

Planned nations

Clause I – Agriculture

In order to sustain a living population you must have at least three crops per person living in your country. This means that if you have a 10x10 field, it can support 100 people in your nation. Additionally, every 100 crops require a farmer or farmhand with housing to work the field.

Clause II – Housing

In order to sustain a living population, you will also need to provide housing. Acceptable housing is a residence with road/path access that has a full interior. Every Minecraft bed supports one person, and block-built beds can support one or two people depending on the type of bed it is. All housing that isn't working poor needs 1 power (electricity) to function

Clause III – Population

Each citizen requires the following

1 crop

1 bed, inside a residence or other building.

Clause IV – Industry

Your nation can open factories which produce certain things, such as power or additional food. Factories require at least 100 workers, with a road connection between their residences and the workplace.

Factories with uneducated workers can either produce 2 power per worker **-or-** 2 food per worker (power is needed for citizens that are in the upper classes, refer to Clause V for more info)

Factories with educated workers (see Clause VI for education info) can produce 4 power per worker **-or-** 4 food per worker.

Clause V – Social class

Social classes contain workers that can do different things. Citizen class is determined by power (electricity).

Below is a list of classes and the power needed for each.

Working poor – No power needed. Can work at farms.

Educated poor – 1 power needed per person, can work at farms and factories. Can be enlisted as soldiers.

Middle Class – 2 power needed per person, can run (need ideas for this). Can be enlisted as soldiers.

Upper Class – 5 power needed per person, can work government positions and as company heads allowing you to expand your executive power (Only 1% of your population can be upper class)

Clause VI – Education

Anyone above the level of educated poor needs education. This can be provided by schools.

The upper class needs additional schooling from a university.

The requirements for schools are as follows

A classroom for every 50 students

One power unit per student (electricity)

The requirements for university are as follows

A classroom for every 10 students

5 power per student.

Clause VII – International trade

Food - Nations may trade food assuming they have a sea, rail, or road connection. Food can be exchanged for factory output, builds, or whatever the two parties agree on.

Power - Nations may also sell their power (electricity), with the requirement of a power line connection between the countries.

Clause IX - International trade (con't)

Once a fully developed connection is made between the two nations that wish to trade, transport vehicles must be acquired.

The following is the requirement for transporting materials.

Rails - Can be used by train cars to transport 10 materials per train car. Each car needs 1 worker.

Road - Can be used by trucks to transport 50 materials, each truck needs 3 workers.

Airport - Can be used by planes to transport up to 200 materials per plane. Each plane needs 20 workers.

Seaport - Can be used by cargo ships to transport 400 materials per ship. Each ship needs 40 workers.

Clause X – Power

Cities will gain power from power plants only if a power line connects between the power plant and a border of the city. Cities may also transfer power between each other with the proper connections.

Civil ID's

A system for civilian naming/ID's has been created.

This system is a 2 letter and 8 number identifier for any citizen in any nation.

For example, AR-10150005.

The numbers are calculated like so:

A R - 1 0 1 5 0 0 0 5

The first two letters are the first two letters in the identifier nation.

The first two numbers are the numerical ID of the nation (to assure no two nations have conflict because their name starts with the same letters)

The third number represents the region/province the citizen is from. For example, the '1' in this ID shows that the citizen is from Hong Kong.

The fourth number displays what town a civilian is from. '5' is the ID for the town of Kowloon.

The last four numbers are the specific ID of the citizen.

Therefore, this citizen belongs to Aricalii, specifically to the Hong Kong region, and is citizen number 5 of the town of Kowloon.

If you would like to have a customized formula for your nation to allow you to ID citizens en masse on excel, I would be happy to send you the edited formula for your nation/region.

The formula for Kowloon in Hong Kong/Aricalii is as follows.

=CONCATENATE("AR-",LEFT("10150000",8-LEN(ROW(A2)-1)),ROW(F6)-1)