



SKYLINE

THE OFFICIAL WORLD OF ANTF

Official Rules

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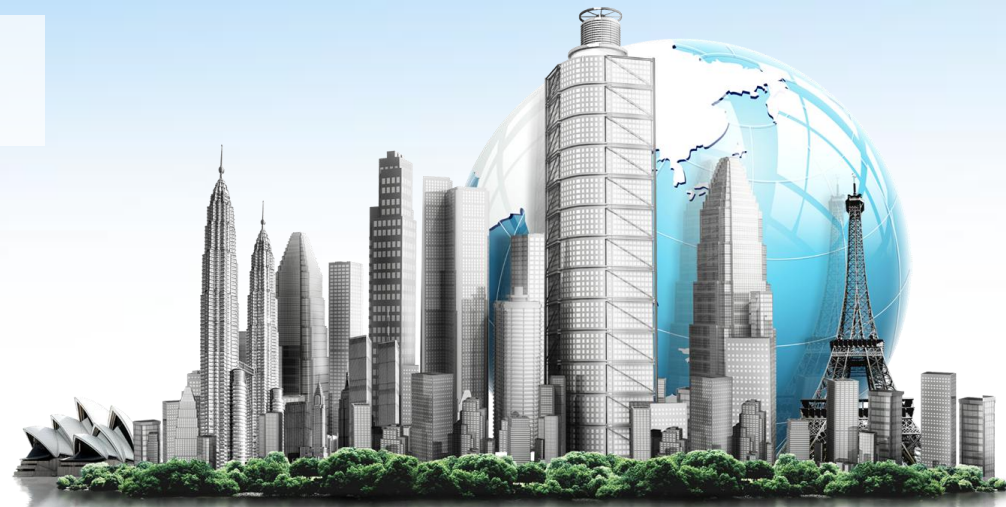
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1. General Rules

General Rules

Welcome to Skylines!

At the world spawn, you are entitled to walk through the setup area ONCE!!!! to obtain necessary items needed for your new journey!
(Any violations will result in a Fine)



General Rules

01

No Griefing

Respect people's stuff
Dont Break into homes/Offices
Do not steal from chests!

02

Respect Others

Be courteous
Be Kind
Help Others

03

Dont Sit on Too Much

Dont hoard too much product
Sell Often!

04

Don't Create Secret Caches!

Dont create secret storage
Areas. If found they will be
seized

05

Respect Boundries

State laws differ from place to
place, it's your responsibility to
know their laws. If not, ask!

06

Have Fun!

Go Explore!
Go Live the Dream!
Go Make Money!!



2. Federal Rights/Laws

Federal Rights



Feds Overule States

The ANTF Skylines Federal Government has the right to overule any law a state creates and enforce Federal laws within each state or impose regulations on companies/states



Feds Can Negotiate

The ANTF Skylines Federal Government has the capacity to negotiate deals with both state and private compaines at lowest bids or compel a company to act for the world's best interest



Feds Can Aid

The ANTF Skylines Federal Government can aid states with infrastructure spending/repair at reduced rates and provide loans and bailout money for struggling titans of industry/banks



Feds Can Audit

The ANTF Skylines Federal Government has the right to investigate fraud or abuse in any state or company as well as seize assets or illegal product from either, or fine harsh penalites in court.

Federal Laws

It is unlawful for states to use public state money for private enterprise operations or anything that may directly benefit a governor and his/her business ventures. Penalty can result in a removal from office as well as a \$10,000 Fine!

Federal Aid Money is administered based on Need. A Request must be mailed to the Feds to evaluate need! Max injection at any time is \$50,000 Max loan amount \$500,000 (which is repaid per session active)
* or safe Direct Deposit

The FBI is the top Police force in the world and has final legal authority over a state/company as well as the Federal Court

The DOT has sole authority over the nation's interstate highways and the world Turnpike. All other roads are delegated to the states to maintain

The FTC/IRS have the regulatory power to enforce commerce laws, set exchange prices, and tax business's, states, and individuals

Waterways/Rivers are Federal Jurisdiction and a permit is needed to dig tunnels or make bridges that cross them

The Fed's can seize empty land at any time in any state given a valid reason (may be challenged in court)

FTC has authority over patents and inventions and exchange machines! DO NOT TAMPER WITH MACHINES!! \$50,000 Fine!!

2/3 Vote needed to ratify or add/remove Federal laws! (Each vote corresponding to a Governor of a State) (Which are present at time of Voting)

An inactive state can have its governor removed and have them replaced a more active player provided that player is in good standing and can pay a \$50,000 purchase price

Seized goods are stored until the conclusion of a court hearing where they will be either returned (all or some) or destroyed, or distributed to all states.

Each Federal Jail-able offense is 20 min in Federal Prison/ or or 20 min World kick

The president of the world has the absolute final say!. Players can go creative for a min of \$7,000 for 1 - 2 Sessions (at state discretion) (states can impose higher fees)

Business's that hire players must pay the players equitable wages. Profits and Wages can be taxed by the Feds.



3. State's Rights/Laws

State's Rights

Power to Zone Land

States can claim vast tracks of unoccupied land at their own pricing for zoning. Funds must remain public

Power to Tax/Regulate

States can impose taxes on people and business's and regulate industries to ensure fairness. Taxes based on revenue derived only from said state, not multistate

Power to Audit

States have policing authority within their own state and can seize or shutdown or arrest within their own borders (subject to court approvals)

Power to Negotiate

States can negotiate with individuals and business's or the Feds at fixed or vairable prices.

Power to Create

States have the power to create new roads/bridges, redevelop land that is autonomous or unoccupied. In some cases. States can relocate residents if they can justify a need in court



State Laws

States can impose taxes on business's and citizens that is less than 50% of earning derived within the state. If a citizen works in one state, but lives in another. The residence state cannot tax wages derived from the work state (vice versa with property or other taxes). Business's can be tax up to 60% of total earnings derived within the state. Not all of its revenue's that are multistate.

The main governing state over a business is where its MAIN headquarters resides. Field offices or other locations are individually subjected to Federal and state authority where they reside

States maintain the right to investigate business's and seize property with a court order

States can prevent an individual from building/owning a business in the state (unless its legacy (pre PC Expansion)), but cannot prevent individuals from moving/traveling there

States cannot arrest governors of other states. States can request the FBI to do that if a crime has actually been committed

States can levy individual taxes on the creative build fee at their own discretion (See Fed Laws)

States can tunnel and build within their own areas but tunnels/bridges/roads cannot cross state/Fed borders without either state/state agreement or state/business agreement/ or Fed intervention

States can only police parts of the turnpike within their borders

States can petition the Federal government for Aid/Market Changes/ Ect.

States can take ownership of large areas of unclaimed land next to their border if approved by Federal Request

States can impose toll roads on any road within their state

All other laws not mentioned here are subject tot the state to decide as long as they are cleared by Federal Request



3. Individual's Rights

Individual Rights

Individuals can own property (multiple) (personal/Business) in any state (business subject to state/fed laws)

States cannot tell an individual what kind of business they can have (Vend Machines are found in Federal District for Sale) (Only!)

States cannot search your home or business without Warrant (State/Fed)

Individuals cannot be taxed more than 75% of their earnings from any state

Individuals can do what they want to their own property but they cannot tunnel or expand into public land or another person's property

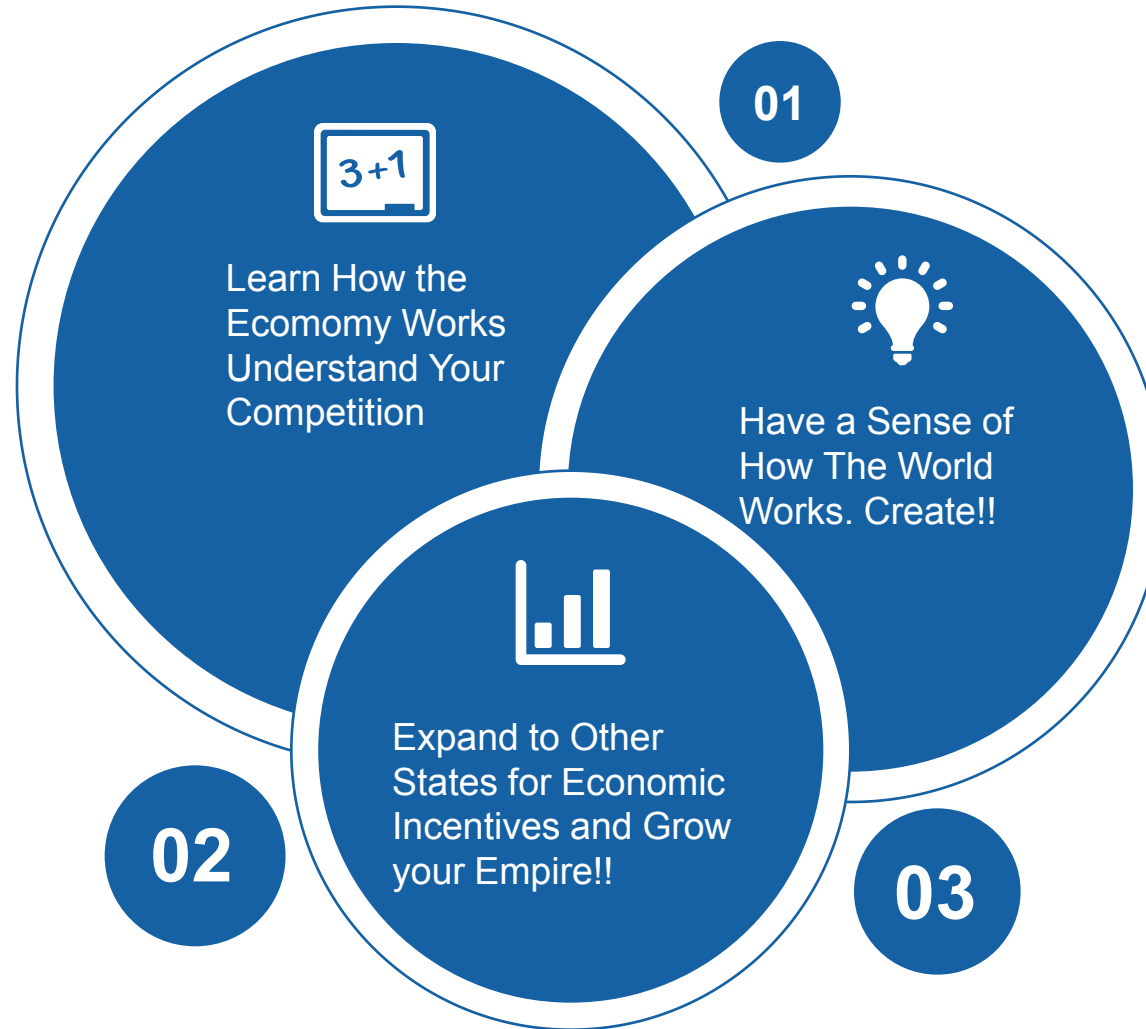
Individuals have the right to arm themselves (Other than TNT)

Individuals Can own multiple properties/Cars/Business's

Individuals can sue the Fed/State for fairness issues

****Other additional Rights are granted by State/Federal Discretion****

Have Fun!! Always Remember





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Get Out There!!