

WHEREAS, the Civil Code 2025 does not include necessary guidelines on compensation,
WHEREAS, this leads to the inconsistent compensations across cases,
WHEREAS, such guidelines are necessary.

HEREBY DECLARES,

Article 1. Minimum and Maximum Compensation Clause

§1. For each prevailing claim or prevailing counterclaim that the competent presiding court of SimDemocracy is able to award monetary compensation for, the compensation awarded shall not fall short of the minimum compensation amount or exceed the maximum compensation amount.

§2. The court may, with its professional judgement, award an amount that it deems most reasonable for each prevailing claim or each prevailing counterclaim that fulfills the requirement under Article 1 §1.

§3. The monetary compensation range for each count of prevailing claim or prevailing counterclaim under the following articles of the Civil Code 2025 shall be between,

- a) 0t - 5000t under Article 21, Article 25 and Article 26 of Civil Code 2025;
- b) 0t - 10000t under Article 28, Article 29, Article 31, Article 32 and Article 33 of Civil Code 2025.

§4. All subsections under Article 21, Article 25, Article 26, Article 28, Article 29, Article 31, Article 32 and Article 33 of Civil Code 2025 that guideline monetary compensation are hereby null and void for the sole purpose of guidelineing monetary compensation.

§5. Article 1 §4 of this statute shall not nullify the non-monetary reliefs and remedies specified by any article of Civil Code 2025 where they shall remain enforceable as per current procedures.

§6. Maximum compensation under any common law shall not be greater than 5000t.

Article 2. Additional compensation

§1. In addition to the compensation awarded under Article 1 of this document, a plaintiff if deemed eligible by the competent presiding court shall be awarded additional compensation for specific additional damages. Additional compensation shall be directly proportional to the magnitude of additional damages incurred.

§2. Additional damages shall be specific damage(s) incurred by the plaintiff as a result of the tort(s) committed by the defendant that may not be native or specific to the particular tort(s) in

question but nonetheless directly or indirectly cause undue harm to the plaintiff beyond their standard definitions.

§3. Additional damages shall include but not be limited to,

- a) loss of desire to participate in SimDemocracy,
- b) anxiety or fear or any other emotional distress,
- c) loss of reputation and,
- d) loss of economic or social opportunity.

§4. For each of the additional damage(s) under Article 2 §3. of this statute, the compensation awarded shall not exceed 2000t each.

Article 3. Additional damages under common law

§1. If there is no appropriate statutory or common law which recognizes a damage(s) that is appropriate for the particular suit or certain part of the suit then the plaintiff may file an application for the damage to be recognized under common law which must specify the particular damage(s) and recommend appropriate monetary compensation. This application must be filed within the civil suit announcement.

§2. In the verdict of the case in question, the court may choose to recognize the common law damage or not, in case the court recognizes the damage(s) then the court shall decide a name of the damage(s) and the definition of the damage(s) which has been recognized under common law.

§3. The court in its verdict shall determine the maximum compensation for each of the damage(s) which may not exceed 2000t per damage(s).

§4. All damage(s) under common law are subject to the appeal and review by the supreme court of SimDemocracy.

§5. The senate of SimDemocracy shall have the discretion to codify or repeal any damage(s) under common law at its discretion.

Article 4. Nullification of Maximum Compensation Clause

§1. Notwithstanding anything under Article 1, Article 2 and Article 3 of this statute the maximum compensation limit shall be nullified for damage(s) of any suit in question in the event that the damages can be numerically and quantitatively analyzed to be greater than the maximum limit imposed by this statute.

§2. Numeric or quantitative analysis shall require that the damages are calculatable through fixed numeric data of tangible components involving money, goods, services or any other types of tangible assets.

§3. The plaintiff may file an application to invoke Article 4 §1. In their civil suit for any damage they deem appropriate along with the announcement of the suit.

§4. The court in its verdict with its best professional judgement shall address the application under Article 4 §3. of this statute and may choose to invoke Article 4 §1. or not for any damage(s) involved in the particular case.

Article 5. Enactment

§1. This bill shall be enforced as law immediately after ratification and thereafter.