

The Constitution of the Kingdom of Prussia



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Introduction:

- Prussia is a sovereign state within the Civcraft Server.
- Its government is a constitutional monarchy.
- The official languages are English and German.
- The flag and national anthem are those of historic Prussia.
- The capital of Prussia is the city of Breslau.
- Prussia has two mottos:
 - Historic: "Jedem das Seine" ("To each his own")
 - Civcraftian: "Ordnung. Ehre. Freiheit." ("Order. Honor. Freedom.")

§1 Citizenship

§1.1: Ranks within the Realm:

§1.1.1 The King of Prussia

The King of Prussia is the Head of State. Only God is above him, and everyone must do as he commands. If the king dies, his first born child will succeed to the crown. He will carry the name of his father with a number of order. If the King dies childless, a new one shall be chosen.

§1.1.2 Member of the Parliament

Members of the parliament constitute the ruling government of Prussia and are the only members of Prussia allowed to vote. Members of the parliament must be citizens of Prussia.

Members in charge of a ministry are called Ministers. Any member of the parliament who is not in charge of a ministry is called a Senator. A minister can, at most, only be in charge of 2 ministries at once. If there is no member capable or willing to lead a ministry it will be vacant, but remain in existence.

The parliament was initially elected by the people upon the foundation of the state. Following this, the ministers nominate their successors. A member can only be replaced against his own will through a motion of no confidence. Any citizen of Prussia has the right initiate a vote for the exclusion of the respective member. The member has the right to defend himself but is excluded in the vote.

§1.1.3 Liege of Prussia

A person honored with a fief by the parliament is called "Liege of the respective Fief". Only citizens of Prussia can become lieges. Within their fief they stand above regular citizens. Outside of their fief, lieges are regarded as regular citizens of Prussia. Lieges have to pay a monthly tribute to show their loyalty and prove their activity to the state. The magnitude of the tribute is chosen by the liege.

The liege has the right to chose a title, which has to be approved by the parliament.

§1.1.4 Citizen of Prussia

A citizen is a resident of the Prussian Kingdom. He has the right to build one house and one shop in marked areas of each Prussian settlement. He has the right to access the community chests, but also the duty to donate unneeded material and to assist the Minister of Resources. He cannot be a member of another state.

Citizens of Prussia have to obey any member of the parliament. If a citizen thinks that an order is unjustified or not necessary, he can request the opinion of a second member of the parliament.

Every citizen of Prussia has the right to present a motion of no confidence against a member of the parliament. The members of the parliament will discuss and vote on the expulsion of the member in question. The member has the right to defend himself but is excluded in the vote.

Prussian citizens are granted full settlement rights to every Prussian fief, but have to obey the local laws.

§1.1.5 Citizen of Prussian Fiefdoms

Fiefdom citizens owe their loyalty to the king first, Prussia second and their fief last. A citizen of a fiefdom is not automatically a Prussian citizen and must apply for this honour in the usual manner. A citizen of a Fief has only what rights granted to them by their Liege and must obey their commands.

§1.1.6 Honorary Citizen

Honorary Citizens are long time friends or especially generous benefactors of Prussia who are granted special status by the Prussian Parliament. These select individuals have the right to build a single house and a single shop in a single Prussian territory, colony or fiefdom. They are granted access to the local community chestroom. They are not allowed to hold representative positions or to start a vote of no confidence. Honorary citizens do not have access to the Prussian subreddit unless it is granted by a vote of the parliament.

§1.1.7 Houseowner

Houseowners are not Prussian citizens, but own a house and/or business on Prussian land. By default, houseowners do not have access to the subreddit or any citadel groups. This access can be granted on a case to case basis. In order to become a houseowner, an aspirant must have the approval of at least two members of the parliament. If a member of parliament is openly against houseownership of a person, it has to be put up for vote.

§1.2 Immigration

§1.2.1 Prussian Citizenship

Every person that wants to become a citizen of Prussia has to first become a trial citizen. A system of tallies is used to keep track of a trial citizen's progress. One tally will be awarded for each job a trial citizen completes. A list of jobs that Prussia considers sufficient will be provided upon recruitment. After five tallies have been awarded the trial citizen can then move on to become a full citizen. Only parliament members have the right to grant trial citizenship. New trial citizens will be listed of the Prussian Player Register. During the trial, recruits will be given lodging where they can store their belongings. Trial citizens are strongly encouraged to converse with other Prussians via Mumble whenever possible. They have access to the Prussian farms and can deposit resources via a one way access to the storage rooms.

The right to wear the Prussian uniform is granted in a ceremony held twice each month.

§1.2.2 Fiefdom Citizenship

The citizenship for a fiefdom can be granted by the respective liege after he has received the green light by the parliament. The local liege has the right to create his own application process.

§1.2.3 Honorary Citizenship

Members of the parliament can nominate people who are considered friends of Prussia or people who represent Prussian values for honorary citizenship. The citizenship can only be granted by a vote of the parliament.

§1.3 Loss of Citizenship

§1.3.1 Emigration

Should a citizen choose to strip themselves of their Prussian citizenship, and consequently their given rights and accesses, they are to declare this intent to a member of parliament. A member of parliament will process the request as soon as possible. The citizen will be removed from all citadel groups, registers, and other official lists degrading the person to a houseowner.

§1.3.2 Expulsion

Members of the parliament can start a vote in order to degrade the status of a ranked person within the realm at any time. If the parliament sees actions performed by an individual as deserving of or pointing towards being removed from Prussia, they will be issued a warning detailing their actions and the current mindset of the parliament.

If a person is considered an immediate threat to anyone, the access rights can be removed without a vote and warning. Such action has to be legitimized by a vote of the parliament after the situation is back in order.

§1.4 Dual Citizenship

Dual citizenship is forbidden to members of parliament and citizens. It is allowed for honorary citizens. Citizenship of a Prussian fiefdom does not count as a second citizenship for any person already a member of Prussia.

The criteria for a citizenship in another town is met when the person in question spends a majority of their time in any place that is not Prussian territory or is not

in Prussian interest. Examples include: Corporations, religious cults, communes, or any other assembly that is not part of Prussia in any way.

§1.4.1 Fiefdom Citizens

Dual citizenship is forbidden to fiefdom citizens. It is the task of the respective lieges to create laws regarding the citizenship of multiple fiefdoms.

§2 Prussian Land Claims

§2.1 Territory

A Prussian territory is a claim of land that is under full ownership and control of Prussia. It is Prussian property. The constitution of Prussia and all other Prussian laws are enforced on these lands. Every Prussian citizen has the right to travel through, inhabit, and work these lands as defined by the constitution and the judgment of the parliament.

§2.2 Fiefdom

A Prussian fiefdom is a Prussian territory which was lent to a citizen by the parliament. Prussian law still applies to every fief, while the Liege has the right to introduce more Laws. Every fiefdom requires a town hall, a church and a community chestroom.

The citadel groups used for all public rooms as well as the local residence of the liege have to be owned by the parliament in case the fief changes its ownership.

Fiefdoms have their own coat of arms, flag and uniform, chosen by the liege. Every decision made inside a fiefdom can be overruled by the parliament.

§2.3 Protectorate

A Prussian protectorate is a sovereign nation, city, or group of players who receives a mandate from Prussia upon their request. The request is to be formally addressed to the parliament of Prussia. The parliament discusses with the players in question to create at least 2 mandate proposals that are to be voted upon by parliament, as well as the option of no action; Mandates must include an expiration date. These mandates may vary from sending a regiment of Prussian soldiers to defend the protectorate, to handing over the local government to Prussian control for an amount of time. The protectorate is to fly the Prussian flag for the duration of the contract at the parliament's request. A mandate may include giving honorary citizenship to all players under Prussian protection for the duration

§3 System of Government

§3.1 Ministries

§3.1.1 Ministry of Resources

The Minister of Resources gives access to the community chests, coordinates the storage systems, manages prisoner compensation work, coordinates citizen work to acquire needed resources, maintains the factories as needed, and buying, selling, and trading national resources.

§3.1.2 Ministry of Ordnung

The Minister of Ordnung is in charge of keeping data about players, factions, locations and other data neat and orderly documented. He is also in charge of the Prussian Player Registry.

§3.1.3 Ministry of Diplomacy

The Minister of Diplomacy has the duty to build an Embassy in every friendly State and to stay in contact to establish positive relations. He is in charge of ingame and subreddit propaganda.

§3.1.4 Ministry of Construction

The Minister of Construction is responsible for the Coordination of Buildings and the homogeneity of the houses in Prussian territories. He coordinates the building of streets and railways in and between territories, as well as the distribution of Plots to citizens.

§3.1.5 Ministry of Justice

The Minister of Justice is in charge of creating a punishment catalog, which enables homogeneous and fair punishment executed by judges he convenes. A judge has to a member of the parliament. The minister is the highest of all judges. Every entry in the catalog has to be approved by the parliament. The

Minister has the duty to maintain the Prussian collection of statutes.

§3.1.6 Ministry of Defence

The Minister of Defence is the General of the Prussian Troops and has the duty to coordinate equipment and training of Citizens in a way that there are always fully geared troops available. The Ministry is vacant during times of peace. In times of need a Minister will be chosen by the parliament.

§3.2 Secretaries

In case of foreseeable, prolonged absence, a Minister can appoint a Secretary who takes his place for a previously determined amount of time. The Secretary has all duties of his minister, but no vote in the parliament. If the Minister does not return two weeks after he announced it, the Secretary will become a Minister unless the parliament decides otherwise.

If he deems it necessary, a Minister can decide to appoint a Secretary without temporarily leaving his office. In this case, the Secretary shall be treated like a Minister in training.

Secretaries have access to all necessary citadel groups, but are not moderators of any group, Mumble or Subreddit linked to Prussia unless the parliament decides otherwise.

§3.3 Creating and Changing Laws

Only members of the parliament can propose and vote on laws. Every member has only 1 vote. Before The parliament can vote on a law it must be published for 2 days. During this time it is the duty of every member to check it for flaws and to decide if it changes the constitution.

To pass a law that does not affect the constitution over 50% of the given votes must be in favor of the law while the turnout of voters must be at least 40%. If it affects the constitution, over 2/3 of the votes must be in favor and the turnout of voters must be at least 60%. A vote ends 24 hours after it begins.

Acts that don't change the constitution and are considered as rules to the life in Prussia are kept in the "Prussian collection of statutes".

§4 Diplomacy

The main goal of Prussia in Diplomacy is to establish peaceful Connections to all other Nations, as well as to fight against Thieves and Griefers in the Overworld and to rehabilitate them in the End. Newbies and travellers will receive food and shelter. Everyone who lives peacefully can rely on a warm welcome in the Kingdom of Prussia.

Prussia accepts every religion on the server as long as a majority of the followers are peaceful and don't force their beliefs on others.

§4.1 Individuals

Trespassers will be pearled if:

- They attempt to destroy or grief property of Prussia or that of one of its Citizens
- They walk into private or communal areas and do not make an attempt to leave after being told twice. This includes Prussian settlements as a whole.
- They attack a Prussian anywhere or a peaceful visitor on Prussian Ground
- They have committed crimes against cities, states or individuals who Prussia sees as allies
- They clearly state in Mumble, in-game chat, Reddit or via any other media, that they intend to do any of the above

Prisoners will be sentenced by the Minister of Justice or an appointed judge. The punishment is separated into 3 categories: Definite Imprisonment, Indefinite Imprisonment and Terminal Imprisonment.

§4.1.1 Definite Imprisonment

This punishment applies to most first time offenders, depending on the damages they caused.

The parliament sets a date and a time when the prisoner is going to be released. The period can vary from a day to a month. His Items will not be returned. Instead,

he will get a set of items that should help him to get out of Prussian territory. In general, any player imprisoned by Prussia is not allowed to enter Prussian territory again after release. Exceptions will be made on a case to case basis.

§4.1.2 Indefinite Imprisonment

This punishment applies to repeated offenders and first time offenders who have dealt a large amount of damage or seem unremorseful.

The prisoner is held until a change in behavior is seen. After a month, the prisoner can make an appeal to the court. He has to name three persons that can vouch for his change of mind. The parliament then decides if those people are trustworthy and votes if the prisoner can be released. If that is the case, the pearl is handed over to one of the three people who vouched for him.

Prisoners who are about to be pearled indefinitely but are able to pay reparations can do so. The parliament will set an amount of goods that has to be delivered by a third person. If that amount is delivered, the sentence is two months, if the amount delivered exceeds the set amount by 100%, the sentence is reduced to one month after the day when reparations are paid. A former indefinite sentence cannot be shorter than one month after reparations are paid.

§4.1.3 Terminal Imprisonment

This punishment applies to individuals who are known to be notorious griefers and continue to exhibit destructive behavior. It also applies to people who have been imprisoned indefinitely before and have continued to commit crimes after release.

The prisoner is held until the vault falls or until the server resets.

§4.2: States or Organizations

Prussia respects and accepts every foreign law on the server, as long as it allows Prussians to peacefully interact with members of other states and stateless individuals. Every state can apply to build an embassy in the Prussian capital.

If an individual acts on behalf of a state or group while breaking Prussian law, the parliament can decide to declare a war against this state or group. The parliament has to check if the malicious actions were really ordered by a government before declaring a war. Prisoners of war are arbitrated personally, depending on the crimes they committed and their rank in the state in question.