

Why Do Laws Exist?

Laws usually exist to provide a balanced environment that everyone equally follows. Without laws, entire nations would collapse, leaving the people at a loss.

Now that we have that cleared, let's take a look at the beautiful laws of Shawrmastan!

1. No stealing on no-stealing zones.
2. No griefing on grief-free zones
3. If you need a weapon, get a license for S\$10.
 - You may visit the Ministry to register for any licenses.
4. Official currency: <#888736615051177984>
Iron nugget = \$1
Iron ingot = \$9
Gold nugget = \$10
Gold ingot = \$90
Diamond = \$360
Diamond block = \$3,240
5. If you want to start a business, get a license from the government for \$50.
 - You may visit the Ministry to register for any licenses.
6. Every citizen has a right to a free plot for living and a monthly welfare, if they have social credits of 1000 or more.
7. You will be punished in any of these ways, as decided by court.:
 - a) A fine
 - b) Reduced social credits
 - c) Server ban
 - d) A lawsuit.These punishments are to show that Shawrmastan is a safe and crime-free place.
8. You can use the Dank Memer currency system to trade, as it is connected to Shawrmastani Dollars. See more info in #bank
9. Minimum wage of Shawrmastan employees will be no less than S\$720/month (S\$24/day). However they will only get paid if they do their work for the day. Offline days will not count as paid leave.
10. The political system will be Absolute Monarchy, meaning that there will be a ruling family.

The King is AboShawrma
The Prince is XJ22Master
11. Land prices are as follows:
Residential use: S\$20/block

Commercial use: S\$30/block

Major buys: S\$10/block

12. If you need to report crimes, or need legal help. Go to the court.

- By reporting a crime, you obtain 10 social credits.

13. No hacking, a single hack will result in permanent server ban. It's a severe issue.

14. Taxes will only be in 2 forms:

- Income tax: 3% of the employee's wage.

- Mining tax: 69% of the money mined.

Failure to pay tax for over 30 days will cause a 100 point deduction from your social score.

15. Use of explosives is banned without a license, get an explosives license for S\$90.

- You may visit the Ministry to register for any licenses.

16. Assault on any player without their permission will be punished, only if reported.

17. While freedom of speech is allowed, you will be fined if you criticise the royal family without the use of logic in your statement.

(Eg: "the royals suck, they didn't treat me better than others")

This makes no sense and you will be fined.

- But if you have constructive feedback, we're all ears.

18. Please visit the Shawrmastan Private Academy to see what jobs you can get. Some will require a degree and others won't.

- Please see #jobs for available occupations, and DM the companies mentioned to apply for an interview.

19. To start a separate country, the official price will be S\$1,080,000. You will be allowed to create laws, your own bank, etc.

20. To gain citizenship of the land, you need to complete a playtime of at least 3 hours (180 minutes) to qualify.

21. For players inviting friends onto the server, they can now adopt those friends as children so they don't have to pay expenses.

However the person adopting will be held responsible for basic needs such as education, a home, food and basic entertainment. A contract will need to be signed.

22. Shawrmastan will be adapting a social credit system to help with the economy.

Each player will start off with 1000 points. Activities like abiding with laws, etc. will increase your points while the opposite will reduce it.

- Each player loses/gains points equally, no special treatment.
- These points will be used to decide your living standards, your income, how businesses prioritise you, etc. But this still on a trial so this shouldn't change everything entirely. Just makes Shawrmastan more secure.

23. The Royal Pass is a special feature which gives you server commands, etc. It's price will be set at S\$9.6M or a small fee of \$5!

- Paypal: @shawarmatbh

24. Players that automatically follow laws and are respectable and players who bring innovation and improvement to Shawrmastan will be rewarded 10 points each month, as The King personally loves these types.

25. Null

- More will soon be added later.