villoux's Discord Server is granted membership in the Discord Tier. Benefits of this tier are outlined on Drug Craft's webpage on Villoux's website. Citizens can join Villoux's Discord Server [here](#).

Subsubsection 2 – Donator Tier

Citizens who choose to donate their real-life money to Drug Craft are granted membership in one of the Donator Tier ranks. Information regarding donation packages and benefits of this tier are outlined on Drug Craft's webpage on Villoux's website.

Subsection 5 – City Council Tier

The Melandra City Council is an advisory body that provides insight to the Mayor. The City Council is comprised of six citizens from the six different tier ranks. The Council is consulted

by city officials when assessing gameplay changes and how they will impact the ranks, though the Council holds no formal authority within the City.

Citizens may only hold one position on the Council. In the event a citizen qualifies for two positions, the second position will go to the second-most qualified citizen, e.g. if the CEO also qualifies to be the Magnate, the second richest person in the Real Estate Tier will serve as Magnate instead. Membership on the Council is fluid, meaning members can be removed from the Council in the event a more qualified member arises.

Subsubsection 1 – CEO

The CEO is the member of the Commerce Tier with the most money in their bank account. In the event the Magnate is a member of the Commerce Tier and holds the most money in their bank account amongst their tier, the member of the Commerce Tier with the second most money in their bank account becomes the CEO. In the event the Terminator is a member of the Commerce Tier and holds the most money in their bank account, the member of the Commerce Tier with the second most money in their bank account becomes the CEO.

Subsubsection 2 – Godfather

The Godfather is the Drug Lord with the largest mafia. In the event more than one Drug Lord have the same number of members in their mafia, the Drug Lord with the oldest mafia will become Godfather. In the event the Terminator is a Drug Lord with the largest mafia, the Drug Lord with the second largest mafia becomes the Godfather.

Subsubsection 3 – Chief of Police

The Chief of Police is appointed by the Mayor, pursuant to Article II, Section C, Subsection 3; however, the Chief of Police cannot also serve as the Chief Judge.

Subsubsection 4 – Magnate

The Magnate is the member of the Real Estate tier with the most money in their bank account. In the event the CEO is also the Magnate, the member of the Real Estate Tier with the second most money in their bank account becomes the Magnate.

Subsubsection 5 – Chief Judge

The Chief Judge is appointed by the Mayor, pursuant to Article IV ; however, the Chief Judge cannot also serve as the Chief of Police.

Subsubsection 6 – Terminator

The Terminator is the Assassin with the highest kill count in Melandra. The Terminator titles takes precedence over other titles on the City Council such as CEO and Godfather, meaning the Assassin with the highest kill count will always be the Terminator, regardless of other eligibilities for other offices on the Council.

Subsubsection 7 – Mayor

The Mayor is the head of the City Council and is responsible for calling sessions of the City Council. The Mayor is appointed by Villoux’s Minecraft Department Chairman and can only be removed from office through official proceedings within Villoux.

The Mayor also represents the City in all legal proceedings, though the Mayor may opt to send a Lawyer as a proxy in court cases. All charges that are brought against a citizen by the City must be initiated by the Mayor.

Section C – Glossary

1. Citizen – the term applied to all users on Drug Craft but does not include NPCs
2. Drug Craft – the name of the server

3. Drugs – the following are a list of items the City of Melandra considers “drugs”: bamboo, beetroot (beetroot seeds), brown mushroom (brown mushroom block), cactus, carrot (carrot seeds, golden carrot), melon (melon block, melon slices, glistening melon slice), potato (poisonous potato), mushroom stem, pumpkin, red mushroom (red mushroom block), sugar cane, and wheat (wheat seeds)
 - a. Items which can be crafted from these drugs are not considered drugs themselves, e.g. cookies (which require wheat) are not drugs. Acceptable items include, but are not limited to: book, foodstuffs that are not aforementioned as drugs (cake, mushroom stew, sugar), hay bale, and scaffolding.
 - b. Items which are traditionally associated with growing drugs are not implicitly prohibited themselves, e.g. composters. Further examples include, but are not limited to: bone meal, dirt, farmland, hoes, and mycelium.
4. Melandra – the city featured in Drug Craft
5. Minecraft Server Head of Drug Craft (Mayor) – the user appointed by Villoux’s Minecraft Department Chairman to lead the staff of Drug Craft; this user also serves as Melandra’s Mayor
6. MPD – acronym for “Melandra Police Department”, the city’s police force
7. NPCs – acronym for “Non-playable characters”, the citizens which walk the streets of Melandra and occasionally talk to other citizens
8. Officer – when lowercased, refers to all citizens within the Melandra Police Department; synonymous with “officer of the law”
9. Pets – see Article II, Section B, Subsection 4
10. Server Building – any structure that is not a purchasable house or tower

11. Villoux Server System (Villoux) – the community which hosts Drug Craft; it is ultimately administrated by the Villoux Chief of Staff

- a. Villoux Bill of Ordinances (including the Minecraft Ordinance) – the document which governs how Villoux is administrated; it takes precedence over the Melandra Charter

12. Weapon – only refers to the following items: arrows, axes, bow, crossbow, fire charge, firework rocket, hostile and neutral mob spawn eggs, splash potions, swords, and trident; items which are used to hit another citizen do not constitute as weapons unless they are in this list

Article II – Legal Offenses

This article notes all of the criminal and civil actions the City of Melandra recognizes as offenses. Civil charges are minor accusations brought against one citizen by another citizen whereas criminal charges are major criminal offenses brought against a citizen by either another citizen or the Melandra Police Department. Civil charges often result in either a fine or jail time; criminal charges may likewise result in a fine or jail time but may also include more severe outcomes such as the seizure of property or finances. Legal offenses may also be committed on Villoux's Discord Server rather than within the City Melandra.

Citizens and the MPD retain the right to file charges against any other citizen or the MPD, though these are the only entities against which charges may be filed, i.e. NPCs, businesses, mafias, mobs, and other entities may not be charged, though the citizens associated with them may be charged. In order for a charged party to be found guilty and have action taken against them, the charging party must win a court case in the Melandra Courts. Information regarding court cases can be found in Article III.

Whereas a court case must be held in order to assign a fine to a citizen or the MPD, MPD officers will jail citizens who violate the Melandra Charter in the event jailtime is required for their offense. Citizens who believe they were wrongly jailed are advised to file a lawsuit against the MPD for misusing their authority.

It should again be noted that committing offenses and violating the Melandra Charter is not against Drug Craft's server rules.

Section A – Criminal Offenses

Subsection 1 – Possession of Drugs

Citizens who possess items in their inventory classified as drugs as defined by Article I, Section C will be prosecuted by the Melandra Police Department for possessing contraband. A fine of \$30.00 shall be imposed upon any citizen possessing less than thirty-two (32) of any given drug; a fine of \$75.00 and a jail sentence of two minutes shall be imposed upon any citizen possessing between thirty-two (32) and sixty-four (64) of any given drug; a fine of \$150.00 per every sixty-four (64) of any given drug and a jail sentence of three minutes shall be imposed upon any citizen possessing over sixty-four (64) of any given drug.

Citizens who are found growing drugs on property that they own will be fined \$2.00 for each block which can be used to grow drugs on their property, regardless of whether or not they were the individual who placed the block. An additional fine of \$3.00 will be imposed for each drug in the process of growing or that is fully grown.

Members of the MPD are exempt from this subsection whilst transporting drugs acquired in raids back to the MPD but may be charged with possession if a Judge rules that the intentions of the officer were not to return the drugs to the Police Station or if the officer possessed the drugs outside of the raid.

Subsection 2 – Assault

Assault is defined as one citizen hitting another citizen, potentially a multitude of times and even without harming their target, though not killing their target. Should the citizen being attacked engage in self-defense, the citizen being attacked is immune from legal punishment, even in the event of the murder of the assailant. MPD officers will jail any attackers for two minutes

and confiscate any weapon(s) used in the assault. The assaulted party can file a lawsuit against their assailant for a sum of money in the Melandra Court.

Subsubsection 1 – PVP Arenas

Citizens who knowingly and willingly participate in PVP matches within any sites within the City of Melandra designated as a PVP arena are ineligible to file lawsuits against one another regarding their altercation. MPD officers will not arrest citizens who start and conclude their assaults entirely within PVP arenas.

Subsection 3 – Murder

The MPD will jail any citizen they witness murder another citizen for five minutes and confiscate all weapons in the murderer’s inventory, even weapons not used in the murder; however, the murderer will keep all other items in their inventory, including the items of their victim. Murdered citizens may then sue their murderer for a sum of money in the Melandra Court, though murdered citizens may only do this if there was a witness to their murder.

Subsubsection 1 – PVP Arenas

Citizens who are murdered during PVP arena matches are ineligible to file a charge of murder against their assailant, pursuant to Article II, Section A, Subsection 2, Subsubsection 1.

Subsection 4 – Burglary

Any citizen caught entering another citizen’s property and proceeding to remove items from said property, including items in chests, without the consent of the property owner will be jailed by the MPD for two minutes. The MPD will confiscate all items within the burglar’s inventory and award them to the victim, including items that were not stolen from the victim. The victim may also sue their burglar(s) for a sum of money in the Melandra Court if damage was done

to their property; conversely, citizens who believe they were wrongly charged with burglary and had their items confiscated by the MPD may sue the MPD, not the citizen they were charged against, for the monetary sum of the items lost.

Subsection 5 – Perjury

Citizens who intentionally and maliciously lie to either the MPD during an official investigation or when filing a report will be charged with perjury and arrested for two minutes. Citizens who intentionally and maliciously lie during a court case in the Melandra Court will be fined \$1,250.00 and jailed for five minutes.

Subsubsection 1 – Witness Tampering

Citizens who lie during an official court case at the Melandra Courthouse will face a charge of perjury, unless they were blackmailed by another party, at which point a Judge may choose to dismiss a charge of perjury against a witness and instead charge the blackmailing party with blackmail, pursuant to Article II, Section A, Subsection 8. Citizens who intentionally intimidate witnesses into lying during court risk being charged with perjury themselves.

Subsection 6 – Abuse

MPD officers who intentionally and unmistakably abuse their authority as law enforcement officers within the City of Melandra will be charged with abuse. This charge must be brought against an officer by a citizen in the Melandra Court. A Judge will award the plaintiff a sum of money, though not from the abusive officer's own finances, and/or demote/fire the officer in the event abuse is confirmed by the courts. The Melandra Chief of Police may demote/fire an abusive officer prior to their court appearance, though a Judge may still impose a fine on the MPD.

Subsection 7 – Contempt of Court

Misbehaving or acting disruptive during an official court case at the Melandra Court will result in a charge of contempt of court. The presiding Judge may jail the citizen found in contempt of court for five minutes and/or impose a fine of \$1,000.00.

Subsubsection 1 – Chief Judge’s Discretion

The Chief Judge maintains the right to reverse fines imposed by Judges for contempt of court in the event the Chief Judge believes a Judge misused this charge. The Chief Judge may additionally remove any Judges from their office who grossly violate this charge; furthermore, the Chief Judge may charge Judges who misuse this charge with contempt of court themselves.

Subsection 8 – Blackmail

Attempting to coerce any of Melandra’s citizens to perform actions against their will is considered blackmail, a highly illegal offense. Citizens must be found guilty by a Judge before facing jail sentence for this crime. Jail time for blackmail is between two to five minutes depending on the severity of the blackmail and the results of its actions. A fine of \$1,150.00 will also be imposed on the offending party for this charge.

Section B – Civil Offenses

Subsection 1 – Scamming

Scamming is defined as a citizen promising an item, service, or property to another citizen and then failing to provide the promised good within a reasonable timeframe. Citizens may sue scammers for the monetary value of whatever they paid the scammer and additional sums in the Melandra Court; scammers unable to pay that amount will instead be jailed for a time decided by a Judge.

Subsection 2 – Slander

Melandra's citizens should not live in fear of mistruths or baseless accusations made by other citizens. Any citizen who feels they have been unjustly misrepresented may sue the slanderous party in the Melandra Court for a sum of money.

Subsection 3 – Improper Possession

Each citizen in Melandra has their own role to play. Citizens who are caught in possession of items they should not have access to given their tier may face charges for improper possession. This is a delicate accusation and, as such, may only be prosecuted by the City against a citizen. Whereas citizens may not sue other citizens for improper possession, they are encouraged to report citizens whom they believe to be in possession of items to which they should not have access to the Mayor. No fine nor jail time is associated with this charge; however, the improperly possessed item will be repossessed by the City.

Subsection 4 – Animal Abuse

Though not as highly valued as human life, animal life is valued within Melandra. Citizens who are caught attacking or murdering animals that are pets of other citizens may be sued for animal abuse by the pet's owner. Pet owners may sue for the value of a spawn egg of their pet, or if a spawn egg is not available for purchase, for an amount they feel accurately embodies the price of their pet's life; attackers unable to pay that amount will instead be jailed for three minutes. Animals classified as pets within Melandra include: Bats, Cats, Chickens, Cows, Donkeys, Foxes, Horses, Llamas, Mooshrooms, Mules, Ocelots, Pandas, Parrots, Rabbits, Sheep, Turtles, and Wolves. Any other mob, such as Iron Golems or fish, are not considered pets; therefore, they may be attacked and murdered without recourse.

Subsubsection 1 – Self-Defense

Pets which attack citizens are not protected by animal abuse; therefore, the owner of a pet that attacks another citizen cannot sue said citizen for attacking or murdering their pet; however, the citizen that was attacked by the pet may sue the animal's owner for assault.

Subsubsection 2 – Mob Farms

Animals found in areas such as the Lumberyard wherein there is a mob spawner producing the animals are not considered pets themselves and may, therefore, be murdered.

Subsection 5 – Reckless Driving

Motorists in Melandra are expected to drive their vehicles in a way that is respectful and non-disruptive to other motorists and citizens. Citizens who feel that a motorist is behaving in a way that violates the aforementioned should sue said motorist for a monetary value comparable to the pain they experienced as a result of said motorists' reckless driving; motorists unable to pay that amount will instead spend two minutes in jail. In extreme cases, a Judge may rule to take possession of a motorist's vehicle for inappropriate behavior, especially if said motorist has been found guilty of reckless driving on multiple occasions.

Subsection 6 – Building Code Violations

Property owners of build plots must adhere to all building codes outlined in Article IV, Section D, Subsection I. Failure to do so will result in the City suing the property owner for said violations. In most cases, the Judge will direct the property owner to resolve the violations within a given time frame; however, in extreme cases, the Judge may either take possession of all items causing the building code violation or completely repossess the entire build plot. If the build plot is repossessed, the property owner will be reimbursed for the current sell price of a build plot. A

fine of \$1,000.00 will be imposed on building code violators; violators unable to pay that amount will instead spend one minute in jail.

Subsection 7 – Public Indecency

Citizens with skins deemed inappropriate by the 333A Clause, Craigminer670 Clause, NightDemonz Clause, or Pbaron88 Clause of the Minecraft Ordinance within the Villoux Bill of Ordinances will be jailed until such time that they change their skin to a more appropriate skin. A court case is not necessary for an Officer to indefinitely jail a citizen with an inappropriate skin, though a citizen may sue the Melandra Police Department if they believe their skin was not inappropriate and their jail sentence was, therefore, unwarranted. No fine is associated with this charge.

Subsection 8 – Vandalism

Vandalizing, destroying, or otherwise altering the property of the City or another citizen shall result in the vandal paying the City or citizen the necessary cost to repair their vandalized property. Citizens whom are victims of vandalization may also sue the vandal for additional costs.

Subsection 9 – Stalking

Any citizen following another citizen for an excessive period of time risks being charged with stalking. Stalked citizens may sue their stalkers for \$500.00; stalkers unable to pay that amount will instead spend two minutes in jail. A Judge will determine the definition of an “excessive period of time” based on the plaintiff’s testimony.

Subsection 10 – Price Fixing

Storefront owners are expressly prohibited from scheming with one another to set prices at drastically unreasonable rates. Citizens should sue storefront owners who they believe are guilty

of price fixing in the Melandra Courts. A Judge will determine the definition of “drastically unreasonable rates” and fine storefront owners engaged in price fixing with \$5,000.00.

Subsection 11 – Unlicensed Renting

Property owners outside of the Real Estate Tier who are found to be renting their property to another citizen will face a charge of unlicensed renting. If found guilty by a Judge, a fine of \$1,000.00 per tenant will be imposed on the property owner.

Subsection 12 – Visual Threats

Property owners who display visual threats on their property against other citizens, the MPD, or the City risk having their property raided to seize all items which could potentially be used to act upon said threat in an effort to nullify the threat.

Section C – Officer Proceedings

Melandra Police Department officers are required to jail citizens prior to their court case if required by this charter, though it should be noted officers who improperly jail citizens will be held accountable by the Melandra Court. Whenever a citizen is jailed, an arrest report must be filed. Arrest reports must contain: the username of the citizen arrested, the charge, items confiscated during the arrest (including enchantments on said items), the arresting officer, any witnesses to the crime, the jail time, and the date of the crime. Arrest reports should be immediately submitted the Chief of Police who must then submit them to the Mayor. The Mayor must submit them to the Minecraft Department Chairman, who will report them to the Villoux Chief of Staff.

Subsection 1 – Jail Times

The following is a list of jail times for various offenses which do not require a court case:

2 minutes – assault (confiscate weapon(s) used in assault), burglary, perjury, possession of
between thirty-two and sixty-four drugs (confiscate all drugs)

3 minutes – possession of over sixty-four drugs (confiscate all drugs)

5 minutes – murder (confiscate all weapons in the murderer’s inventory)

Indefinite – public indecency

Subsection 2 – Cadets

Cadets must attend a meeting with the Chief of Police wherein they exemplify that they have an understanding of the Melandra Charter as it relates to an officer’s responsibilities by passing a training test by scoring at least an 80%. Training tests are developed by the Mayor in conjunction with the Chief of Police, though the Chief of Police may not alter the tests without consent from the Mayor. Cadets will not have access to the rights associated with law enforcement officers until they are promoted to Officer.

Subsection 3 – Promotions

The Chief of Police will promote officers at his or her discretion to one rank above their current rank in the event of exemplary job performance. Cadets are promoted to Officers, Officers are promoted to Sergeants, and Sergeants are promoted to Captains. The Chief of Police is appointed by the Mayor. The Chief of Police retains the ability to demote officers who exemplify poor performance. Unlike other tiers, promotions cannot be purchased within the Police Tier as promotions are based solely on merit.

Subsection 4 – Raids

Police officers may raid a citizen’s property if they present evidence to a Judge that convinces the Judge that there may be illegal activities occurring on said property. During a raid,

officers are only allowed to confiscate items outlined in the warrant they were issued, e.g. if an officer was issued a warrant to raid a property for the drugs, the officer may not take non-drug items from the property such as ingots, weapons, etc. Officers also maintain the right to destroy blocks that obstruct their full investigation of the property; however, officers must return any blocks not included in the raid's designation to the property owner after the raid. Information about the legal proceedings of raids is outlined in Article III, Section B. Citizens present on the property during the raid will be arrested until the raid has concluded.

In the event an officer determines an additional raid is needed aside from the raid for which they been granted warranted, they must apply for an additional warrant with a Judge prior to acting upon the actions which they would be allowed to take in such a raid, e.g. if an officer is raiding a property burglary and notices drugs are growing on the property, the officer is not permitted to perform a drug raid until an additional warrant has been issued of the property by a Judge.

Police officers are permitted to keep, for their own personal use, any items they confiscate during a raid; however, illegal items must be sold to the Evidence Locker in the MPD.

Subsubsection 1 – Drug Raids

Police officers who have been issued a warrant to conduct a drug raid are allowed to take the following actions on the property: (1) seize all drugs, seeds, and bonemeal in the open as well in chests; (2) seize all items used to grow drugs, including and limited to: dirt, mycelium, sand, and water in the open as well in chests; (3) seize all tools used to grow or harvest drugs, including and limited to: cauldrons, composters, droppers, dispensers, hoes, hoppers, redstone and redstone-related items (comparator, repeater, redstone torch), minecarts (minecarts with chest, hopper) observers, pistons (sticky pistons), rails, and tripwire hook in the open as well as in chests; (4) use

shears on any Mooshrooms on the property; and (5) seize all of the aforementioned items in the property owner's inventory.

Subsubsection 2 – Improper Possession Raids

Police officers who have been issued a warrant to conduct an improper possession raid are allowed to take the following actions on the property: (1) seize all items which are not a part of Melandra's economy or are unobtainable through items in the economy.

Subsubsection 3 – Burglary Raids

Police officers who have been issued a warrant to conduct a burglary raid are allowed to take the following actions on the property: (1) seize all items which the citizen who filed the report said were stolen, e.g. if the citizen said dirt was stolen, officers are to take all dirt from the property.

Subsubsection 4 – Weapon Raids

Police officers who have been issued a warrant to conduct a weapon raid are allowed to take the following actions on the property: (1) seize all items which are considered or associated with armor, including and limited to armor: boots, caps, helmets, chestplates, horse armor, leggings, pants, shields, and tunics; (2) seize all items which are considered weapons in Article I, Section C, Point 12; and (3) seize all of the aforementioned in the property owner's inventory.

Subsection 5 – Confiscated Items

Police officers may retain items they have confiscated from citizens who broke the law for their own personal use, though only in the event the Charter explicitly states officers can take possession of them, e.g. an officer cannot confiscate concrete but may confiscate a diamond sword if it is used in an assault on another citizen. Citizens whom have their items justly confiscated

cannot sue either the officer who confiscated them or the Melandra Police Department for the monetary value of the item(s) confiscated.

Subsubsection 1 – Evidence Lockers

The Melandra Police Department houses evidence lockers wherein officers can sell drugs they have confiscated from citizens. Officers and Sergeants can sell drugs for 25% of their purchase value in the Dispensary whereas Captains and the Chief of Police can sell drugs for 50% of their purchase value in the Dispensary. Police officers must sell drugs they confiscate to the evidence locker as soon as possible otherwise they risk being charged with drug related offenses themselves. It should be clearly noted that it is not legal for officers to grow drugs.

Article III – Court Proceedings

Section A – Lawyers

Any citizen may serve as a Lawyer, though only Lawyers may represent clients in court. Lawyers must first serve as a Clerk be promoted to Lawyer by the Chief Judge. Citizens not recognized as a Lawyer will not be allowed to represent other citizens in court. Citizens may, however, elect to represent themselves in court in place of a Lawyer. Each party in a court case is only permitted to have one lawyer. Lawyers are referred to as “counselors” by other Lawyers and Judges during court cases.

Subsection 1 – Legal Fees

Lawyers may choose to charge legal fees for their services. Clients who fail to pay their Lawyer the previously agreed upon price after a case may be sued for scamming, pursuant to Article II, Section B, Subsection 1. The party which loses a case will be required to pay all legal fees involved in the case, including the legal fees of the opposing party’s Lawyer.

Section B – Warrants

The Police Tier may request a warrant to investigate a citizen’s property in the event there is sufficient grounds to suggest there are illegal activities occurring on said property, pursuant to Article II, Section Subsection 4. Police officers must compile a list of compelling evidence to present before a Judge in order to convince the Judge to issue a warrant. A Judge will then either grant or deny the warrant, either allowing for a raid to commence or preventing a raid from commencing. The inability to see through a property’s windows or seeing a citizen enter the Sewage Plant are not sufficient grounds for a warrant.

Section C – Filing a Court Case

To file a court case, a citizen must send a direct message on Villoux’s Discord Server to the Chief Judge. In the message, the citizen, the “plaintiff”, must note the name of the person or entity they wish to sue, the defendant. Additionally, the citizen must note the charge they are bringing against the defendant, e.g. the plaintiff is suing the defendant for assault, and the plaintiff must also note for what they are suing the defendant, e.g. an amount of money, an item, etc.

The Chief Judge will review the case and assign a Judge to the case. The assigned Judge will then contact the plaintiff and the defendant to arrange a time to schedule the case. If the defendant does not respond to the Judge’s message within seven real-life days or if the defendant fails to attend the scheduled case, the defendant will automatically be found guilty and the plaintiff will be awarded with a judgement; if the plaintiff fails to respond to the Judge’s message within seven real-life days or if the plaintiff fails to attend the scheduled case, the case will be dismissed and the defendant will not be charged.

Subsection 1 – Repeat Trials

Cases which have already been granted a verdict by a Judge may not be brought against the defendant a second time, except in the case of appeals as outlined in Article III, Section E, Subsection 1; however, a plaintiff may sue a defendant additional times for additional illegalities, e.g. a plaintiff who sues a defendant once for assault may file another case of assault against the same defendant should the same defendant again assault the plaintiff.

Subsection 2 – Withdrawing a Filed Case

Plaintiffs may withdraw their case at any point prior to the beginning of the trial by contacting the Chief Judge; however, a court fee of \$1,000.00 will be imposed upon plaintiffs who withdraw their case.

Subsection 3 – Expulsion from Filing Cases

Citizens who regularly abuse the court system by filing frivolous court cases may be expelled from filing court cases. The Chief Judge will decide if a citizen should be expelled from filing cases based upon the citizen's record with the Melandra Courts.

Section D – Trial Proceedings

All trials are held in the Courthouse voice channel on Villoux's Discord Server. All parties involved in a trial must be connected to Villoux's Discord Server prior to the trial, else they risk being found absent from the trial. The presiding judge will administer an oath to all parties involved in a case. The oath, "Do you promise to tell the truth, the whole truth, and nothing but the truth", must be agreed upon by all parties. Any party who fails to agree to the oath will automatically be found guilty and the case will be dismissed.

Subsection 1 – Opening Statements & Rebuttals

The trial will begin with the prosecution (the plaintiff and/or the plaintiff's Lawyer) presenting an opening statement outlining the charges they are bringing against the defense (the defendant and/or the defendant's Lawyer). The defendant will then be recognized for their opening statement, which should seek to disavow the prosecution's opening statement.

A period of rebuttal will then begin starting with the prosecution rebuking the defense's opening statement and then the defense rebuking the prosecution's rebuttal. This process will continue until either side states they have no further rebuttal.

Subsection 2 – Witnesses

The prosecution will then be asked to call their first witness. The witness will then take the oath administered by the presiding judge and the prosecution will proceed to ask the witness

questions. Once the prosecution has finished asking questions, the defense is presented with an opportunity to cross-examine the witness wherein the defense may seek to discredit the witness; however, the defense may choose not to cross-examine a witness. The prosecution will call their next witness, if any, and this process will repeat itself until there are not further witnesses from the prosecution.

The defense will call its first witness after the prosecution has finished calling all of their witnesses. The above process will be repeated for all of the defense's witnesses, including the prosecution's cross-examination of the defenses' witnesses(es).

Subsubsection 1 – Appropriate Witnesses

Witnesses must possess information pertinent to the case. Examples of this include witnessing the action the prosecution is alleged against the defense or being an expert in a matter relevant to the case. Improper, combative, or irrelevant witnesses may be dismissed by the presiding Judge. They may also be charged with contempt of court, pursuant to Article II, Section A, Subsection 7.

Subsection 3 – Closing Statements & Ruling

The court may enter a three-minute recess after the defense's final witness has been cross-examined by the prosecution in order for both parties to prepare a closing statement. The closing statements should again emphasize the position of the appropriate party. The prosecution will present the first closing statement and the defense's closing statement will follow. The presiding Judge may then either call for a recess so the Judge may deliberate the case, or the Judge will present a court ruling. Once the Judge raps the gavel to signify the conclusion of the case, the case is officially closed.

Subsection 4 – Objections

The prosecution and the defense both retain the right to call an objection during the course of a case; however, these are the only parties that may call for an objection – witnesses, the presiding Judge, and members of the gallery may not make objections, though the presiding Judge may recommend an objection be made. To make an objection, the party must call “Objection!”, interrupting and taking precedence over all court proceedings. The presiding Judge will recognize the objector to explain the objection and then make a ruling on the objection. Objections that are “overruled” are dismissed and the trial proceeds; objections that are “sustained” will be followed by the presiding Judge explaining what the opposing party must do differently.

Subsubsection 1 – Objection on the Grounds of Relevance

Parties which deviate from the purpose of the case can be corrected by an objection on the grounds of relevance. This objection should be used, especially during witness testimony, when the speaking party is not presenting information relevant to the case.

Subsubsection 2 – Objection on the Grounds of Badgering

Objections on the grounds of badgering should be made when a party is acting overtly hostile towards another party, especially a witness. This objection should not be used during intense or otherwise dramatic questions; rather, it should be reserved for when a party is obviously harassing a witness.

Subsubsection 3 – Objection on the Grounds of Unresponsive Witness

Witnesses which fail to answer questions posed to them by either party should be met with an objection on the grounds of unresponsive witness. The party which called the witness may use this objection on their own witness to dismiss the witness from court and the opposing party may

use this objection to have all testimony of the witness stricken from the case. Witnesses which fail to respond to cross-examination risk having their entire testimony disregarded and being potentially charged with contempt of court, pursuant to Article II, Section A, Subsection 7.

Subsubsection 4 – Objection on the Grounds of Leading the Witness

An objection on the grounds of leading the witness should be made by the opposing party when a party is intentionally guiding their witness to answer their questions in a certain way. It can conversely be used if the opposing party is guiding the witness to answer questions.

Subsubsection 5 – Objection on the Grounds of Speculation

Speculation refers to testimony which is impossible to verify as factual. This objection should only be used when it is impossible for the speaking party to possess the knowledge they claim to possess.

Subsubsection 6 – Objection on the Grounds of Narrative

Parties which unnecessarily ramble during the time they are recognized to speak should be met with an objection on the grounds of narrative. Whereas long statements are acceptable, statements should be considerate of the court and the parties' time.

Subsubsection 7 – Objection on the Grounds of Misconduct

Anything occurring during a trial which is distracting to either party or their witnesses should be noted in an objection on the grounds of misconduct. Whereas the presiding Judge will normally encourage this objection, parties may make it on their own.

Subsection 5 – Motions

Motions may be made to help guide the course of a trial. The prosecution and the defense both retain the right to call for a motion during the course of a case; however, these are the only

parties that may call for a motion – witnesses, the presiding Judge, and members of the gallery may not make motions, though the presiding Judge may recommend an motion be made. To make a motion, the party must call “Motion!”, interrupting and taking precedence over all court proceedings. The presiding Judge will recognize the motion-maker to explain the motion and then make a ruling on the motion. Motions that are “overruled” are dismissed and the trial proceeds; motions that are “sustained” will be followed by the presiding Judge explaining what course of action will be taken.

Subsubsection 1 – Motion to Dismiss the Witness

Witnesses which fail to comply with either party or the court risk being dismissed. Dismissed witnesses will have all of their testimony stricken from the record thereby removing anything the witness said from the presiding Judge’s deliberation.

Subsubsection 2 – Motion to Recess or Reschedule

In the event an urgent matter occurs during a trial, a party may make a motion to either recess or reschedule the trial. Recesses are a brief break from the trial whereas reschedules involve selecting a new date and time for the trial. Recesses may not exceed ten minutes. This motion should only be made in dire scenarios, unless encouraged by the presiding Judge.

Subsubsection 3 – Motion to Compel

Motions to compel are a means to request the presiding Judge to require an action be taken by another party in the court, e.g. requesting the presiding Judge compel a witness to answer questions.

Section E – Court Rulings

The Judge presiding over a trial will issue a ruling at the conclusion of the trial. This ruling will include all actions required to be taken by all parties involved in the case, which generally involve paying the opposing party and/or serving jail time. The presiding Judge's ruling is final, unless either party files an appeal as outlined in Article II, Section E, Subsection 1; however, even in the event of an appeal, all parties must adhere to the presiding Judge's ruling until the Chief Judge overturns the former Judge's ruling.

Parties who are unable to provide monetary sum assigned to them in a case, including the opposing party's legal fees, risk either having their property repossessed or serving jail time. The presiding Judge will determine whether or not to repossess property and/or the length of any jail sentences. Alternatively, the presiding Judge may choose to force the losing party into debt, though this should only be done in instances wherein the presiding Judge believes the losing party can relatively easily recover their losses.

Subsection 1 – Appeals

Citizens who believe, for whatever reason, they were not given a fair trial should contact the Chief Judge and file an appeal against their ruling. This is the only scenario wherein a case will be held a second time, though this is the final time said case will be held. If the Chief Judge believes there is reason for an appeal, the Chief Judge will grant the trial and schedule it following the procedures outlined in Article III, Section C. The ruling of the Chief Judge cannot be appealed as the Chief Judge represents the highest arbitrator of law within Melandra.

Article IV – Properties

“Property” refers to any area of land which can be sold by the City of Melandra to a citizen. Properties are divided into five groups: houses, towers, bank vaults, storefronts, and build plots. Houses included the tier 1 – 5 houses, towers include the tier 1 – 5 towers, bank vaults are the space which can be purchased in the Bank, storefronts include storefronts in both the Shopping Mall and the Sewers, and build plots are sections of land upon which citizens can build their own property.

In an effort to combat homelessness, every citizen of Melandra is granted a home within one of the city’s Tier 1 Houses. This apartment is meant to serve as a temporary home for its resident in their time of need rather than as a permanent residence. Once a resident of a Tier 1 House is ready to purchase their own home, they will first want to ensure all of their belongings are removed from their apartment as they will lose access to it immediately after purchasing a new residence. This new residence can be in either the form of a Tier 1 Housing unit they themselves own, any other variant of housing, or any variant of towers. Bank vaults and storefronts are not considered residences.

Section A – Buying Properties

Any citizen of Melandra may purchase houses, towers, bank vaults, and build plots, regardless of their tier; however, only the Commerce Tier may purchase storefronts in the Shopping Mall and only the Drug Tier may purchase storefronts in the Sewers.

In the event the sale price of property is reduced, citizens who have already purchased the property at its higher rate will not receive any form of reimbursement; conversely, citizens who own property which has its price increased will not be charged any additional amounts. The price a citizen purchases a property is the price that will remain on that property until the citizen sells it.

Section B – Renting Properties

Members of the Real Estate Tier who own houses or towers they are not currently fully using may rent said properties to other citizens; however, these are the only properties that can be rented – bank vaults, build plots, and storefronts may not be rented. Citizens renting from other citizens are referred to as “tenants”. The renter and the tenant must agree upon the space being rented, e.g. is a room or a whole house being rented or is a floor or a whole tower being rented; the sum of money; and the frequency said sum will be paid prior to the tenant being allowed to move into the property. In the event the tenant fails to pay the renter, or, for any other reason, the renter wishes to end the tenant’s lease, the renter must give the tenant a seven real life day notice. After seven days have passed since the renter informed the tenant of their eviction, the renter becomes the legal owner of any the of tenant’s belongings on the renter’s property. The option to rent exclusively exists for the Real Estate Tier.

Subsection 1 – Legal Responsibilities

Renters are ultimately responsible for the property they are renting. The Melandra Police Department may attempt to jail or fine any renter who allows, knowingly or otherwise, a tenant to break the law on their property, though the tenant will also be charged in this case.

Section C – Selling Properties

Property owners may sell their property back to the City at the following rates: Bank vaults, houses, Shopping Mall storefronts, and Sewer storefronts can be sold back for 75% of the property’s current purchase price; and Build Plots and towers can be sold back for 25% of the property’s current purchase price.

Property owners should ensure their property is complete vacated prior to selling the property as all belongs remaining in the property after the point of sale will become the property of the City and will not be reimbursed nor refunded.

Property owners may only sell their properties back to the city, not to other citizens; however, in accordance to Article IV Section B, members of the Real Estate tier may rent their houses and towers to other citizens.

Section D – Build Plots

Build Plots are available for purchase in the Downtown District. Whereas citizens may not create shops on this land, they may build their own house or tower; however, any structure built on a build plot found in violation of the building code outlined below may find themselves being sued by the City for said violations. Structures on build plots cannot be rented to other citizens.

Subsection 1 – Building Code

Property owners must adhere to the following subsections regarding property they own, including property other than build plots. Pre-built properties which have been purchased such as houses and towers may not have their exterior, including their front yards and porches, edited in any way with the exception of fenced-in backyards. Any unauthorized edits to exteriors will be undone and the items removed will not be reimbursed. Violation of the building code will result in a charge of building code violations being brought against the property owner, pursuant to Article II, Section B, Subsection 6.

Subsubsection 1 – Building Height

Constructions on build plots may not exceed eighty-five blocks in height nor may they go underground. Height includes the construction's roof, not just the construction's body.

Subsubsection 2 – Building Materials

The following blocks and their variants may not be used on any part of a build plot viewable from the street: beacons, concrete powder, dirt, drugs, lava, magma blocks, mob spawners, mycelium, netherrack, ores, podzol, sand, sponges, and TNT.

Subsubsection 3 – Obstructions

Parts of constructions, as well as other buildings, may not impeded a citizen's ability to walk on the public sidewalk surrounding the plot of said construction or building. Examples of obstruction include but are not limited to: flowing water or lava, blocks on the sidewalk, and Redstone contraptions.

Subsubsection 4 – Unsightly Constructions

Constructions on build plots which are evident to purely serve as an unpleasant attraction within Melandra may be demolished by court ruling. In this event, the property owner will be reimbursed the monetary value of the items destroyed in the demolition.

Subsubsection 5 – Sound Pollution

Noises coming from properties should be kept at a respectable level for the property's surrounding area. Examples of noises include fire, lava, mob sounds, music discs, and note blocks. Citizens who feel a property owner's property is too noisy should file a lawsuit against them in the Melandra Court where a Judge will make a ruling as to the appropriateness of the noise.

Subsubsection 6 – Traps

Property owners may install traps on their property which impede trespassers' ability to explore their property without invitation. These traps may either attack or murder any would be trespassers without fear of legal ramification. Anything a trespasser drops when they die becomes

the rightful property of the property owner. Trespassers cannot sue property owners for assault, murder, or the monetary value of the items they lost.

Subsubsection 7 – Offensive Imaging

Property owners who display either signs with inappropriate messages or inappropriately designed constructions will have the item(s) used in the offense destroyed from their property and fined for \$5,000.00. The items nor the monetary value thereof will be reimbursed in any such demolition. Melandra's standards on appropriateness are synonymous with 333A Clause, Anth0nx Clause, Craigmminer670 Clause, DivineJackalope Clause, NightDemonz Clause, and Pbarron88 Clause of the Minecraft Ordinance within the Villoux Bill of Ordinances.

Subsubsection 8 – Gameplay Impacting Constructions

Properties which possess constructions that impact gameplay within Melandra will be disabled until the property owner has an opportunity to resolve the element of the construction impacting gameplay. In the event the property owner reenables the construction without resolving the issue, the construction will be completely destroyed and the items nor the monetary value thereof will be reimbursed. An example of such a construction would be a hopper auto-sorter causing lag across Melandra.

Subsection 2 – Elevators

All build plots include the price of an elevator which the Mayor will install onto the plot at the request of the property owner. Should the proper owner wish to move the elevator, they shall have to pay a fee of \$100.00.

Section E – Eminent Domain

Any property within the City of Melandra can be repossessed by the city in the event the land on which the property is situated is needed for city affairs. The current property owner will be reimbursed by the city the full current purchase price of property.

Subsection 1 – Abandoned Property

Property owners who are not seen within the city for sixty real-life days risk having their property repossessed by the city for other citizens to purchase. In this event, the property owner will be reimbursed for both the current purchase price of their property as well as the current purchase price of all items within their property. Property owners will not be reimbursed for items not in the city's economy.

Subsection 2 – Property Hoarding

Property owners who buy properties, such as storefronts, in an obvious effort to explicitly prevent other citizens from purchasing said properties will be subject to an investigation by the City. In the event the City finds the property owner guilty of property hoarding, the city will sue the property owner in the Melandra Courts and a Judge will make a verdict as to the fate of the property.

Section F – Storefronts

Storefronts are defined as designated places wherein property owners may sell various items at their disposal. They only exist within the Shopping Mall in the Shopping District and the Sewers in the Downtown District.

Subsection 1 – Shopping Mall Storefronts

There are four tiers of storefronts available in the Shopping Mall: Peddler shops, Shopkeeper shops, Merchant shops, and Tycoon shops. The Shopping Mall is the only area wherein members of the Commerce Tier can own storefronts. The highest tier of storefronts are in the more desirable lower levels of the Mall whereas the lower tiered storefronts are on the uppermost floors of the Mall. Only members of the Commerce Tier may purchase these storefronts. Members of the Commerce Tier may purchase storefronts equivalent to their current rank and below, but may not purchase storefronts ranking above them, e.g. a Merchant could purchase a Shopkeeper storefront but not a Tycoon storefront. The Commerce Tier may both buy and sell items at their storefronts.

Subsection 2 – Sewer Storefronts

There are three tiers of storefronts available in the Sewers: Dealer shops, Supplier shops, and Drug Lord shops. The Sewers is the only area wherein members of the Drug Tier can own storefronts; however, Druggies may not own storefronts. Only Dealers, Suppliers, and Drug Lords may purchase these storefronts. These citizens can purchase storefronts equivalent to their current rank and below, but may not purchase storefronts ranking above them, e.g. a Supplier could purchase a Dealer storefront but not a Drug Lord storefront. These citizens may only sell items at their storefronts.

Article V – Mafias

Drug Lords have the unique ability to create mafias. Whereas not implicitly illegal themselves, these mafias oftentimes engage in activities that are illegal; therefore, members of the Police Tier and Judges are expressly prohibited from joining them, however, any other citizen may join a mafia at their discretion, regardless of tier or rank.