



**EXECUTIVE COUNCIL**  
OF THE FEDERAL REPUBLIC OF WOLVHAVEN

---

# Gardellia Rules & Regulations

Last Revised June 2019

---

**Document Classification: UNCLASSIFIED**

## Table of Contents

<b>Table of Contents</b>	<b>1</b>
<b>I: General Rules</b>	<b>2</b>
<b>II: Claims, Ownership &amp; Local Policies</b>	<b>2</b>
Claim Definitions & limits	2
Abandoned Claims	2
Ownership of Claims & Property	3
Local Policies	3
<b>III: Construction</b>	<b>4</b>
Building in claims & starting new claims	4
Landscape changes	4
Prohibited Builds	4
Restricted Builds	4
Infrastructure (Road/Rail)	5
Inter-claim Infrastructure	5
Existing Structures	5
<b>Appendices/Resources</b>	<b>6</b>
Gardellia Claim Definitions Infographic	6

## I: General Rules

1. Observe all general rules.
2. Any decision(s) made by staff is/are final.
3. The Gardellia Enforcement Team refers to the staff department tasked to enforce and regulate Gardellia and may be contacted using *@Gardellia Dept* on discord

## II: Claims, Ownership & Local Policies

### Claim Definitions & limits

1. A **“Claim”** refers to an area with a collection of 5 or more buildings and must be registered in the Gardellia Claims Registry
  - a. Official Claims must have the following:
    - i. A claim town/city hall, containing the owner(s) and any local policies
    - ii. A local council (minimum size: 1 person)
    - iii. A local administrative hierarchy system (e.g. mayor, deputy mayor)
    - iv. A set of local rules/regulations or policies
  - b. **“Borders”** are the claim’s outermost buildings.
    - i. Roads, pathways and railways are not considered.
  - c. **“Radius”** is the largest distance from the true center of the claim
  - d. **“Limits”** are any piece of free land that is within 150 blocks of the claim’s borders.
2. Each player is entitled to one claim in any part of the world.
  - a. Second claims may be made once their first claim’s city radius is over 125m
  - b. A player may only have one mainline station claim
  - c. Adopted claims - where players take over the development of abandoned claims shall not count to this limitation.

### Abandoned Claims

3. Claims are considered abandoned if
  - a. The claimant has not been on the server for three calendar months; or
  - b. No development has been made to the claim for six calendar months; or
  - c. The claimant has indicated no interest in retaining the claim; or
  - d. The enforcement team has deemed that the claim is abandoned; where
  - e. The claimant has been notified under the provisions provided in clause 7 of this act and has not explicitly indicated their intention to retain ownership of the claim.

4. A reduced criteria may be applied at the discretion of the Enforcement Team on claims where the claimant has been notified and explicitly indicated their intention to retain the claim
  - a. The claim shall henceforth be considered abandoned if:-
    - i. The claimant has not been on the server for one calendar month; or
    - ii. No development has been made to the claim after one calendar month
  - b. A claim deemed abandoned under the reduced criteria shall not be entitled to a further review
  
5. Owners of abandoned claims will be notified by:-
  - a. Mail; and
  - b. A notification tower located at a prominent location within the claim; and
  - c. Discord mention or Direct Message, if possible; and
  - d. A Gazette, published by the end of the Administrative Day of every month on the WolvHaven website
  
6. Claims that have been deemed abandoned shall, at the discretion of the Enforcement Team, be:-
  - a. Adopted where the ownership is transferred to another player with Gardellia build rights; or
  - b. Returned to its natural state through the use of regeneration; or
  - c. Have action delayed until further notice

## Ownership of Claims & Property

7. Ownership of a claim automatically goes to the player who builds/constructs the first completed building in an area unless agreed upon otherwise.
  
8. Decisions of the owner of their claim are final within their claim limits.
  - a. These decisions must be reasonable to anyone affected by them.  
*(E.g. Town owner wants to remove a building by another player, he asks the player or gives the player a notification at least a week before removing his/her building/structure)*
  - b. These decisions may be overwritten by any member of staff.

## Local Policies

9. Local policies or rules & regulations may be imposed by the owner of a Claim
  - a. Local policies only apply within the Claim limits
  - b. Local policies must not be in violation of any server rules and regulations.
  - c. Examples of Local Policies:
    - i. Build Style  
e.g. Builds must be modern and must not contain the cyan color

- ii. Construction and Zoning Policies  
e.g. You may build in the purple marked plots anytime you want
- iii. Policy for removal  
e.g. Builds that do not meet standards will be removed without notice

### III: Construction

1. Gardellia is a City or Town building world.  
Players should not build individual builds that are not within claim limits dotted around the world without permission from a member of staff

### Building in claims & starting new claims

2. Always ask the owner of a Claim before building inside their Claim's limits unless otherwise stated by the town/city's local policy
  - a. It is also advised that you look at the local policies in the Claim's town/city hall and understand them before starting construction.
  - b. Always contact the owner of a Claim when in doubt
3. Do not start or build a new Claim within 300m of the nearest Claim's limits
  - a. Players who intentionally start a new Claim to hinder the development of another Claim will have their Claim either relocated or removed
  - b. Do not start or build a new Claim in between railway stations along the mainline tracks

### Landscape changes

4. Do not make any large land/sea changes that severely alters the landscape without approval from the Gardellia Enforcement Team
5. Do not mess with the bedrock level

### Prohibited Builds

6. The construction of the following is prohibited:-
  - a. 1×1 towers
  - b. Builds of offensive or NSFW nature
  - c. Builds containing excessive activated beacons
  - d. Redstone lag machines
  - e. automated machinery or vehicles

## Restricted Builds

7. Ask for permission from staff before constructing any of the following restricted builds:
  - a. Airports
  - b. Roads extending over 100m beyond Claim limits
  - c. Railways extending over 100m beyond Town/City limits

## Infrastructure (Road/Rail)

8. Do not add any station onto the Gardellia Mainlines track
9. Infrastructure can only be extended from the claim's limits by a maximum of:-
  - a. 100m for roads
  - b. 50m for local transit systems (e.g. *Metro/Tram*)
10. Only the following types of train-carts systems are allowed
  - a. Semi-Automatic: Players press a button to request for a train, empty trains are automatically destroyed at every station
  - b. Manual: Players drive the trains themselves
11. Road standards within a claim's limits are defined by the owner of the claim
  - a. Traffic directionality (Left/Right-hand traffic) is defined by the owner of the claim
  - b. Proper crossovers from right-hand traffic (↓↑) to left-hand traffic (↑↓) and vice versa are required if needed.

## Inter-claim Infrastructure

12. Inter-claim infrastructure can only be built with
  - a. Approval from the Gardellia Enforcement Team; and
  - b. The owners of all claims involved
13. Infrastructure outside of claim limits must:
  - a. Not require massive terraforming
  - b. Be realistic (e.g. Pillars supporting the structure, smooth turns)
  - c. Adhere to Right-Hand Traffic (↓↑) for roads
14. Staff may modify the route at any given point of time

## Existing Structures

15. "Existing structure" refers to any build or structure present in Gardellia before it was opened to the public such as:-

- i. Gard mainline stations
- ii. Gard mainline railways
- iii. Gard expressways / A-class roads

16. Existing structures may only be modified if it is within your claim limits

17. Modifications must not hinder the purpose of the structure

(For example:

- Change of track viaduct design
- Moving of station underground without breaking the tracks
- Changing the wall designs of an existing expressway / A-class road
- Diverting the expressway / A-class road underground through a tunnel without cutting off the expressway
- Cannot delete sections of rail from Gardellia mainlines
- Cannot remove lanes from existing expressway / A class roads)

## Appendices/Resources

### Gardellia Claim Definitions Infographic



