

Arsky

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I. Clarification

This section of the bylaw is strictly for clarifying Arsky's purpose, correcting misunderstandings, and much more.

- **Arsky is a historical district of Oakridge.**

In memory of fallen town folks during the slums, post-slums, and unregioned times. It's also the physical embodiment of people's will and the community's ability.



- **Arsky is not a terrorist or gang territory.**

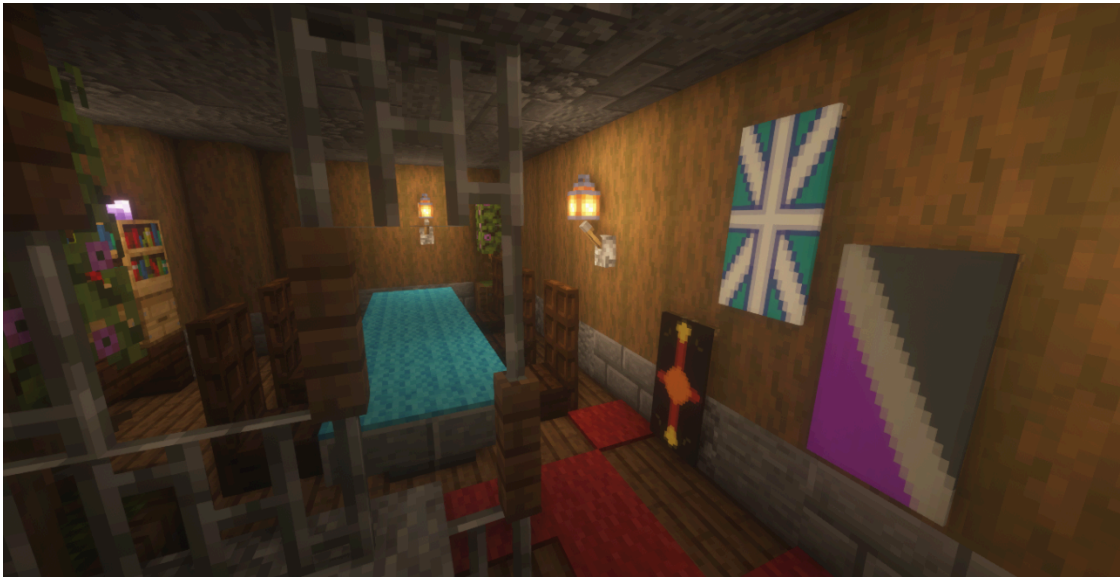
This was a misunderstanding of the Arsky Griefing Protection Force (AGPF) and Oakridge's slum time:

- + The AGPF is a protective service run by Arsky to protect its infrastructure from griefers and destructive behaviors in the town (prefer post-regioned Arsky). It has no malicious intent to terrorize Redmont or overtake Oakridge. Since the regioning of Arsky, the AGPF has been disbanded.
- + Oakridge slums existed prior to Project Arsky. Founded by blokmen, it was a place people went to create a small community and live in peace. "But one day, L'Manberg struck the place with horror." Since then, this community has become abandoned, with gang activity increasing every day. Arsky was not "The Slums of Oakridge."
- + Due to the sorrow, conflict, and destruction brought upon the place, drugs were temporarily banned in Arsky until regioning to prevent fights and revenges between drug

dealers. However, this backfired, causing some outsiders to be upset about it. This led to the period when Arsky was constantly under attack (with physical destruction or killing the town folks). This is also the time that the AGPF was established to combat the ongoing destruction of Arsky. "The slums will rise again," one of the attackers predicted.

- **Arsky isn't a miniature Willow.**

"Arsky is definitely not like Willow; it has its very own theme based around stone and spruce. The architecture design is different as well; it's a very unique place." - Westray, Willow's former mayor, when asked if Arsky felt like Willow. Many people believe Arsky is similar to Willow, due to a major misconception of the design and architecture of the district. Arsky's construction is based on both East/South East Asian and Western designs of rural area cottages with a material twist, famously "spruce and stone." which, unsurprisingly, look just like medieval buildings. This design was chosen with regard to the district's purpose; it would be an eyesore if the building were a "cobblestone cube and destroyed home," so the founders of Arsky decided to use the materials most commonly used by slum residents, which were cheap and abundant. In short, it's just an old building in a rural area with an "Arsky purpose" tweak.



II. Plot regulation

- **Theme**

It **MUST** be built using spruce and stone as the main dominant materials for the exterior. Example buildings can be drawn from a town's official infrastructure, pre-existing examples of excellent buildings, or historical buildings. If residents are having trouble building it, they should contact the district representative for support.



- Arsky plot

Plots beginning with or-aXXX are Arsky plots (e.g. 'or-a001'). Arsky plot has no restriction on the purpose as long as that said purpose is in line with Federal Law or Oakridge law. Arsky plots are not permitted to merge. One may only have one non-historical plot at a time.

+ Historical building

Chosen buildings that were dated before Reville will be exempted from the point 1 limitation and protected from unpermitted modification. Modification of these buildings must gain approval from Oakridge Town council.

- First Offence: verbal warning
- Second Offence: Eviction



- **Arsky rental plot**

Plots beginning with arsky-crXXX are Arsky COMMERCIAL rental plots (e.g. 'arsky-cr001').
Plots beginning with arsky-rrXXX are Arsky RESIDENTIAL rental plots (e.g. 'arsky-rr001').
Plots beginning with arsky-sXXX are Arsky SHIP/BOAT rental plots (e.g. 'arsky-s001').
These plots are not subjected to modification.

A player may not rent more than one of each type mentioned above at once (e.g., a player can own a rental commercial, a rental residential, and a ship at the same time but not 2 rental commercial plots).

- First Offence: Eviction.



- **Disowning plot**

Players before selling their plot back to the district(not resell to others) SHOULD inform the district representative or the town mayor about this to prevent not receiving the money of that plot.

