



I A M A

**CHARTER OF THE
INTERNATIONAL ASSOCIATION
OF MINECRAFT ARCHITECTS**

Section 1: Name and Objectives

(1.1) The name of the Association shall be the International Association of Minecraft Architects (hereinafter referred to within this Charter as the 'IAMA', 'Association', 'our', 'we', or 'us').

(1.2) The objective(s) of the Association are as follows:

- a) To Create. We aim to create one of the most prosperous communities in Minecraft, as well as an ambitious collaborative project by our best builders, to unite our strength and create one of the best cities in Minecraft the world shall ever see.
- b) To Inspire. We want other players to understand that given their determination, and perseverance, they too, can create the same level of builds as we do, as we all use the same building blocks. Minecraft is a game full of potential, and we here at the IAMA see it as a canvas, a tool for constructed art.

(1.2.1) To these ends, the Association shall establish a public online forum with free and open access to anyone who wishes to join. (Referred to within this Charter as 'the Forum' or 'IAMA Forum')

Section 2: Structure

(2.1) The Association shall have two principal organs, the Forum and the Board of Directors (hereinafter referred to as 'the Board').

(2.1.1) The Board is to serve as the Association's executive organ and is to oversee and manage all operations, including but not limited to those of the Forum.

(2.2) Collectively, Directors and Forum Moderators are to be referred to as 'staff'.

(2.2.1) As members of staff are, in effect, representatives of the Association, they are expected to behave in the highest order in accordance with the Code of Conduct (§5).

a) As such, members of staff are to be subject to harsher disciplinary actions in the event of official misconduct. These procedures are outlined in Sections 5 and 6.

(2.3) The Association shall have no officially registered members apart from its staff, as it functions primarily as an online public forum.

(2.3.1) By joining the Forum, users automatically agree to adhere to this Charter and its corresponding rules and regulations.

(2.4) New members of staff are to be nominated by the Board and ratified by existing members of Forum Moderators by a simple majority.

a) There are no term limits to these positions. Staff members may therefore only be relieved from their position either via resignation or impeachment.

b) Regulation (2.4) also applies to nominations for the Board of Directors.

(2.5) The Association is classified as an unincorporated association under English law. It is, therefore, not a legal entity and does not have limited liability. Individual users are personally responsible for any debts and contractual obligations they incur whether directly or indirectly through the Association.

(2.6) The Association shall adhere to [Discord's Terms of Service](#), the European Union's [General Data Protection Regulation](#), and the United Kingdom's [Equality Act 2010](#). Its rules and regulations are incorporated into the Association's regulations and its Code of Conduct.

Section 3: Board of Directors

(3.1) The Board of Directors shall consist of no less than three and no more than five members.

(3.2) The executive functions and responsibilities of the Board include, but are not limited to, the following. All decisions are to be taken by a vote among Directors by a simple majority.

- i) To coordinate members of staff across the Association;
- ii) To resolve conflicts that arise between members of staff;
- iii) To nominate new members of staff;
- iv) To establish an Internal Investigation Committee (IIC) to investigate accusations of official misconduct by members of staff.
- v) To introduce new initiatives, including reforms and amendments to this Charter;
- vi) Marketing and public relations, including the operation of its website, social media accounts, and the Weekly Showcase programme;
- vii) To represent the Association under collective leadership.

(3.3) In addition to the nomination process outlined in Regulation (2.4)(b), Forum Moderators may also nominate a candidate to the Board through a $\frac{2}{3}$ majority, upon which the Board may ratify the nomination through a simple majority.

(3.4) Members of staff may table a vote of no confidence against the Board should they feel it is necessary to make an immediate change of leadership.

- a) In the case that a vote of no confidence is passed, all existing Directors must resign. Forum Moderators should then elect a new Board, in which Regulation (3.1) applies.
- b) In the case that a vote of no confidence is defeated, a similar vote may not be tabled within the next 12 months.

Section 4: The Forum

(4.1) The Moderation Team should consist of no more than 15 members, including Directors, who are also Forum Moderators by default.

(4.2) In addition to the nomination process outlined in Regulation (2.4), Forum Moderators may also promote a candidate through a $\frac{2}{3}$ majority in accordance with the criteria outlined in Regulation (4.2.1). The Board reserves the right to veto any promotion via a simple majority.

(4.2.1) Candidates for Forum Moderators are to be selected based on the following criteria.

- i) The candidate is a verified member of the Forum.
- ii) The candidate shows great enthusiasm for the Association and is keen to be part of its staff team to further the Association and its community.
- iii) The candidate is active on both the Forums and in-game platforms.
- iv) The candidate exhibits emotional and intellectual maturity.
- v) The candidate is capable of maintaining order in accordance with this Charter within the Forums and acts in an orderly fashion to represent the Association when such opportunity arises.

(4.3) The functions and responsibilities of Forum Moderators include the following. Decisions beyond the enforcement of the Code of Conduct (§5) are to be taken by a vote among Forum Moderators by a simple majority.

- i) Maintaining order within the IAMA Forums in accordance with this Charter.
- ii) Ratifying Association-wide decisions made by the Board of Directors, including, but not limited to, major amendments to this Charter, personnel changes, etc.
- iii) To work in conjunction with the Board through the IIC to investigate accusations of official misconduct by members of staff and ratify the report produced by the IIC via a simple majority.

(4.4) A Forum user or a member of staff, including the Board of Directors, who is in serious or persistent breach of the Code of Conduct or who otherwise acts in a way which in the opinion of the staff is seriously or persistently inappropriate for a user of the Forums or a representative of the Association, may be disciplined in accordance with the disciplinary codes outlined in Sections 5 and 6.

Section 5: Code of Conduct

(5.1) All users of the IAMA Forum are expected to show maturity and respect at all times. In particular, members of staff should establish a good example by behaving in an orderly manner in the Forum.

(5.2) Profanity, while not strictly prohibited, should not be used for personal attacks against other members of the Forum.

(5.3) Any conversation taken to be hurtful or discriminatory to any of the nine protected characteristics as defined by the [Equality Act 2010](#), including age, disability, gender reassignment, race, religion or belief, gender, sexual orientation, marriage and civil partnership, pregnancy and maternity, as well as discussions with pornographic or gory themes are strictly prohibited in the IAMA.

(5.4) Personal information of other users must not be distributed within the IAMA Form without consent. This includes, but is not limited to, pictures, real names, addresses, telephone numbers, contact details, etc.

- a) Should a user distribute personal information without the consent of its owner, the Moderation Team reserves the right to delete these messages to protect the privacy of the respective user in accordance with the European Union's [General Data Protection Regulation](#).

(5.5) Power - administrative, speech, and other functions provided by Discord must be used wisely in a mature manner, and not be abused by any user of the IAMA Forum. Power abuse may be categorised into the following types.

- a) Spamming: When a message, whether identical or discrete, is sent repeatedly over a short period of time without any meaningful purpose.
- b) Pinging: When a public ping (@everyone, @here, @Mod, etc.) is sent in a message that is deemed irrelevant to the organisation. This excludes processes that require the immediate attention of the staff, such as a vote in the moderator's chat, or when a user reports a breach of the Code to the moderation team.
- c) Official Misconduct: When a member of staff
 - i) Abuses their administrative powers, including, but not limited to, deleting the messages of others without justification, banning or kicking users without justification, and targeted suppression of a user;
 - ii) Acts in a fashion that does not represent the values of the Association, including, but not limited to, being hostile towards other users or particular user(s) on the Forum, openly violating the Code of Conduct, and disorderly conduct in public channels.
 - iii) In the case that Regulation (5.7.1) is insufficient to resolve the accusation in a manner that is accepted by the community, the Board may seek to invoke Regulation (6.1) and open an internal investigation into the matter.

(5.6) Violations of the Code of Conduct by Forum users will be met with an Immediate Action (IA) by Moderators, i.e., a kick from the server with the server bot, Ada, using the command `?kick`. Any IAs will be kept on record and considered a strike. The Board reserves the final decision upon any ambiguity in the interpretation of the Code of Conduct.

(5.7) Strikes issued by Moderators are permanent, although only the most recent strikes from the past six months contribute to disciplinary actions. Depending on the number of accumulated active strikes, users may receive the following penalties upon violating the Code of Conduct.

- a) First active strike: IA/kick from the IAMA Forum.
- b) Second active strike: Permanent ban.

(5.7.1) Members of staff shall receive the following penalties upon violating the Code of Conduct.

- a) First strike: Condemnation by the Board.
- b) Second strike: Powers and privileges stripped away for 7 to 14 days depending on the severity of the misconduct.
- c) Third strike: Vote for demotion. The accused is not allowed to participate in the vote. Once removed from the staff team, Regulation (5.7) applies.

(5.8) Moderators may issue a permanent ban in place of a regular IA in the case of the following.

- a) The user has been temporarily or permanently banned but has rejoined the Forum using a different account.
- b) The Moderator believes that the user has no intention of abiding by the Charter of the IAMA and its corresponding rules and regulations.

(5.9) The Board of Directors reserves the final decision upon any ambiguity in the interpretation of the Code of Conduct. Hence, all users may appeal to the Board should they think a strike was unjustly given. However, should the ambiguity involves a Director, the Moderation Team is to resolve the ambiguity through a vote by a simple majority.

Section 6: Official Misconduct

(6.1) In the case that a member of staff has been accused of serious breaches of this Charter, the Board may decide to open an investigation by establishing an Internal Investigation Committee (IIC) by a simple majority, excluding the accused member, if applicable.

(6.1.1) In the case that the Board refuses to open an investigation, Forum Moderators may force an investigation via a $\frac{2}{3}$ majority, in which case the IIC must convene.

(6.1.2) The Board should only seek to open an investigation as a last resort to settle the matter and to restore trust and credibility to the Association. Typically, these involve accusations with legal or ethical implications. Consequently, in the case that the accusation is resolvable through the disciplinary procedures outlined in the Code of Conduct (§5), the IIC should not convene.

(6.2) While the Board reserves the right to appoint members of staff to the IIC, the Board should seek to avoid any potential conflict of interest with the accused by working in close conjunction with the rest of the Moderation Team to ensure that its findings will be accepted by the community.

(6.3) The IIC shall produce an investigation report consisting of a synopsis, a description of the accusation, factual findings, from which it shall draw a conclusion on the accusation and recommend any further actions.

(6.3.1) The report is to be ratified by the Moderation Team by a simple majority, excluding the accused member of staff, and enforced by the Board of Directors.

Appendix I: The IAMA Weekly Showcase Programme

Preface

The IAMA Weekly Showcase Programme (WSP) is a social media outreach initiative launched by the Board of Directors in May 2018 as a way to ensure consistent output of content on the Association's social media profiles, namely Twitter and Instagram. It continues to be run by the Board and is the primary method of online engagement by the Association on social media. This Appendix will demonstrate how the WSP should be run.

(1) The WSP showcases a creation by a member of the IAMA Forum once a week, every Sunday. Since 22 November 2022, the WSP has followed a standard format, as follows.

#IAMAWeeklyShowcase: week [number]

Submitted by [Twitter handle or other preferred methods of credit]

(2) Since 22 November 2022, descriptions of WSP submissions have become optional in order to avoid disputes over editing by members of staff. Should the applicant wish to include a description, staff should ensure that the description fulfils the following conditions.

- i) The description is moderately short, typically no more than 50 words.
- ii) The description is not redundant and adds genuine value to the submission, for example, some factual information about the submission. E.g., 'a reproduction of the Sistine Chapel' adds value because it tells the viewer the name of the build. Conversely, 'this is a church' does not add value because the viewer can tell that the submission is of a generic church.
- iii) The description is not dull to the viewer. E.g., descriptions should not be purely factual, straight off Wikipedia. E.g., 'the Sistine Chapel was consecrated in 1483 and serves as the official residence of the Pope'.

(3) By making a submission to the WSP, applicants accept that members of staff reserve the right to modify and edit their descriptions, should they wish to include one, based on this Appendix and their own discretion.


(3.1) In modifying the applicant's description, members of staff should abide by the following principles.

- i) The applicant's original description only provides a general outline, the details of which we are not obliged to follow, per Regulation (3) above. In the interest of standardisation, avoid using the original description verbatim.
- ii) Apply metaphors, jokes, puns to moderately expand the user's description per Regulation (2)(i) above. Avoid extreme negativity or artificial positivity. Pop culture references are encouraged in moderation.
- iii) Use an appropriate emoji at the end of the description. Apply a space between the emoji and the text.

(4) Applicants may also choose to include an external hyperlink in their submission. Members of staff should ensure that the hyperlink is safe and include it at the bottom of the showcase after the :link: emoji, as follows. Apply a space between the emoji and the link.

#IAMAWeeklyShowcase: week [number]

Submitted by [Twitter handle or other preferred methods of credit]

 *[external hyperlink]*

(5) Typically, WSP submissions consist of a single image. Members of staff may, however, offer exceptions to this rule to allow multimedia submissions or submissions with more than one image when the applicant believes that a single image insufficiently presents their submission.

(5.1) Where possible, members of staff should tag the applicant in the attachment.

(6) While the WSP typically ordered on a first-come-first-serve basis, members of staff should avoid showcasing the same applicant for two weeks in a row. Consequently, if the applicant has been showcased this week, their next submission, regardless of when it was submitted, should not be posted until the week after. Members of staff reserve the final decision in determining the queue for the WSP.

(6.1) In the case that the queue is empty, members of staff should actively request submissions from Forum users, either via a public ping in the submissions channel, or request permission from users in other channels on the Forum whether they would like their content to be showcased.

(6.2) In the case that the Sunday deadline is missed, a showcase should be posted regardless prior to the next showcase.

Appendix II: The IAMA Road Style Guide

Preface

Roads are pivotal to a city's realism. Just look at [Macky's](#) works on Twitter! It's easy to think roads are not important, but these are the backbones of a city.

Since 2018, the IAMA has developed a Road Style Guide (RSG) based on the UK's Design Manual for Roads and Bridges (DMRB). It is, in our opinion, one of the most realistic designs available so far.

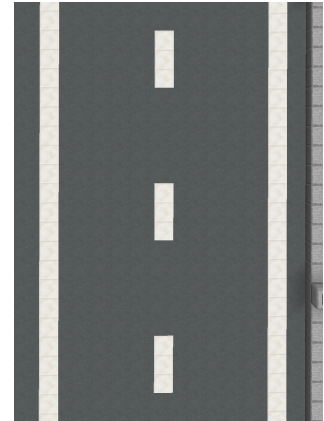
A very important factor that makes the IAMA RSG stand out is its scale, the use of appropriate spacing, and the technical road markings. Scale-wise, our RSG enforces a 3-5 metre/lane rule, with another two metres spared for an edge lane on each side of the road. Whereas, the appropriate spacing used between the dashes of lane dividers by the threat of switching lanes (the same way it is used in real life) makes the roads a lot more realistic. This, of course, ties with the road markings which, due to their largely universal nature, would look realistic even if you are not familiar with our blueprint, Highways England's DMRB.

Other than roads, city planning is also absolutely paramount as well. Put yourself in the shoes of your city's commuters. Is this bend too sharp for 110 km/h? Is this road wide enough for the amount of traffic? Will this junction cause a gridlock? How would people go from point A to point B, and do the people going from point B to point C use the same stretch of road? These are questions you must ask yourself when planning a city. Always plan before you start! Don't do anything without a plan as in life.

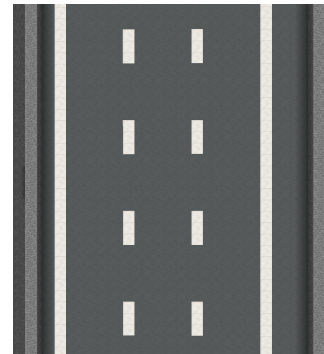
Subsection A: Road Markings and Crossings

(1) The IAMA uses the UK's [Design Manual for Roads and Bridges](#) (DMRB) as the blueprint of the IAMA Road Style Guide (RSG). Hence, any ambiguities or designs that were not mentioned below should comply with the DMRB.

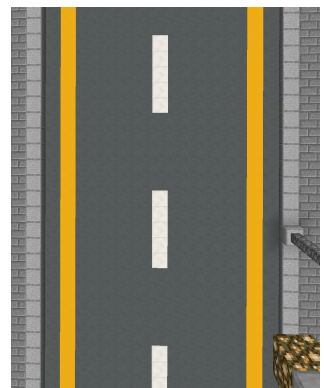
(2) All roads wider than a single carriageway (over two lanes) should include a white continuous border line on the sides of the road, leaving a narrow shoulder of one meter before the sidewalk. The recommended width of roads is between 3-5 metres per lane.



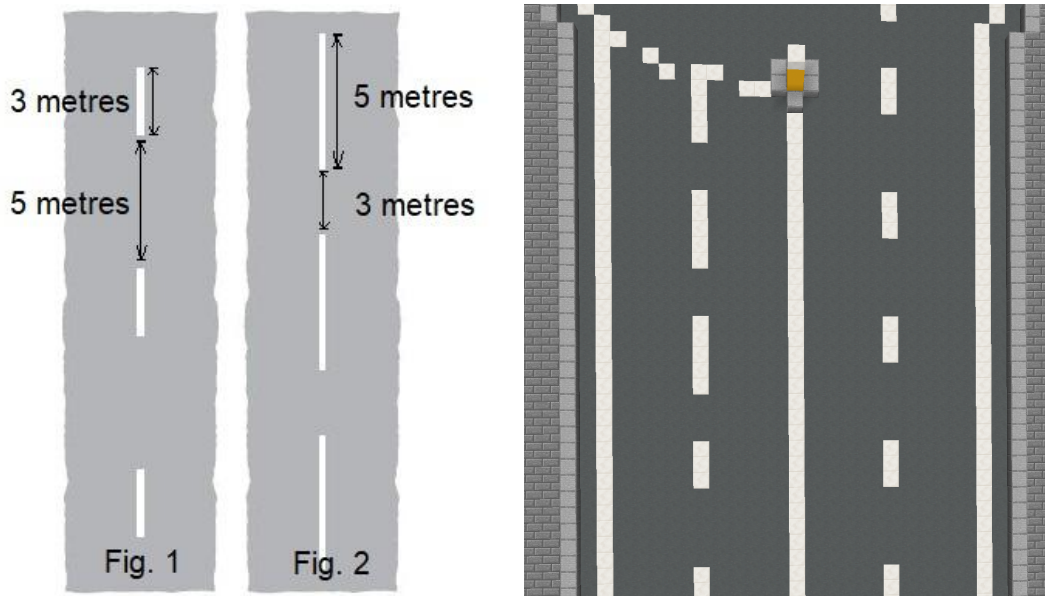
a) On dual carriageways and motorways, the outer shoulder become hard shoulders with a width of 3 meters between the edge line and the edge of the road. Roads may be as wide as 7 metres per lane on dual carriageways and motorways.



b) A yellow continuous edge line suggests there must be no parking on that stretch of the road. They are often used in residential areas, and next to private driveways. This is an optional feature on roads with low-density traffic streams.

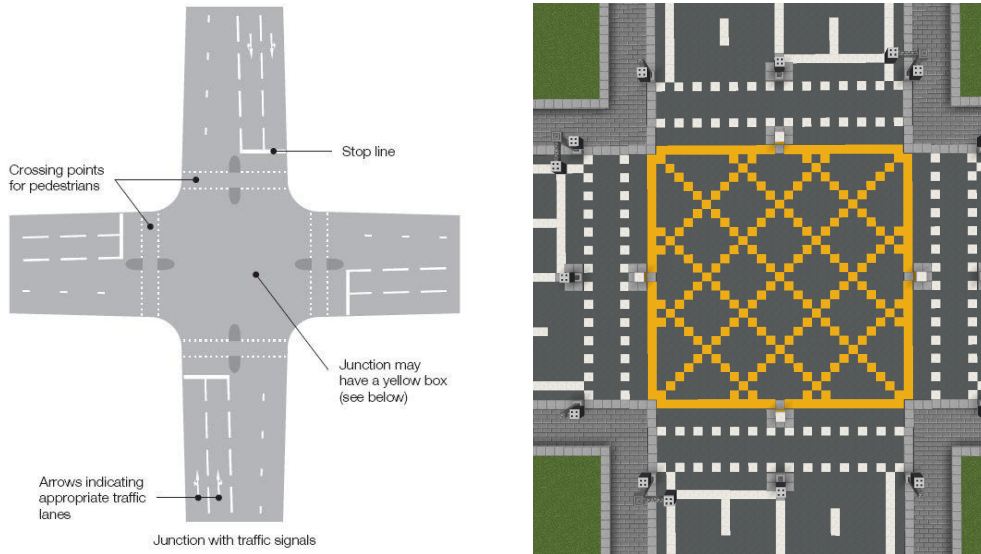


(3) Lane dividers, also known as lane lines, are short, broken white lines.



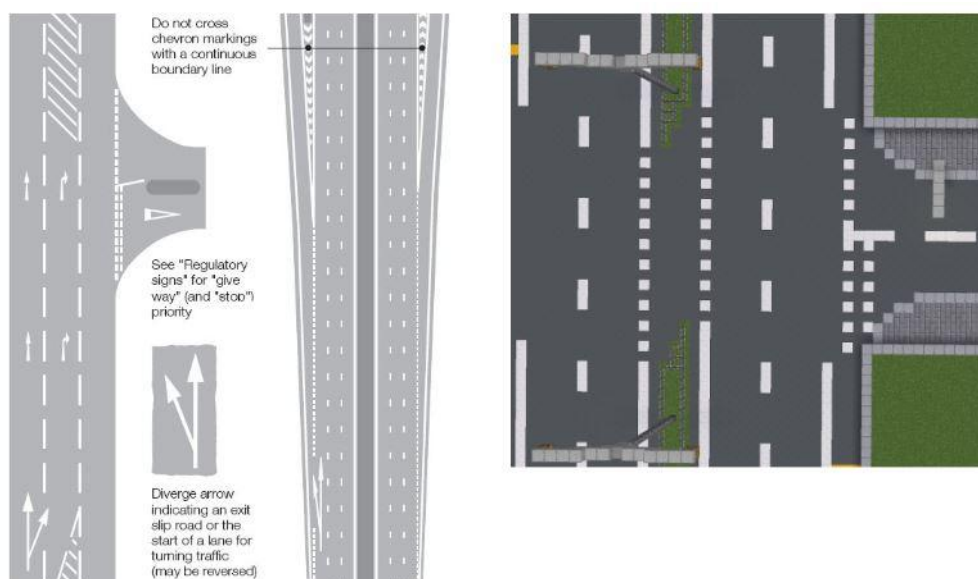
- a) Figure 1 on the left diagram is the specification for the lane line separating traffic travelling in the same direction (single or dual carriageways).
- b) Figure 2 on the left diagram is the specification for the hazard warning line: an upright sign may indicate the nature of the hazard, such as a bend. The marking is used also on the approach to a junction, and centre line on a single carriageway road.
- c) Spacing between lane dividers should decrease from 5 metres to 3 metres; whereas the dash itself to increase to 5 metres when approaching a junction for at least three dashes, as indicated in the image above.

(4) Where stationary traffic would be likely to block a junction, a yellow box may be marked on the road, covering all or part of the junction.

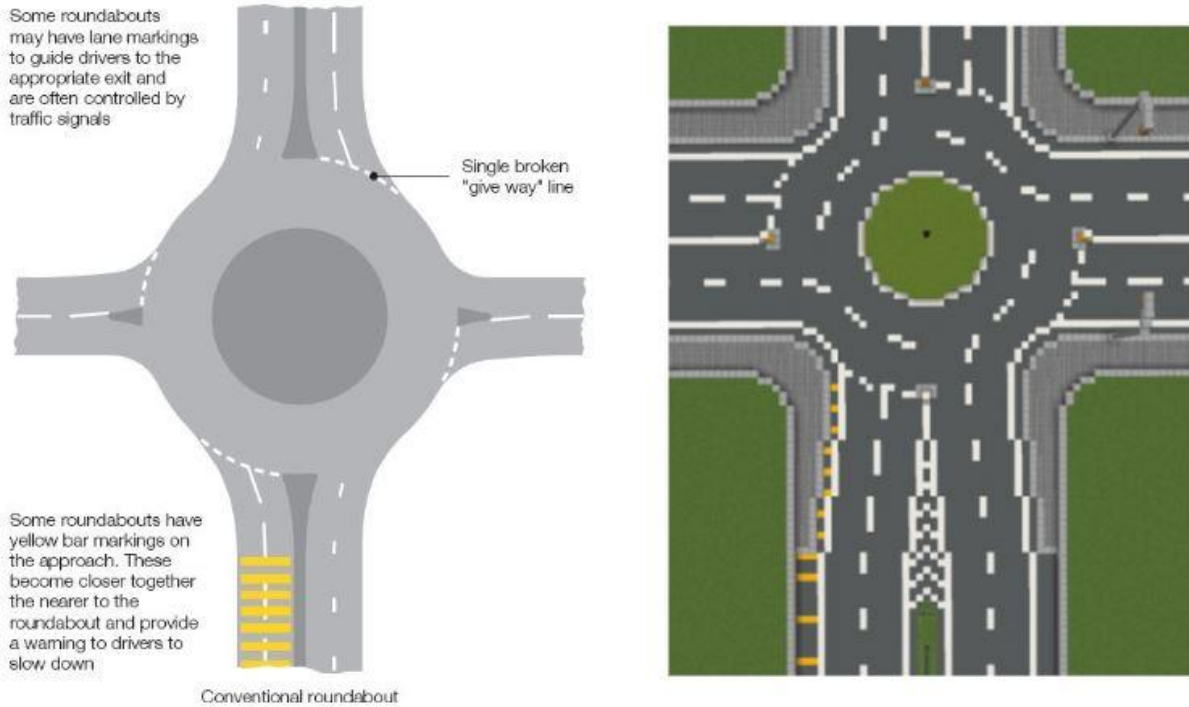


- a) The right figure shows the in-game representation of the diagram, along with the optional yellow box.
- b) As shown in the above figures, all pedestrian crossings, except Zebra crossings, should have white dots on the side edges of the crossing area. Where possible, a safety island should be included.

(5) See the diagrams below for when a small road joins a dual carriageway on the side. Where the left figure depicts a junction, the middle depicts a slip-road. The figure on the right shows the in-game interpretation of the junction. Road markings should largely follow the figures.



(6) Standard conventional roundabouts.

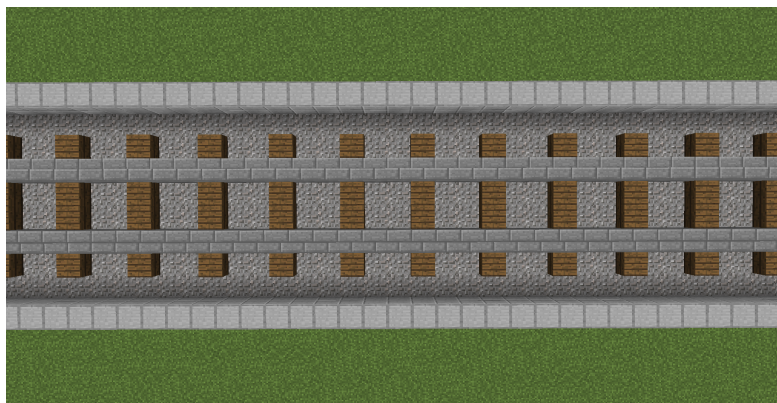
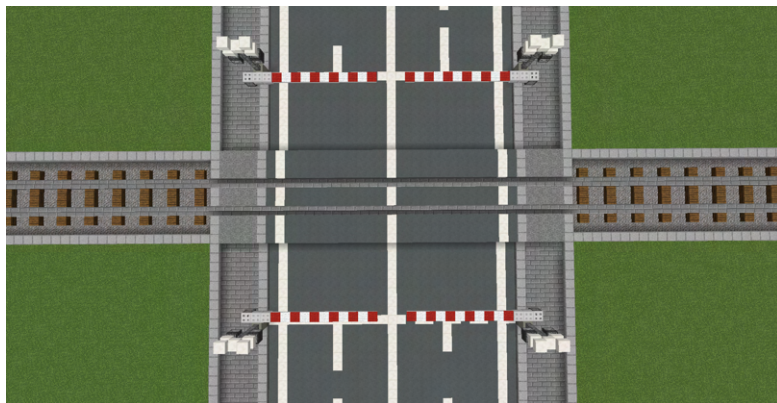
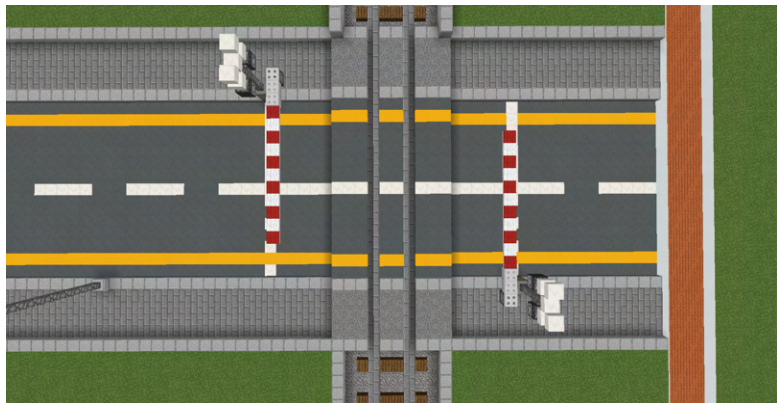
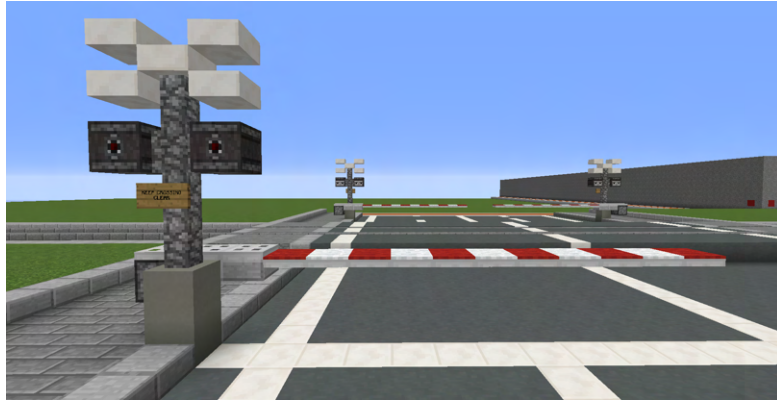


- a) All roundabouts should include safety islands, which are not specifically pointed out in the left figure.
- b) The yellow bars before the approach is an optional feature. The alternative to the said bar is shown in the right figure, with yellow bars situated within the edgeline.

(7) Standard design of arrows for road markings. There should be two arrows per junction, with one placed at a suitable distance before approach and before the junction.



(8) Standard design for level crossing and the railroad. There should be two level crossing barriers on each side for dual carriageways and one barrier per side on single carriageways. Dimensions of the railroad should be standardised, as follows.



(9) Standard traffic light design. Banners are used for both pedestrian and automobile traffic lights. Crafting recipe may be found [here](#).



- a) There should be no less than three traffic lights visible per crossing: one on the left of the road, one on the right of the road, and another on the opposite end of the junction. See the above figure for positioning in 4-lane road scenarios. The same rule applies to other roads as well.
- b) Traffic lights must not be used on highways, including dual carriageways and motorways (except at busy roundabouts) to maintain free-flowing traffic.
- c) Beacons should be used in all refuge islands before and after the crossing as indicated in the image.

(10) Standard design for zebra crossings. Zebra crossings should only be used on single carriageways (2-lane roads) with low-density traffic streams, such as in residential areas.

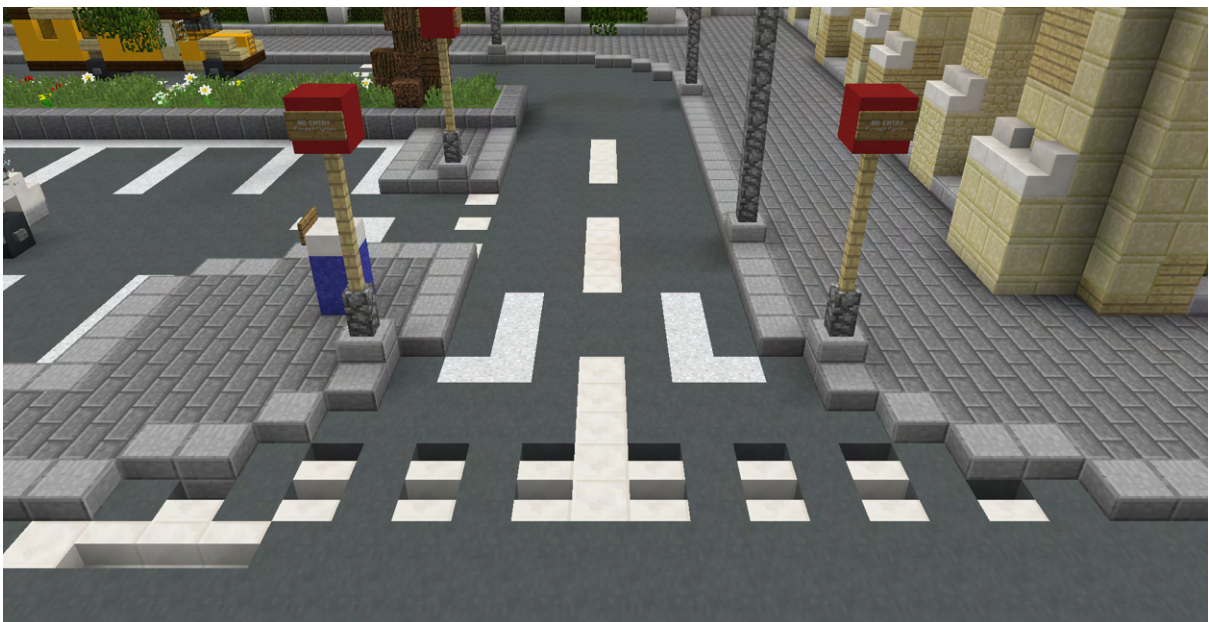


- a) Whereas concrete powder should be used for the zebra lines; quartz and quartz stairs should be used for the studs, and zigzag lines along the kerb and the median before approach respectively.
- b) The zig-zag lines should be about 12 metres long, as indicated in the image above.

(11) Standard design for simple junctions. Arrows are not necessary when used on single carriageways where road users may turn in both directions on the same lane. Quartz stairs should be used for the double-dash give way line on the left of the road. It should be accompanied by a red sign saying either 'GIVE WAY' or 'STOP'.



(12) Standard design for one-way roads. As per Rule (III.11), both lanes on one-way roads should have give way lanes accompanied by a red sign that says 'STOP' on one side; and 'NO ENTRY Except Cycles' on the other, as indicated in the image.



Subsection B: Road Infrastructure

(13) All lamp posts are to follow a strict height and width regulation of 10 metres tall to 5 metres wide (1:2 ratio) for standard, non-highway roads; and a 13 metres tall to 13 metres wide (1:1) ratio.



- a) In a precedent set by the *Scatter* team, regional variation of standard lamp posts is encouraged insofar as the dimensions of the posts remain consistent. Highway posts, however, should remain consistent throughout.
- b) Non-highway lamp posts should have a distance of 15 metres per lamp post on two-lane roads, and 15 metres for each adjacent lamp post for four-lane roads. On dual carriageways and motorways, lamp posts should have a distance of 23 metres and are to be situated on the median strip.

(14) Pavements are raised by 0.5 metres with slabs. As with Regulation (13)(a), regional variation in primary material is encouraged insofar as the kerb material (smooth stone slab) remains consistent as indicated below.

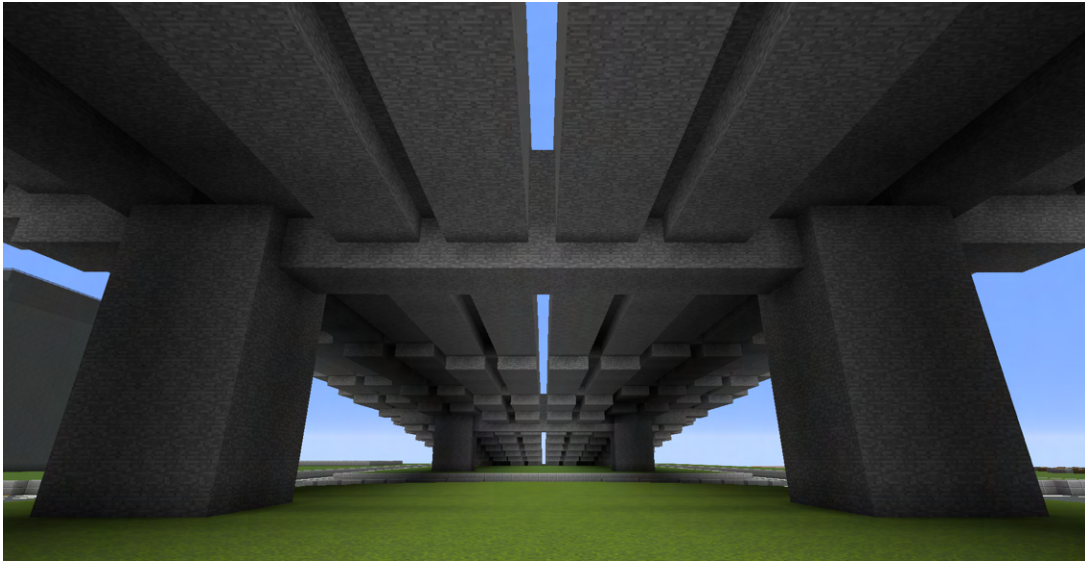


- a) As a consequence of the raised pavements, buildings are to be elevated by one metre above ground level.
- b) Pavement width (excluding kerb) should be no less than 3 metres wide, with a recommended width of 4 metres or more.

(15) Crossings, both traffic light-controlled and zebra crossings, may be broken with a refuge island between the carriageways, as indicated in the image. Beacons must be used on the island.



(16) Standard flyover design. A one-metre gap should act as the median for flyovers to allow light to pass to ground level.



- a) Lighting systems are not required on flyovers.
- b) Distance between each pillar is based on the width of the flyover but should be roughly ~50 metres for motorways, and ~40 metres for dual carriageways.

Subsection C: Vehicle Designs

(17) Standard design for Police Vans. Signage should say '[name of jurisdiction] Police'.
Formatting: Blue (&1), Bold (&l)



(18) Standard design for Ambulances. Signage should say 'Emergency Ambulance'.
Formatting: White (&f), Bold (&l)



a) A European variation of the design may adopt yellow-lime concrete powder and sandstone as its primary material to recreate the European Union standard (CEN 1789) for ambulances.

(19) Standard design for Fire Engines. Signage should say '[name of jurisdiction] Fire Services (or any of the following: Fire Brigade, Fire & Rescue, FRS). Formatting: White (&f)



(20) In the case of ambiguity within the RSG, refer to the UK's [DMRB](#) and other corresponding documents such as the UK Department for Transport's 1995 Local Transport Note, [The Design of Pedestrian Crossings](#).

(21) The IAMA greatly appreciates any credit given to the Association should the reader decide to adopt designs within the RSG to their creations.

Appendix III: Internal Guidelines

***Disclaimer:** This Appendix has previously served as the IAMA BT's internal team guidelines prior to its dissolution and the wording has not been updated since. It is kept nonetheless because it remains a helpful guide to those wishing to improve their building skills in Minecraft.*

(1) All buildings are to be as realistic as possible to maintain professionalism. Hence, unless otherwise instructed by the Project Manager due to the requirements of the project or historical context, the architectural style of all buildings shall be generally modern or contemporary.

(2) The ceiling height of all buildings must be at least 3 metres high. Meanwhile, walking spaces within buildings, with the exception of staircases, lifts, and maintenance areas, must be at least 2 metres in width for ease of user movement.

(3) Participants should avoid any role-playing or fictional aspect when building. When constructing fictional institutions, participants should name these buildings a neutral, non-RP based name. For instance, when building a government office tower, participants may name it a '[name of area] municipal building' rather than naming it after a fictional institution.

(4) There are a number of general guidelines participants should follow to increase the quality of their builds. Consult the BT or the Forum for more information or further assistance.

- a) Buildings should contain full interiors, as this increases the value of the product. Foot access must be present in all areas where the player is intended to explore.
- b) Buildings should have sufficient depth in their exteriors to make them aesthetically pleasing. For instance, adding external pillars, balconies, or slabs may help to create depth on its facade.
- c) Participants should avoid building completely rectangular buildings, as they often end up looking flat. Instead, participants should experiment with irregular shapes and oblique structures.
- d) Adding greenery often makes the building more lively. Participants may consider using leaves, trees, or fences for both interiors and exteriors.

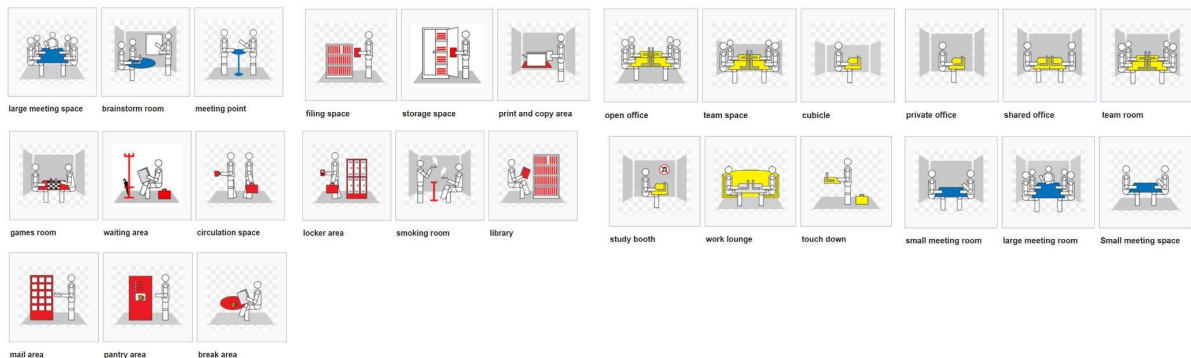
- e) Consider applying the Setback Principle to allow more natural lighting onto street levels. Participants may view the attached [Bloomberg video](#), or consult the BT should they feel confused about the principle, or want to know more about how to implement it.
- f) Participants should be sensible about the number of staircases and foot access in a structure, in relation to its size. For instance, multiple staircases should be built for large venues such as stadiums and conference halls. Spaces should be placed between every few stairs to reduce the overall gradient as well, as this is a commonly used design.

(5) Participants may also use the following as a guide, or a checklist for each type of building. Please note that these are non-binding, and participants are not required to comply with these standards. Consult the BT for more information or further assistance.

(5.1) Residential - should contain bedroom(s), bathroom(s), a living room, and a kitchen.

- a) High-end - fancy decoration, large in size.
- b) Low-end/public estates - meet basic necessities, small in size.

(5.2) Offices - there are three essential parts to an office, as follows. See the below figure for a visual representation of each type of layout.



- a) Workspaces in an office are typically used for conventional office activities such as reading, writing and computer work. There are nine generic types of workspaces, each supporting different activities.
- b) Meeting spaces in an office typically use interactive processes, be it quick conversations or intensive brainstorms. There are six generic types of meeting space, each supporting different activities.

- c) Support spaces in an office are typically used for secondary activities such as filing documents or taking a break. There are twelve generic types of support space, each supporting different activities.

(5.3) Shops - Shops may be classified under the following:

- a) Service-based shops - Shops should include a lot of detail, whereas in a service-based shop, signs should suggest the pricing and type of service.
- b) Food and Beverage shops - Shops should offer a wide range of food and beverages, with signs suggesting its category or price if possible.
- c) Produce shops/Supermarkets - Self-service shops which offer a wide range of natural products and basic commodities to the public.
- d) Non-produce/Merchandise shops - shops should offer a wide range of items with signs suggesting their category or price if possible.

(5.4) Public Services are essential to settlements and may be classified under the following:

- a) Civil Defence (Police and Fire Stations) - mainly offices, but should include report stations and parking for emergency services. Consider a helipad if possible.
- b) Educational (Schools and Vocational Training Centers) - classrooms, subject-specific rooms such as science labs, a library, a basketball court, etc.
- c) Healthcare (Clinics, Dentists, and Hospitals) - a number of male, female, and ICU wards, operation rooms, admin offices, and A&E on the ground floor accompanied by a car park or dropoff bay for ambulances.
- d) Recreational (Parks and Public Spaces) - consider using WorldEdit brushes to terraform a natural terrain, or use TNT to create a natural-looking lake. Always avoid building rectangular terrain as they will not look natural.

Appendix IV: Marketplace Guidelines

***Disclaimer:** This Appendix serves only as a guide for those wishing to join the Minecraft Marketplace to offer a general idea of what is expected by Microsoft. Per Regulation (2.5), the Association is not liable for any financial costs or damages incurred by misrepresentation or a discrepancy with the Marketplace's content moderation policy, which may have been updated since this Appendix was written.*

(1) Violence - fantasy violence is clearly a part of the default Minecraft experience. When designing experiences for players, they must be targeted at all audiences, and any depictions of violence should generally be consistent with that of the game itself.

(1.1) No gory depictions of humans or animals.

a) Redstone is not allowed as a replacement for blood.

(2) Weapons - no depiction of real-world guns, regardless of the degree of accuracy with which the object is represented. This also includes weaponry such as artillery, rocket launchers, tanks, mounted guns, etc.

(2.1) Instead of real-world guns, use fantasy, sci-fi, or antiquated weaponry (magic wands, laser guns, blunderbuss, etc.).

a) A disallowed weapon cannot simply be retitled or described as a different object, it must be indistinguishable from that weapon. For example, an item that appears to be an AK-47, but is titled 'laser rifle', would not be accepted.

(3) Military - persons and nations involved in real-world conflicts, past or present, can create situations that are deemed inappropriate for sale in the Minecraft Marketplace. Creations that depict military forces or conflicts may require additional approval from the Minecraft team.

a) No real nations in the conflict (Germany, United States, etc.) or their symbols (United Nations globe, Sweden's three crowns, etc.). A soldier in a camouflage uniform or a naval officer is acceptable, but the affiliation should be indistinct or fictional.

b) Realistic depictions of military vehicles may require additional approval.

(4) Language - participants should be able to create an unlimited number of experiences without the need for language that can be considered inappropriate in conversations with people of all ages, or common replacements for that language.

(5) Persons - do not include references to, or depictions of, real persons without their consent.

(5.1) Participants may depict deceased persons of historical or educational significance if the character is rooted in reality and sensitivity is exercised in order to not remove the person entirely from their historical context.

a) As an example, performing services for Elizabeth I of England and receiving a knighthood may be acceptable, but Julius Caesar vs Tutankhamun robot fighting would not be allowed.

(5.2) The person and scenario must be appropriate for Marketplace's wide audience, and certain persons may require additional approval, such as those with political or religious significance. We recommend checking with the Minecraft team before creating content containing controversial figures.

(6) Religion - Minecraft's global audience means that this is not the platform for religious displays. To be as inclusive as possible, build in a secular fashion and do not feel that creations directly endorsed by the Minecraft team should be of a religious nature or contain those elements. This means that specific religious displays or symbolism are not allowed.

(7) Diversity - The Minecraft team is committed to being a brand for all players, and participants are encouraged to share the same spirit. We show this in ways such as having multiple voice actors and skin tones for the main character of Minecraft: Story Mode, or by having gender-neutral packaging and alternating Steve and Alex in LEGO Minecraft.

(7.1) Broad representations of gender.

a) A world or skin pack where all professional jobs are one gender, and all service work are another, or where one gender was shown subservient to the other in all cases, would be unlikely to be accepted.

(7.2) Broad representations of race, when possible.

- a) It may be appropriate to have a group of cave-dwelling albino people or a blue alien race where everyone has the same skin colour, but those submitting a real-world city build may wish to vary the appearance of people.

(7.3) Exercise sensitivity in depictions of historically marginalised groups, such as indigenous peoples.

(8) Participants should ensure that they have the right to the intellectual property depicted. This includes real-life locations, events, and brands.

(9) The map should not contain any holes underneath the map, large empty spaces, large shadows that don't belong there or unlit areas that are enclosed. These elements affect the overall performance of the map and are not approved by Microsoft.

(10) The map must be highly-detailed, with lots of places to explore, find secrets, and it must flow in a nice progressive way, with sufficient directories so the player will not get stuck or get lost.

- a) Add some fun little things to do around the map like; mazes, parkour, chests with loot in them, etc.
- b) There must be sufficient staircases to connect any level of the building that is intended to be accessible by the player.

(11) Gem blocks, mineral blocks, bedrock, and entities are banned by Microsoft for decoration purposes.

(11.1) The following additional materials are prohibited by the IAMA on the facade of any building: Dirt, Grass, Wool, Gravel, Sand, Melon, TNT, Netherrack and Obsidian.

- a) No single material can be excessively used on the facade of any building unless it is concealed (for instance, the back of the building).

(13) Greylist - the method Microsoft uses to filter content for devices that have a certain hardware specification. Participants should avoid a Greylist Tier 2 as it would hide the content from 35-40% of the overall demographics of the audience.

(13.1) Many factors impact the overall tier level of the maps. Here is a comprehensive list.

- a) Excessive use of transparent blocks like; glass, ice, packed ice, etc.
- b) Large shadows in the world, whether are visible or not.
- c) Repeating command blocks.
- d) Excessive amount of tiles entities within a chunk.
- e) Excessive mobs spawning in the same chunk.