APA Legislative Policy Objectives

The following proposals are for legislation to be passed by Parliament once the APA is in Government. Final text has not been written, these are loose ideas that the APA will further debate internally and again debate with other Members of Parliament before implementation. All of these policies are designed to navigate the specific circumstances that exist in the Azalea Isles today with a Government revenue shortfall and war on the horizon. Many of these policies are also aimed at laying the groundwork for more long term development projects to prepare for consecutive terms of APA Government.

Taxation

Brief:

The Government's financial situation is very inconsistent. The balance dips dramatically when appropriations happen, and is replenished only by doing massive plot sales. This is bad both because we are effectively selling off the city to private landlords to pay for the basic function of Ministries and because it is unsustainable. There are not an infinite number of spawn plots or even plots in general. We will need time to formulate a more comprehensive plot overhaul, as the server population increases more players are going to want plots and there are only so many to go around. Reform is inevitable. For now, we can likely get away with simply closing tax loopholes rather than formally increasing taxes. We may even be able to lower taxes once everyone is actually paying tax. Banks are a great lie told by wealthy players to circumvent taxes. Players do not store their money in a bank for convenience, it is automatically less convenient than simply storing the money in your own balance. The Government ought to establish its own lending agency to work in conjunction with the existing grant program to subsidize industries that the Government deems as necessary to support.

New Plots:

There are vast areas of our city that remain underdeveloped. We will open up more plots for sale, and more variety in plot types. We will massively expand the public transit system to make travel to these plots more accessible. But more than simply selling/renting out plots to private developers, the Government should develop plots itself and rent out the buildings to private shopkeepers. Mixed use communities like the one found at b079 provide a model for fostering community and commerce. The Government should directly own and build communities that foster player interaction and provide a place for new players to gain their footing.

Closing Loopholes:

We don't even have a formal law against tax evasion in its own bill or in the criminal code, we should change that immediately. At the moment, balances are taxed in personal balances and in corporate balances, but not in bank balances. There is no functional difference between a corporate and bank balance except that when you '/c create' you add the word 'BANK' to the

end of the command. There is no obligation that the bank actually lends capital or that they have any clients other than the founder. The legislation establishing private banks even expressly states “Commercial banks are exempt from regular taxes” why? The system at minimum requires dramatic reform to undo the rampant tax evasion happening today.

Bank of Azalea:

While private banks have failed to serve the false purpose that the CDU suggested they would, the potential benefit of loans is very real. The Government should look to the previously passed Financial Stability Act and overhaul how the Bank of Azalea is structured and how it works. Its scope should be expanded from a simple reserve bank to a lending institution, issuing loans to businesses and individual players alike. The national bank would be more effective at this than commercial banks because it would be backed by the full faith and credit of the Azalean Isles Government and could issue loans in strategic industries below profitability to boost key sectors, for example with the current war the Government could issue loans to prospective weapons manufacturers to give them the necessary capital to scale up weapons manufacturing during this time of need. This would give the Government an incredibly powerful tool to directly interact with the private sector economy, guiding private production via capital subsidies.

War

Brief:

The conflict between Aedoris and Tavares has spiraled out of control with direct conflict now happening on a regular basis between Aedoris and Regalis. We must defend Regalis even if only out of self interest. This war presents an opportunity for us to build out and scale our industrial economy. We should subsidize the manufacturing of weapons to lend lease to Tavares and Regalis both to improve our relations with these nations and to ensure they are not destroyed by Aedoris aggression. This will also have a trickle down effect, increasing demand for input resources that go into creating weapons. We should also subsidize the food industry to provide food aid to Tavares where necessary, which will also have a trickle down effect.

Lend Lease Program:

We will establish a lend lease program to ship weapons, food, vehicles, gasoline, and any other necessary materials to Regalis and Tavares on very favorable terms. We can ship goods for free to these nations with the expectation that we are paid back by Aedoris in the form of war reparations in the event that Regalis and Tavares are able to successfully defeat Aedoris.This could be a profitable venture if we are able to win the war while simultaneously putting us on the right side of history.

National Armament Program:

The Government shop should be modified to purchase war goods, from guns to veggie sandwiches, at a rate higher than the market average. We should make a chestshop area that is

exclusively accessible to new players to ensure that the funds are not exclusively monopolized by a single corporation. Large orders can use the tender program and should still be diversified among multiple established companies to ensure we are not reliant on a single player for the defense of Tavares.

Crown Defense Protocols:

We should formally codify into law specific red lines that would result in our direct involvement in the war. For example, we should be active in the defense of our motherland Regalis. We should only engage in offensive action if we are certain that the action would lead to peace, for example if we had an opportunity to assassinate an Aedoris general.

Government Trust

Brief:

Four months of CDU Government has ruined the public's perception of Government in general. We need to show active players that Government can be a good thing, so long as trustworthy people are in power. This will take a long time but there are plenty of concrete steps we can take to ensure that the Government is more accessible, transparent, and trustworthy. That starts with us as elected leaders doing our part to interact directly with the active player base.

Freedom of Information Act:

Any citizen should be able to petition the Government for any internal information. There could be some restrictions related to national security or personal information of citizens (such as criminal records). Even if this law is not used regularly it's simple existence can foster greater trust in Government since active players will know that the Government can't effectively keep secrets.

Justification of Parliamentary Votes:

Parties should be required to submit justification for their official party stance on any particular piece of legislation, and any party members not following the party line should be required to submit separate justification for their individual vote on any particular piece of legislation. This will allow inquiring citizens and media companies to have a better understanding of why bills pass and fail and the policy positions of political parties and individual MPs.

Whistleblower Protections:

There are already some whistleblower protections established under this act but we should pass a new bill that is more explicit about what kind of protections whistleblowers have and protections against whom. Whistleblowers should have protections against their employer, against the government, and against criminal organizations. These protections should include

protections from prosecution, from breach of contract, from termination of employment, and from criminal retribution.

Ballot Measures:

This would be an expansion of the existing community petitions law. The active players should be able to directly propose legislation. There could be a tier system similar to Nanicholls' recall bill where at a certain threshold for number of signatures the PM has to respond to the proposal, at another higher threshold the full Parliament has to vote on the proposal, and after a final highest threshold the proposal is put to a referendum where it can become law without Parliament.

Election Reform:

How can the active players trust their elected Government when the election system is so deeply flawed? The APA fully supports and will pass into law a system for Proportional Representation to allow for a more diverse and functioning democracy.

Population Increase

Brief:

The economy's key bottleneck is the size of our population. It has certainly been growing but there are many specific steps we can take to ensure more players who join stay online. Once we have a higher conversion rate, then we can seek out increasing our server's visibility to increase the number of people who join for the first time. It doesn't matter how many people see our TikToks and join CityRP if they disconnect after 5 minutes and never reconnect.

Tutorial Reform:

No offense to whoever created the tutorial, but the current tutorial is not great. New players should spawn in the tutorial the first time they connect, it can be confusing for new players to spawn in the city square and have no concept of where to go. Whenever more established players are online they can be guided but our server shouldn't be so complicated that you need a friend to learn the basics. It is not obvious that the NPCs can be spoken to and that you have to speak with them to properly complete the tutorial, there should at least be signs to explain this to new players. Signs should also be present to explain to new players that they receive $1,500 for completing the tutorial as some new players that have played similar servers before opt for skipping the tutorial and they then have less cash and are not familiar with the key ways our server is unique. The tutorial should also be expanded to walk new players through many of the helpful tips such as commands that are not currently explained. Some of this is just a nice tip, for example the gps command and the ability to use the gps to find NPCs, others are imperative like how to rent or purchase regions and how to set up and use chestshops.

Government Buildings:

This expands on the “New Plots” section under “Taxation”, but this is a separate component that can be used specifically for the purpose of boosting the player retention rate. We need to establish communities where new players can rent dense housing units for affordable rates and rent shop spaces to allow new players to build their own businesses. These Government buildings can also serve as physical places for the Government to interact directly with the citizenry, including constituent services offices that act as micro tutorials with help for how to join the discord server, how to create a company, how to get a job, how to apply for grants, a job board for other businesses in the local community that are hiring, and an in game calendar for server events.

Noob Tender Programs:

The Government should establish a permanent section of the Government shop that is exclusive to new players and purchases a wide range of basic goods. This would allow for new players to start earning money immediately and we can even host a jobs board for private companies at this location for new players to find permanent work. We can also then sell back the goods purchased either in the Government shop that is accessible to all or in auctions.

Referral Program:

A major factor in whether or not new players stay online is if they are playing alone. We should directly encourage players to bring a friend by establishing a referral program where players can run a command (so long as they have less than 24 hours of playtime) with the username of the player who brought them here and they’ll both automatically be rewarded with cash from the Government. It doesn’t have to be a lot of cash, even $200 split between them would be a nice boost.

Employment Subsidies:

Existing players can hire new players, but many older players are hesitant to do this on the basis that it is too expensive. We should establish programs to onboard new players with job boards near or in spawn and the tutorial. There are many ways to subsidize this employment, including offering a Government wage to apprentices with less than 24 hours of playtime, directly issuing grants to companies that hire players through the program, or offering exclusive tenders to companies hiring players through the program.

Labor Rights

Brief:

The established labor rights are minimal and, as demonstrated by the CDU Government’s threats to fire striking employees, we absolutely need strong labor rights established immediately. We should use this opportunity to establish protections for the right to organize as

well as minimum pay laws and the existing law should be made much stronger. We should foster the establishment of labor unions and cooperative business via grants and loans to increase the economic and political power of active players. If we can maintain the support of these organizations we can easily convert this into support at the next election and every subsequent election. If we want to establish ourselves as an alternative to the CDU, we must build a large support base of active players which we can convert into votes.

Right to Strike:

We should establish legislation that provides legal protection for striking workers and establishes penalties for both public and private organizations that penalize workers for exercising their constitutional right to assembly. If we want the active player base to trust us, we must give them the right to refuse work.

Minimum Wage:

We should establish minimum wage laws to ensure that active players are not taken advantage of and forced to enter into bidding wars against one another to the benefit of wealthier players. Most players work in a supply capacity, and we should pass laws to ensure that they are paid a minimum percentage of the final sale price of goods. For example, if we set the minimum pay rate at 50% then a business that sells apples for $1 would have to purchase them from employees for a minimum price of $0.50. So long as the percentage is less than 100% businesses would still be profitable. We should still allow for businesses to generate a profit to encourage industrial development, but it is also imperative that the people who actually generate these profits can share in the wealth. For jobs that are paid on a wage basis we should establish a more traditional minimum wage, for example $5 per pay period. To be clear, at this time I think it would be irresponsible to require that businesses pay all of their employees a wage so long as they are paid on a supply basis. Perhaps we could introduce a lower minimum pay percentage for employees that are paid a regular wage to encourage private sector wages.

Working Hour Regulations:

We should establish law to clarify that employees can not be expected to work more than a predetermined number of hours per week, that employees be entitled to at least 3 days without work per week, and that employees cannot be compelled to work for a number of hours or during hours which would create a conflict with their real life obligations. Real life comes first, this is something that is well understood and agreed upon but not codified in law.

Safe Working Conditions:

Employers should be required to ensure that an employee's working environment is reasonably safe. For dangerous jobs where employees may be expected to fight mobs, it is the responsibility of the employer to provide or at least sell armor to their employees.

Anti-Discrimination Protections:

Fortunately I don't believe this has been a big problem on the server, but we should codify in law that employers are not allowed to discriminate against players in employment matters on the basis of any characteristic unrelated to their job performance. Fortunately the IRL discrimination lines are invisible or at least less visible in minecraft, but it could be possible for a business to exclusively hire political loyalists to establish a sort of pay for play scheme where a wealthy player uses employment as a means of gaining political power.