



Parliament Session Report

Session 2, Quarter 2 of 2017
30 April 2017



Bills tabled:

no.	Motion	Proposer	Aye/Noes	Outcome
1	Pangaea Canal Bill	talonplays	0A/7N	Rejected
2	Economy reset Bill	Silverwolv	10A/10N	Passed to Senate

Speaker of Parliament:

1. SilverWolv

Original report written by
Minebuilder1223
Hinwapoon
GreenMC
13 May 2017



17Q2-3.001

Motion Name:
Pangaea Canal Bill

Proposed By:

Proposal by TalonPlays, not officially affiliated with any political parties

Points Made:

1. Opening speech: proposal to construct a canal across Pangaea for easier boat-travel.
2. There is no time for this project and no one will benefit from this. Call to preserve the survival factor of Pangaea, thus requiring many blocks gathered in survival. "He can go fund his project himself" [bob].
3. Good idea but would need volunteers in survival mode. Do not spend time of architects and staff [olovld].
4. [Filibuster] Canals are wonderful feats of engineering. Example given: Venice. Beauty over practicality. Comparison to poetry. [bob]
5. If using canals for transport, use trails instead. Everybody has a ucar that can be used across all terrain. [ezzo]

Division:

A Y E S	N O E S
	<ol style="list-style-type: none"> 1. Hinwapoon 2. GreenMC 3. Minebuilder1223 4. LanYeung 5. _ezzo 6. JuliusMS 7. sambrose

AYES: 0 NOES: 9

Motion is therefore resolved in the unaffirmative.



Pangaea Canal Proposal

A

B I L L

TO

Allow boat travel to be easier all across Pangaea

Be it enacted by the president of the city-state of WolvHaven, by and with the advice and consent of the Senate and Representatives, in this parliament assembled, and by authority of the same, as follows -

1. Benefits of Canals / Boat Travel

- a. Boat travel is much faster than running. Sprinting gives you 5.6 m/s, while boats
- b. give you 8 m/s.
- c. Boat travel does NOT take up any hunger
- d. Boats do not require many supplies to make - they just need a bit of wood, something that can be supplied at spawn, if needed

2. Funding / Costs

- a. Costs:
 - i. Boat supplies (optional)
 - ii. Building / Hiring
 - iii. Building in fees (optional)
- b. How to pay for that:
 - i. Fees for users (similar to how irl canals work, such as the Panama Canal, without it being maintained 24-7, just make it automatic somehow)
 - ii. Just have me pay for it (my budget is almost 50k)

3. Pangaea Canal Building Association (PCBA)

- a. This would be a group that would help decide where to build canals, and whether or not it would be worth it.

4. Placing

- a. Canals can be placed all across the Pangaeian area, as long as it is approved by the president, and the members of the PCBA

5. Short Title

- a. This act may be called the Canal Act of Pangaea

6. Implementation

- a. Planning may start right after the bill has been approved by the president.



17Q2-3.002

Motion Name:

Economy Reset Bill

Proposed By:

Proposal by SilverWolv, the President of WolvHaven

Points Made:

1. Opening Speech: The economic divide between new players and long time players is at an all time height. The economy so far has been giving out too much currency to people and destroy too little, resulting in inflation. This means that it is also harder for newer players to earn their money on Metro and BERT fares. It it also extremely biased toward players who only play creative as they have no means of earning money through the existing jobs plugin.
2. Unequal distribution of money is extreme. In favour of this bill. [ezzo]
3. The economic monopoly is held by long time veterans and active people inflation is at all time high. Example: To say competitive, i need to sell half a stack of bread for 5 dollars which to say the least is awfully wrong. The economy shouldn't be so much balanced, just decreased [bob]
4. Much of the money is held by inactive citizens. Example: google_1996, to fix is only one solution, a complete reset of the entire economy and new currency. [green]
5. Not all active players have majority of money, Example, ezzo is a moderator, have been in the server for ever a year, but because lag went to a high last year and don't do survival, couldn't be able to gather money, and balance is under 10k. [ezzo]
6. The *richasses* in /baltop are there for a reason, they are veteran players who have mostly contributed quite a lot to the WH community scene as it stands now. Although a minority of them aristocrats might never return, they should keep their balance as a mark of honour to commemorate their existence here, could the house just consider that money of circulation [rom]
7. How should one control the use of alts to avoid taxation, second, 30k is too low [dunc]
8. Adding to dunc's point, 30k is way too low, how about we compromise the economy reset, so how about we reset the economy to a certain amount of money, so if your balance is above 100k, we can reset their balance to 50k, like we reset the economy to an extend, but people of lower balance will not be affected.[bottur]
9. Don't think this compromise proposal is a good idea, it creates an advantage for people who were right under a certain threshold, Example: some with 99k might get a much

WolvHaven Minecraft Server:

Copyright © 2017 WolvHaven Minecraft Server All Rights Reserved.



lower cut than someone with 101k, this creates unfair advantages for those, so stand by the part of the bill that suggests everyone gets cut down to the same amount of money, namely WH\$1000 [green]

10. Firstly, to the member who stated that 30k WolvHaven Dollars was too restricted a tax limit, are you out of your [censored] mind? Close to 75 WolvHaveners, inclusive of long gone veterans will be taxed under this, which is already quite broad, and about the proposal, this is people's hard earned cash we're talking about here, so we're gonna arbitrarily devalue of just a nah whole chunks of their bank acc? In the name of quality and fresh starts? Irrational [rom]
11. The person who decided that we should get everyone's money to be lowered into 1k, is also [censored] lutely crazy. Why? After finishing Citizen Test, you get like WH\$50, every drive is like WH\$70-100, it is just [censored] stupid for us to lower everyone's economy, since money is so easily obtainable in WH, so suggest to ditch the economy reset, and propose a tax system for ALL players with tax deduction schemes. [dunc]
12. To rom: claim of 75 players is mathematically correct, but remember the whole economy reset happens because it's distributed unequally. so please consider me. To dunc: the economy reset is overdue if it was equal then no need, but it's all distributed to higher 1% unfair .[ezzo]
13. Instead of reset of economy, we could also lower the value of the dollar, by having citizen earn more money via their jobs, Example: Increase the train driving salary wage from \$100 to \$1000, this will still create some sort of wealth gap but doesn't totally flatten out the economy and introduce taxes based on their balance. [bottur]
14. The current system is biased towards players who play a lot on survival. Players who don't play survival are left out unfairly. [minebuilder]
15. To starcubed, were you suggesting that we lower the value of the currency further? Inflation is already through the roof as proven by previous statements. Lowering the value further would be absolutely insane [green]
16. To green, I want to lower the currency value by giving the citizens more money and the richer people less money to even out the wage gap without resetting the economy. [starcubed]
17. "I just want to lower the value of the currency by giving the people more money" that is definition of inflation, very problem reset is trying to address.[green]
18. To Green, why would you say that inflation will incur if lower the value of money. (because that is definition of inflation, more money = less value [green]) inflation is regarding products, less value is devaluation not inflation. Inflation when people wages cannot catch up with product costs. On other hand, i agree with starcubed's point in raising tax. I suggest imposing tax rate which costs rich people more instead of resetting economy. [dunc]
19. "inflation reflects a reduction in purchasing power per unit of money" (quoting wikipedia). More money > higher prices > less value per unit of money = inflation. [green]



- 20. "I do not know what the sole member of DEM hopes to achieve by pumping more money into a devalued economy". Not our problem that a large part of the community, namely *railtards*, go for the cleaner class, choose low-paying jobs of drivers. More "upstanding" citizens gravitate towards high-earning farm jobs. Pumping more money into this economy isn't the solution. [bob]
- 21. As green said, definition of "inflation" is the devaluation of money in the market. technically, some countries mint a lot more coins/cash than others. By having more of something than the amount of people who wants it will plummet its value because its supply and demand. Technically, if the salaries remain high, the newer players will struggle where everything is more expensive than that they can afford. The economy reset will work but only temporarily. [Reminder by the President and Speaker that this is addressed in the bill]. The only way to really stop it is to lower the amount of money being given out, through lowering salaries, will make the value of money increase. [space]
- 22. Firstly, there is still inequality of capital, this will only be a temporary solution, willingness to work, ownership of property etc, if hard reset happen we moguls could just sell off our stored assets and be back to being the 1%. Taking money from the rich would be a reason for some to leave the server. Ethically debatable. [rom]

Division:

A Y E S	N O E S
<ul style="list-style-type: none"> 1. Hinwapoon 2. GreenMC 3. Minebuilder1223 4. _ezzo 5. Sambrose 6. _AngelKevin_ 7. Blalex 8. olovld 	<ul style="list-style-type: none"> 1. Ninjabob1797 2. JuliusMS 3. UKGUK 4. ROM5419 5. Spaceinvader11 6. MC_Dunc

AYES: 10 NOES: 10

**TIED VOTE
SENT TO SENATE**

Motion is therefore unresolved and passed on to the Senate.



Economy Reset Bill

A

B I L L

TO

Reset the economy to fix the inflation in the server

Be it enacted by the president of the city-state of WolvHaven, by and with the advice and consent of the Senate and Representatives, in this parliament assembled, and by authority of the same, as follows -

1. Hard economy reset

- a. Every player's balance will be reset back to WH\$1000 regardless of the amount of money they currently hold.

2. Mitigations to inflation

- a. Jobs will be severely nerfed to make it such that actions which cause a player to earn money by doing jobs only pays them a few cents each.
- b. All players will be taxed at a rate of 2%¹ once a month if they can meet the criterion of WH\$30,000
- c. All players will receive a fixed amount of money for the amount of time they spend on the server at a rate of \$100 per hour.

3. Pricing adjustments

- a. Metro & BERT fares will not be allowed to exceed WH\$1.00

4. Purpose of this bill

- a. To reduce the economic divide between new players and already existing players
- b. Make the economy less biased towards survival players

5. Short title

- a. This act may be cited as the Economy Reset Act of 2017

6. Implementation

- a. This act will go into effect 2 months after it receives approval from the president.

¹ Originally 5%, adjusted as per amendment 17Q2-3.002/2b/1