

Rules & Guidelines

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Community Rules

These rules are subject to change without warning

If you are confused by any of the rules listed, please ask a staff member for clarification, or post in the [#support](#) Discord channel

Global Rules

Rules in this section are enforced across all PCB services.

1. **Harassment** - Do not harass other players. This includes (but may not be limited to):
 - Discrimination on the basis of age, disability, gender, faith, race, sex, sexuality, socioeconomic status etc.
 - rude/crude language, , and general disrespect to staff, or any other user
2. **Chat & communication** - Keep it PG-13 within reason
 - Do not spam, either in chat or in voice chat
 - Avoid overusing majuscules (caps)
 - No excessive swearing (We don't usually punish users for swearing/cussing; however, excessive swearing is not allowed)
 - Do not use downright disgusting vocabulary
 - No NSFW content, e.g. pornography, drug use, firearms & munitions, sexual assault, or murder etc.
3. **Impersonation** - Impersonating other members is strictly prohibited
 - Alternate accounts (alts) must not be used to impersonate another person (real or fictitious) or to bypass a ban
 - Impersonating staff is strictly prohibited and will generally result in a lengthy ban
4. **Advertising** - Advertising is generally forbidden and will generally result in a ban
 - Posting another server's IP address with the active knowledge and/or intention of advertising it will result in a permanent ban of all PCB services. You can still talk about other servers, but don't lure players away from our server.
 - Advertising of other products or services is also prohibited, and will result in a ban from all PCB services
5. **Profiteering** - You may not, under any circumstances, profit off of our services provided
 - Donations will only ever be asked for on projectcitybuild.com. Any other website that claims to accept donations on behalf of PCB is a scam and should be reported to PCB immediately.

- Individuals caught profiting or attempting to profit via use of, or claiming to be a representative of PCB, will be permanently suspended from all PCB services
 - Youtube videos, livestreams, or other monetised social media content on the server is allowed, as long as our server name and IP are clearly displayed.
6. **Kicks** - Kicks should be considered a formal warning, and continuing the actions that resulted in the kick will likely cause you to be banned
7. **Bans** - If you are banned, you may appeal the ban at projectcitybuild.com/appeal
- You may not use any PCB services whilst banned other than the ban appeal system
 - Do not attempt to bypass your ban, including through the use of other Minecraft accounts. You will likely be given a harsher punishment.
8. **Streaming, Recording and other Social Media content**
- You may stream, record or create social media content whilst on the server, which can be monetised
 - Please clearly display the server name and IP
 - As a courtesy, let other players on the server know you are streaming or recording
9. **Language Notice**
- 🇫🇷 **Français** Project City Build est principalement une communauté anglophone. Nous accueillons les joueurs de tous les horizons linguistiques, cependant, nous exigeons que tous les joueurs soient capables de comprendre les instructions de base données par le personnel du PCB en anglais. Les joueurs sont invités à communiquer entre eux dans d'autres langues dans le chat public s'il y a plusieurs autres joueurs en ligne qui sont plus à l'aise de parler dans cette langue. Cependant, s'il n'y a que 2 joueurs qui parlent une langue autre que l'anglais en ligne, ces joueurs devraient plutôt utiliser /msg.
- 🇪🇸 **Español** Project City Build es ante todo una comunidad de habla inglesa. Damos la bienvenida a jugadores de todos idiomas, sin embargo requerimos que todos los jugadores puedan comprender instrucciones básicas dadas en inglés por el staff. Jugadores pueden hablar otros idiomas en el chat general si hay varios otros jugadores en línea que son más cómodos usando ese idioma. Sin embargo, si hay solo 2 jugadores que hablen otro idioma otro que inglés en línea, esos jugadores deberían usar /msg.
- 🇳🇱 **Nederlands** Project City Build is voornamelijk een engels sprekende gemeenschap. Wij heten spelers van alle taalachtergronden welkom, echter we vereisen wel dat alle spelers simpele instructies in het Engels van de staf kunnen begrijpen. Spelers zijn welkom om in de openbare chat een andere taal te spreken als er meerdere andere spelers online zijn die liever die taal spreken. Echter, als er maar twee spelers online zijn die een andere taal dan Engels willen spreken, kunnen ze het beste /msg gebruiken.
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Minecraft Server

General Rules

Rules in this section are specific to the Minecraft server.

1. Griefing - PCB has a strict zero tolerance policy towards any form of griefing. This includes (but is not limited to):
 - Editing any work which is not your own without prior consent
 - Creating imagery which is likely to offend others (e.g. a swastika)
 - Spamming entities with malicious intent
2. Build out of sight from spawn.
 - Any area outside of server or world specific spawns are available to be built on, unless outlined in the 'Building Guidelines' section below.
3. Mods - Do not use any malicious mods. This includes (but may not be limited to):
 - Client-side mods or hacks which give you an unfair advantage
 - X-ray, schematica (auto build), creative block nuker, torch nuker, aimbots, any and all pre-made hacked clients (such as Nodus or Wurst)
 - Before using a mod, check that it's been [approved by staff](#). If it has not, ask a senior staff member for approval.
4. Unfair advantage - Do not use anything that give you an unfair advantage. This includes (but may not be limited to):
 - Inventory exploits
 - Creating or obtaining anything in single player or another server that you cannot create/obtain on Project City Build and bringing it to this server.
5. Nicknames - nicknames must be similar to your in-game name (IGN)
 - Nicknames must be a reasonable length, and not use staff colours, bold, italics, or underlining.
 - Exceptions may be made if a player is more commonly known by another name.
6. WorldEdit - Rules regarding World Edit privileges
 - Builder+ ranks have access to varying degrees of W/E. Abuse of this privilege may result in revocation.
 - Staff are not required to perform WorldEdit tasks at your request and can refuse at any time.
 - Be courteous and respectful when requesting W/E. Annoying and persistently asking staff to perform WorldEdit on your behalf will result in disciplinary action such as a temp-ban or being banned from receiving W/E help from staff.
 - Be clear and concise, if you can fit your full request in your first message, you should.
 - World Edit will not be used for flattening terrain; however, exemptions apply at staff discretion.
 - Using W/E to create floating terrain is also considered flattening.
 - Exemptions to this rule may apply to exceptionally large or complex projects - e.g. Hogwarts recreation, airport tarmac, oversized buildings.
 - Approved flattened land MUST be terraformed and blended with the surrounding land within a reasonable amount of time.
 - These projects SHOULD be built over/cut through relatively flat land where reasonable, to preserve the landscape.
 - WorldEdit tasks that change or move many blocks (generally anything over 250,000 blocks incl. air) should be performed in broken up stages.

- Always consider the lag that a large W/E process can create in the server, particularly at busy times with many players online.
 - If you believe a process you're making will cause a lag spike, inform players online to avoid lag-related issues in survival and creative.
7. Using /tp and /tppos (and /tpo if not for staff matters) to teleport to a player without their permission is prohibited.
 - If you aren't sure whether the player wants to be teleported to, always ask, to avoid problems.
 - Abuse of this rule can result in restricted access to teleporting commands.
 8. Copying builds on the PCB server for use in a 3rd party project is prohibited, as is copying builds from 3rd party projects on to the PCB server.

Survival World

Rules in this section are specific to the Minecraft Survival World.

1. Flying - Flying is not permitted for anyone, except staff when completing their duties (e.g. examining grief).
 - Anyone caught flying in the Survival world will face a minimum 2 week temp-ban
2. Secure your items - Only locked items are insured (chests, dispensers, etc.)
 - Use the LWC plugin to protect your chests. Staff will not reimburse the contents of unprotected chests which are looted
 - Items will only be reimbursed in the rare event of a server-side glitch
 - Please note that looting from chests etc. is not permitted - this falls under griefing
 - Entities are not insured, as they are not traceable, so keep entities secure
3. XP farms - Generally allowed, however, this rule is subject to change if required.
4. WorldEdit - Not allowed in survival
 - WorldEdit will not be used in Survival under any circumstances
5. Warps - Warps may be given to large, active projects. Please refer to the [Survival Warp Rules](#) for full details.
6. Leaving a town - In the event that a resident or residents leave a town, their buildings remain the property of the town owner. However, the contents of the house (e.g. items, chests etc) remain the property of the resident. Valuables created or mined by a resident, such as beacons, also remain the property of the resident even if placed in a communal area of the town.

Creative World

Rules in this section are specific to the Minecraft Creative world.

1. Entities - Do not spam (or place excessive amounts of) entities
 - Entities include (but may not be limited to): mobs, minecarts (all varieties), item frames, armour stands, player heads and banners

- Mobs will not be spawned into creative
 - Any mobs that naturally spawned can be taken for use in builds
 - Killing such a mob is griefing
 - If such a mob has been killed, it may be respawned providing the player made an effort to protect it, such as enclosing it, and there's evidence this protection was griefed.
2. Warps - To get a warp, see the [#warp-apps](#) channel on Discord

Monarch World

Rules in this section are specific to the Minecraft Monarch world.

1. Seek permission from the **Monarch Build Team** before building in Monarch
 - The **Monarch Build Team** is currently [_andy](#), Mannriah, Ouhai_Ruby, and Wairoa.
 - All ranks from **Member** and upwards are allowed to build in Monarch provided they can demonstrate building skills fit for the project
 - Players may use `/warp testcity` if they need a space to demonstrate their building skill
2. Please refer to the [Monarch Design Manual](#) when planning and executing your builds.
 - If your builds do not follow the guidelines in the Manual, they will be removed.
 - Your builds may be removed/moved around the city at the **Monarch Build Team's** discretion.
3. City limits - No building outside the city limits without explicit permission from the **Monarch Build Team**.
4. Copying builds - Staff reserve the right to copy any builds from any world into Monarch for use in the world (credit will be given where applicable).
 - Note, under no circumstances will anything made in Monarch be moved to any other world, without the explicit permission of the **Monarch Build Team**.

Maps World

Rules in this section are specific to the Minecraft Maps world.

1. Map Signs - The maps world is to be used exclusively for making map signs for use on PCB.
 - Any use of the Maps world, including the creation of maps at the map bank must be approved by a staff member.

Staff (Development/Dev) World

Rules in this section are specific to the Minecraft Staff world.

1. Staff world (Dev) - The Staff world is not a public world. Use of the Staff world is restricted to staff of PCB who are carrying out official community work such as projects or plugin testing.

Building Guidelines

The following are rules to be followed when building.

1. Permission to build - Do not build in towns without permission.
 - This rule still stands if the owner of the town has been banned or is inactive - Please speak to a staff member if you would like to take over management of the town of a banned or inactive player
2. Don't build too close - Build towns a reasonable distance from each other.
 - A 'reasonable distance' is generally out of sight from each other at a 16 chunk render distance - Around 200 blocks
 - Exceptions may be made where 2 towns have started this distance apart and grown towards each other.
 - Staff reserve the right to intervene and decide on a border where 2 town owners cannot agree on a border
3. Exercise common sense
 - This means, for example, don't build your survival base next to another player's base without first asking
4. Wars, disputes and land claiming
 - If you believe your land is being used unfairly, speak to a member of staff.
 - Land cannot be claimed ahead of time, only by using it for a project. Small builds (such as flags) solely for the purpose of claiming land do not count.
 - Intentionally provoking other players by claiming land near to theirs (especially if done through military builds) can be considered harassment.
 - We have compiled a comprehensive list of guidelines, specific to wars, claiming, and territorial disputes [which you can review here](#).
5. Projects/builds must be considered abandoned before they can be claimed by another party.
 - A project can be considered abandoned if: the owner has been continuously inactive for at least 3 months, the owner has been banned from PCB for at least 3 months.
 - The player who gets control of an abandoned project is usually who asks, however in the event of disputes, staff intervention will decide who gets the land/project and why.

Feed The Beast (FTB) Rules

Rules in this section are specific to the Feed the Beast (FTB) server.

1. Stealing - Do not steal/borrow anything without permission
 - This includes taking 'just a bit' of stone from someone's 8.2million stockpile
2. Do not plant Sacred Rubber Tree Saplings
 - If you do this, you will not only be banned from FTB, but the main server too
3. Blacklisted Items - Do not use any blacklisted items
 - Sacred Rubber Tree Sapling
 - Currently no more in this pack. Watch this space as more may be added in the future.
4. Taint Biomes - Try to avoid living near Taint biomes
 - In case you didn't know, Taint spreads and will take over the world if you let it.
5. Bugs
 - Do not abuse any bugs.
 - Please report any bugs/issues to either Crass or Fatso.
6. Claiming Chunks
 - Do not claim an excessive number of chunks.
 - Do not claim chunks near someone else's area without permission.
 - Do not claim chunks that another player is obviously using.
 - Generated structures can look like player builds. Be sure it is naturally generated and not lived in before claiming any structure.

Staff Rules

Rules in this section are specific to staff members.

1. Discretion - Staff should use their power of discretion appropriately when moderating community services
2. Kicking & banning - Staff are to provide reasons for any kick or ban
 - Bans should contain a specific enough reason that they can be appropriately judged if the player appeals in the future

Disclaimer

PCB reserves the right to ban or kick a player from any or all services, mute a player, or punish a player on our services in any other way seen fit by staff regardless of whether any of the above rules have been broken, although staff will do their utmost to explain our reasoning for any punishments given.

By signing up to and using PCB services, you confirm that you have read and agreed to our [Terms of Service](#) and our [Privacy Policy](#).

Changelog

Expand to view changes

30th of October 2024 - Mannriah

- Updated disclaimer with links to Terms of Service and Privacy Policy

2nd of June 2023 - Mannriah

- Clarified Global rule 5 - impersonation. We want it to be very clear that you cannot impersonate another person for any reason

10th of April 2023 - Mannriah

- Clarified building guidelines regarding wars/claiming and linked to separate page with further details

17th of September 2022 - TheOctopus

- Fixed minor formatting issues from migration
- Updated creative warp information
- Migrated ban/kick and territory dispute information from separate threads
- Integrated miscellaneous rules section into global rules

15th of September 2022 - Ouhai_Ruby

- Condensed, removed, and updated several rules. No major rule changes, just easier to read and understand. Full details in Discord.

22nd of January 2022 - Mannriah

- Added link to survival rules and amended the linked survival rules.

20th of July 2021 - Ouhai_Ruby

- Fixed minor spelling and grammar errors.

4th of July 2021 - Mannriah

- Removed references to T+ W/E access and added reference to Builder+ W/E access.

3rd of February 2021 - Mannriah

- Cleanup global rules 1, 2 and 3 to create a clearer distinction. Moved griefing from Global to Minecraft rules.

18th of October 2020 - Mannriah

- Replaced references to “Big City” with “Monarch” - Note that any references to “Big City” can be substituted with Monarch.

9th of September 2020 - Mannriah

- Added point under nicknames formalising the restriction on formatting.

5th of October 2020 - Mannriah

- Clean up wording of global rule 3.

26th of May 2020 - Wairoa

- Added in two points under rule 1. of the Big City section to clarify who can build there and how to access testcity.

25th of May 2020 - TheOctopus

- Updated rules on entities in creative

24th of April 2020 - Ouhai_Ruby

- Added clarification on building guidelines rule 7.
*Updated disclaimer

14th of April 2020 - Mannriah

- Added building guidelines rule 7 (deals with floating terrain).

9th of April 2020 - Ouhai_Ruby

- Updated Big City rules 2 and 3.

11th of February 2020 - Ouhai_Ruby

- Added Build Guidelines rule 6.

3rd of February 2020 - Mannriah & MrFerf

- Minor cosmetic enhancements for clarity.
- Minor copy edit.

26th of August 2019 - Wairoa

- Removed rule 8. from general (banning anti-afk devices in PCB) as it was not useful.

24th of August 2019 - Emfitty & TheOctopus

- Added rule explicitly stating impersonating people is banned
- More formatting fixes

23rd of August 2019 - TheOctopus

- Changed formatting for new table of contents

13th of August 2019 - Mannriah

- Added navigable Table of Contents to make it easier for people to find what they're looking for.

8th of August 2019 - Wairoa

- Added rule 7. In survival world rules section, regarding teleporting into the map illegally.

29th of July 2019 - Mannriah

- Reversed order of change log, so that the most recent changes are at the top.
- Updated Survival rules for 1.14 - Removed link to pre-1.14 Survival warp requirements as they are no longer needed.

4th of July 2019 - Ouhaï_Ruby

- Updated FTB Server Rules for the new mod-pack.

4th of July 2019 - Mannriah

- Added Survival Rule 6. (Details about what happens when players leave a town).

4th of February 2019 - Wairoa

- Re-wrote General Rule 7. with clearer language and a few more examples.

14th of January 2019 - Mannriah

- Added mentions of Trusted+, bold'd all mentions of ranks for clarity.

7th of January 2019 - Mannriah

- Clarified rules around W/E - specifically, flattening of terrain.

3rd of January 2019 - Emfitty

- Added links to the Survival and Creative warp Rules.

16th of July 2018 - Penguinina

- Added more specific rules for hot-bar items.

4th of July 2018 - Mannriah

- Added rules specific to the Maps, Arcade Worlds and amended the term “map” to “world” when referring to a multiverse world (e.g. Creative, Survival).

29th of June 2018 - Mannriah

- Amended various minor errors (spelling and grammar) - Also removed first person references such as “We” or “Us” and replaced them with “Staff” or “PCB”.

26th of June 2018 - TheOctopus

- Modified rule 4. under “GENERAL RULES” - Added link to approved mod list.

7th of June 2018 - Wairoa

- Added rule 5. under “BUILD GUIDELINES” → Clarifies the policy regarding claiming abandoned projects.

29th of May 2018 - TheOctopus

- Changed rule 1. under “WEBSITE & FORUM RULES” - Relaxed ban on double posting.

26th of May 2018 - Wairoa

- Added rule 8. under the “MINECRAFT - GENERAL RULES” section → Added rule 8. covering anti-afk apparatus in lieu of afk-kicking being re-activated.

30th of January 2018 - Wairoa

- Modified rule 4. under the “GENERAL” section. - Removed “Malicious”, since apparently it’s a source of confusion.

29th of January 2018 - Mannriah

- Modified rule 4. under the “GENERAL” section. - Mentioning Saved Toolbars added in 1.12

20th of January 2018 - Wairoa

- Added rule 2. under the “MISCELLANEOUS” section.

26th of November 2017 - MrFerb

- Linked wars/claiming announcement post under the “BUILD GUIDELINES” section
- Fixed formatting errors caused by the update.

Approved Client Mods

Minecraft has a tremendous number of mods and clients, and unfortunately the staff team cannot possibly review them all.

Unless stated below, as a general rule of thumb we do not allow any mod/client that:

- provides unfair advantages to game mechanics - especially in Survival (eg. auto clickers, nukers, xray, etc)
- negatively impacts the server (data, performance, etc)
- negatively impacts other players (eg. hacked potions, chat spammers, etc)
- copies or pastes builds

When in doubt, please ask a staff member in-game or in Discord.

Approved Mods

The PCB Staff team have evaluated the following mods and found them to be acceptable.

Some of the mods on this list require additional library mods to work. These are also allowed.

Optimization

- [Optifine](#)
- [Sodium](#)

Rendering

- Any shaders in general
 - [ShadersMod](#) (including shaders within Optifine)
- [Distant Horizons](#)
- [Indium](#)

Building

- [Axiom](#)
- [Schematic](#) / [Litematic](#) - but NOT the Printer or Save features

Quality of Life

- [Xaero's Minimap \(Fair-play Edition\)](#) (only the fair play edition is allowed)
 - [Just Enough Item](#)
 - [InventoryTweak](#)
-

Pending Review

The following mods are for the time being allowed, but are awaiting a review.

Chunk Loading Optimization Mods

- [Concurrent Chunk Management Engine](#) (Compatible with Distant Horizons if you disable Distant Generation)
- [Starlight](#)
- [Noisium](#)

Optimization Mods + Bugfixes

- [Sodium](#)
- [Indium](#)
- [Iris](#)
- [Continuity](#)
- [Entity Model Features](#)
- [Entity Texture Features](#)
- [FerriteCore](#)
- [Krypton](#)
- [Lithium](#)
- [fix GPU memory leak](#)
- [Leaky](#)

Quality of Life + Immersion Mods

- [AmbientSounds](#)
- [Blur](#)
- [Make Bubbles Pop](#)
- [Not Enough Animations](#)
- [Presence Footsteps](#)
- [Xaero's Minimap](#)

- [Xaero's World Map](#)
- [Better Mount HUD](#)
- [Legendary Tooltips](#)
- [Capes](#)
- [3D Skin Layers](#)
- [Tiny Item Animations](#)

Wars, claiming, and territorial disputes

If you find yourself in the middle of a dispute over land, please make yourself aware of the following rules that apply before taking any action.

Any activity that violates server rules is worthy of punishment. This is the number one thing to keep in mind, especially when dealing with wars. The big rule to keep in mind is Global Rule #1 “Do not harass other players.” Almost every war or dispute will boil down to this at some point.

1. Wars and territorial disputes for the sake of history and lore are “acceptable”. This is only for wars and territorial disputes that do not physically occur. Saying something like “Nation X and Nation Y had a territorial dispute in Year Z” as part of your lore is fine, just as long as said territorial dispute didn’t or doesn’t actually occur.
 - Territorial disputes in themselves are neither acceptable nor punishable, but they will almost always steer punishable due to the tension and potential harassment attached. If you believe that your land is being compromised unfairly, please have a staff member see the situation over and assist in drawing a compromise between all parties involved before anyone resorts to rude words or actions.
2. “Claiming” is not allowed, and is ever more not allowed when doing so with military builds. The only way in which you are able to claim land is by working actively on a project. Anything between an almost-complete city hall and New Vex City ensures a 200 block protected radius around the project unless you have been allowed by the owner of the project to build within that radius. A single flag, tank, or hangar does not have the privilege of this protection.
3. Military builds are allowed as long as they are localized and built for “aesthetic” purposes. If you want to have a military base or a missile solo in your project that is all fine and dandy. As stated above, using these builds for external/claiming purposes is not allowed. Using these builds, even if localized, to provoke or compete with another party – a la Cold War – can be considered harassment and warrant punishment.
4. Questions or issues regarding or relating to anything discussed in this topic should go through at least a few staff members.
5. And lastly, some general guidelines for any situation – follow server rules. Use common sense. Don’t be an asshole. Make sure someone else knows what you’re doing.

If you require any clarification, please post in [#support](#) on Discord.

Monarch Design Manual

Monarch is PCB's premier project, and as such, we have fairly strict guidelines to be followed when building in the Monarch map, or when building in other maps to be moved into Monarch proper. This manual will serve as a guide to ensure everyone involved knows the standards expected, and how the project will come together.

Basic Information

- In Monarch, vehicles drive on the left.
- Monarch, and this document, uses the European floor numbering system. A comparison to the North American system is shown below:

Height relative to ground	European numbering	North American numbering
Ground level	0 or G ("Ground floor")	1 ("1st floor")
1 level above ground	1 ("1st floor")	2 ("2nd floor")
2 levels above ground	2 ("2nd floor")	3 ("3rd floor")
etc.	etc.	etc.
Partially below ground	LG ("Lower ground")	LL ("Lower lobby")
1 level completely below ground	-1 or B1 ("1st basement")	-1 or B1 ("Basement")
2 levels completely below ground	-2 or B2 ("2nd basement")	-2 or B2 ("Sub-basement")
etc.	etc.	etc.

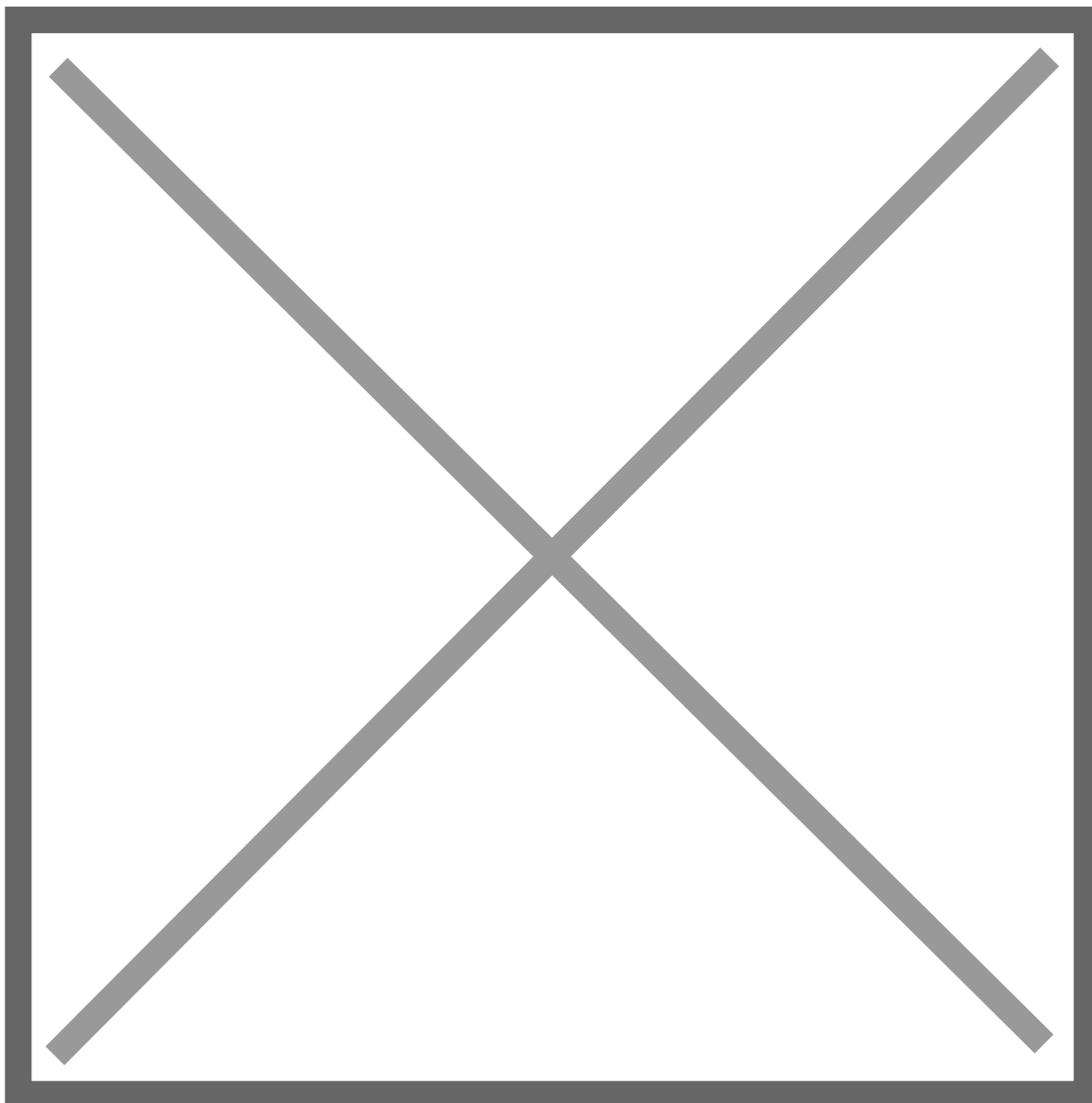
- Monarch uses Dollars (\$).
- Builds are often edited and moved around the city. Please don't panic if you can't find your build, it's most likely just been put somewhere else - we avoid deleting things where possible.
- Where city blocks have building outlines, please stick to them.
- The wind is blowing South-East. If your build includes flags, smoke, or other things affected by wind, please bear this in mind.

Theme

Monarch's overall theme is a dense modern city. The city's main influences at present are Berlin (DE), Boston (USA, MA), Brisbane (AU, QLD), Chicago (USA, IL), London (UK), Melbourne (AU, VIC), Montreal (CA, QC) and New York (USA, NY), (the bold ones more than the others) however this doesn't mean you can't take influence from other cities around the world. In fact, we encourage it. The more diversity the better!

The theme of a modern city also doesn't mean we only want modern style buildings. Sure, the cities listed above have plenty of them, but they also have an abundance of older architecture, which we also aim to include in Monarch.

If you're struggling for ideas on what to build, go into Google Street View and drop the little man in a random area of any city. When you see something you like, use it for inspiration to make a similar building.



Any of these would fit great in Monarch.

Historical Builds

Many historical builds in Monarch still need some work doing to them. Builds in Monarch are sometimes colour coded by a ring, spot, etc. above the roof.

- LIME GREEN - Building ready to be moved.
- YELLOW - Building requires interior or roof detail, otherwise ready to move.
- PURPLE - Building will not be moved.
- ORANGE - Building requires re-scaling/rebuilding before it is moved.
- MAGMA BLOCK - Fate undecided.

There are also some informational colour codes.

- BROWN - Building contains underground system.
- DIAMOND BLOCK - Generation 1 Legacy Building (Lobby Builds).
- EMERALD BLOCK - Generation 2 Legacy Building (Late Lobby/Big Build Builds).
- LAPIS BLOCK - Generation 3 Legacy Building (Main Fleet Builds).
- SPONGE BLOCK - Generation 4 Legacy Building (Revival Builds).
- OBSIDIAN - Generation 5 Building (New Builds).
- NETHERRACK - Generation 6 Building (Reformed Builds + Builds made for the new map)

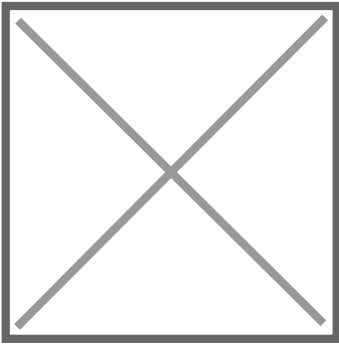
Build Guidelines

While the word 'guidelines' is used throughout this section, the following are rules to be adhered to. Anything which does not fit within the guidelines will be removed from Monarch. If you are unsure if your build will fit the guidelines, or guidelines don't exist for what you want to work on, please contact either Ouhai_Ruby, Wairoa, or Mannriah.

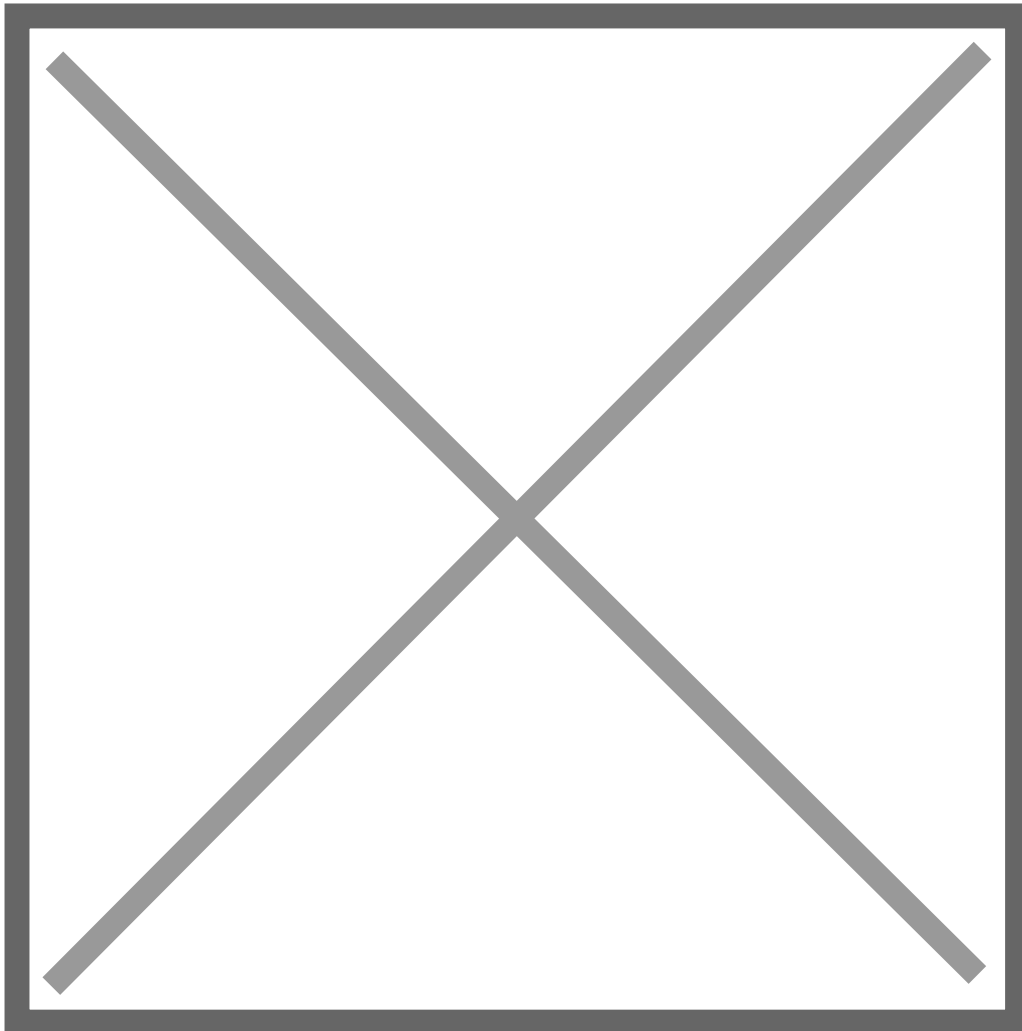
General

So you know what the theme is, and you've got a design that fits. Now you just need to make sure it fits the scale. Scale basically means how big things are compared to other things around them, and getting it right makes the city look infinitely better. For example, you don't want a small family house to end up being the same size as a hospital. So to avoid that, follow these simple guidelines:

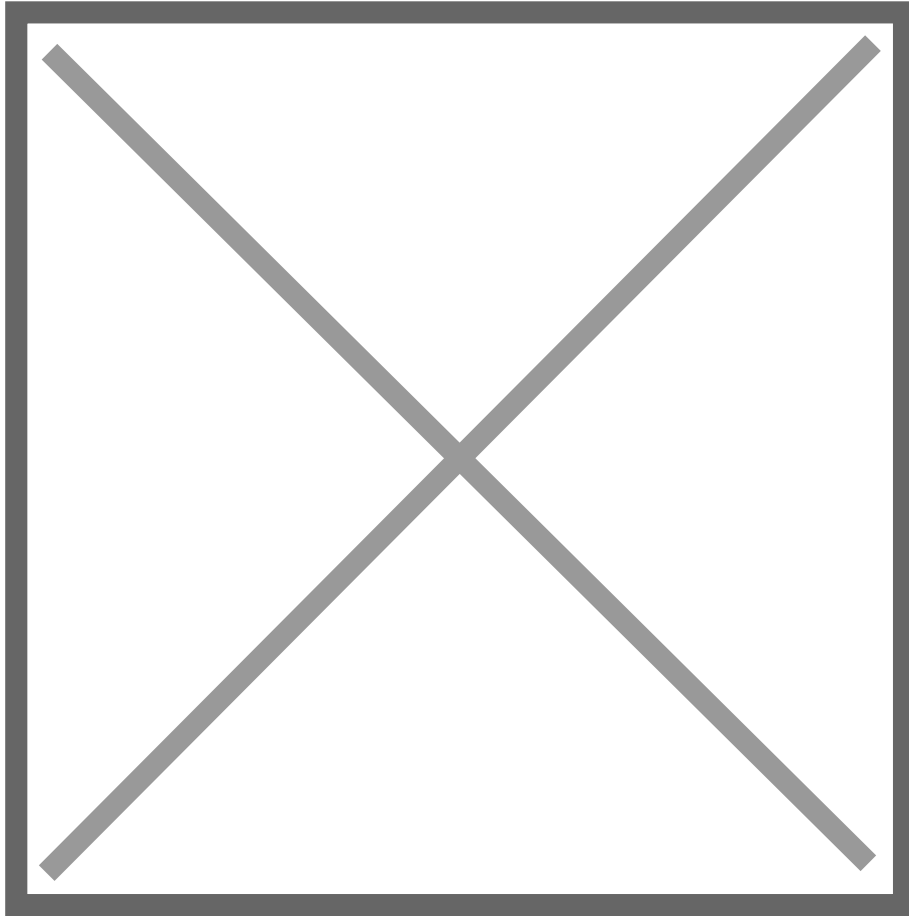
1. Floors should have a headroom of 5 blocks. Depending on the style, more is fine, but try not to go less than this. 4 blocks headroom is the absolute minimum within Monarch, and should ONLY be used where similar buildings in real life have low headroom.



2. Floors/ceilings should ideally be 2 blocks thick - one block for the ceiling of the lower level, and another block for the floor of the upper level. Other thicknesses only where appropriate.
3. Make sure you build right the way up to the sidewalk/pavement, or extend the sidewalk to your build if it doesn't reach. You can, of course, put gardens or other features in front of buildings, but empty grass areas should not be left between your build and the sidewalk.



4. Avoid using unappealing blocks or block combinations as main materials in your build. For example: sponge, melon, pumpkin, emerald, gold, diamond etc.



5. Central Monarch should feel quite dense. We do want to have some open space such as parks, plazas, and avenues, but there shouldn't be a huge amount of 'dead space' (parking lots, empty yards etc.) between buildings. Look at the central areas of New York, Boston, London, Paris, and Melbourne, just outside the main downtown areas, and you will see what we are aiming for. Buildings are mostly packed in very close together, and most of the off-street parking you see is either a multi-storey parking structure, or the basement level of another building.
6. Hallways and staircases should be a minimum of 2 blocks wide. Building entrances should be a minimum of 2 blocks wide and 3 blocks high.

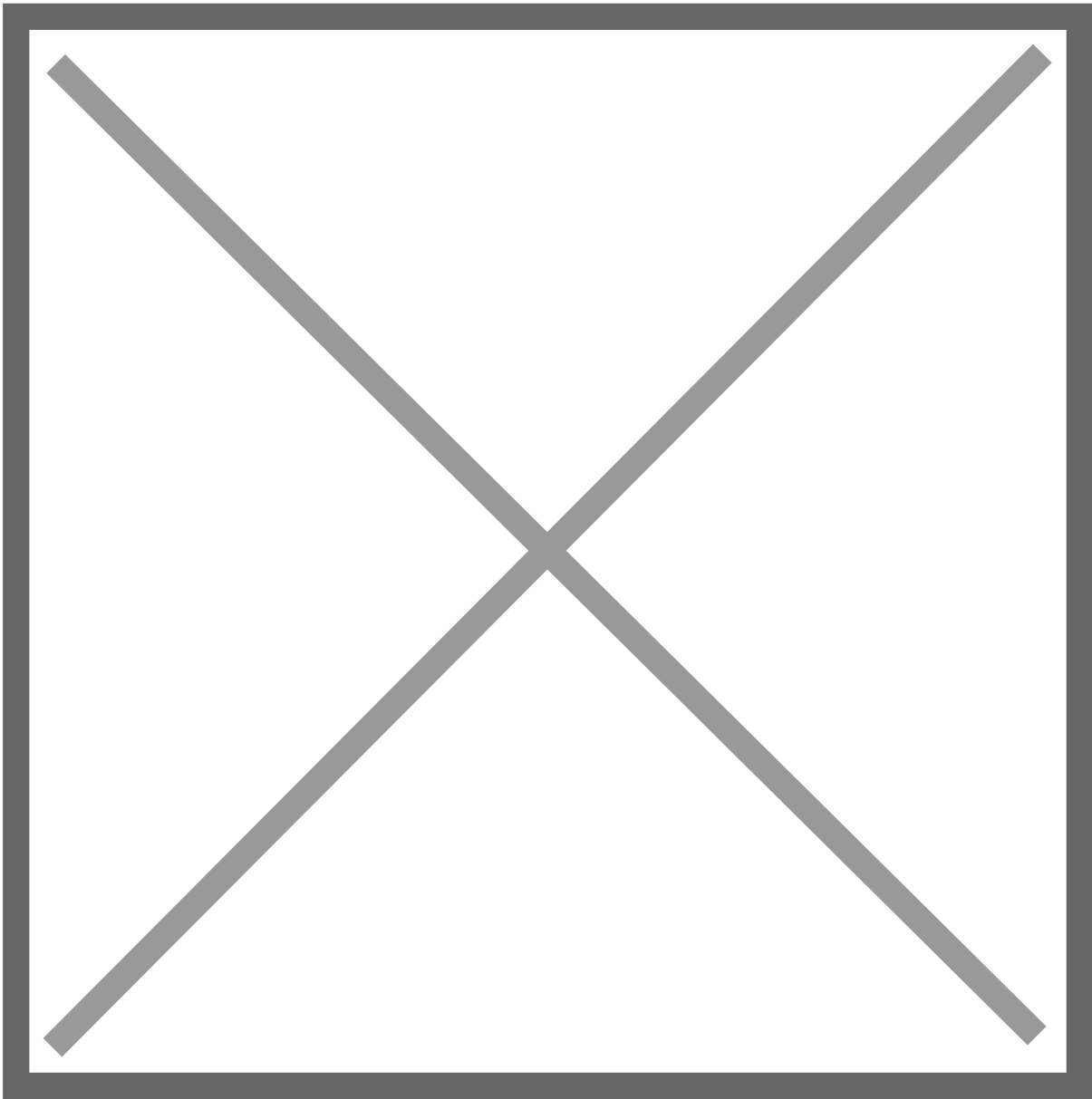
Below are build guidelines for specific areas of Monarch.

Infrastructure

In order to keep Monarch to scale, we need to make sure all our infrastructure matches. Below are guidelines for different forms of infrastructure.

Trains, Railways, and Subways

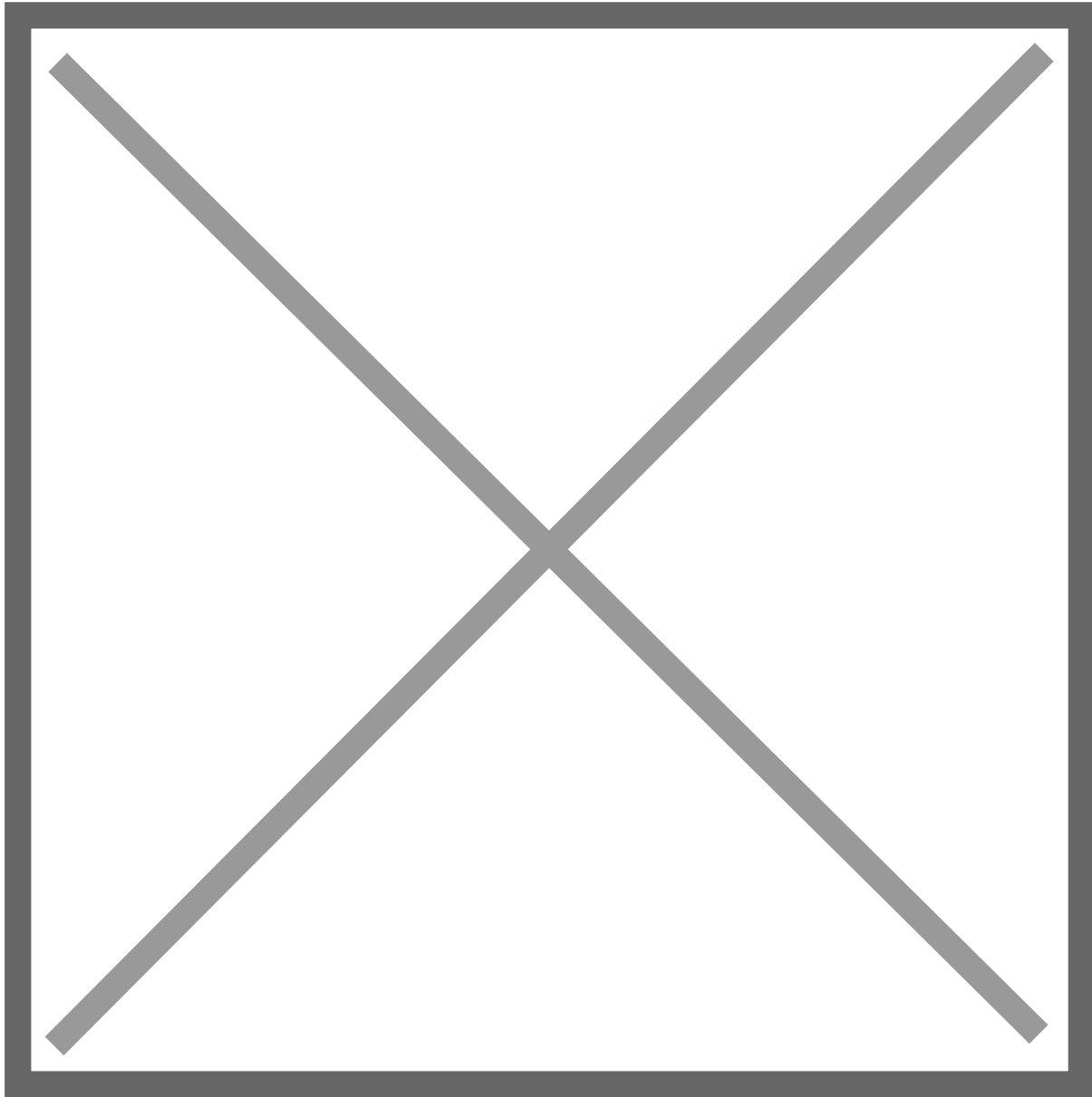
1. Tracks are to be a total of 7 blocks wide, with the actual rails being on blocks 2 and 6. The rails are to be constructed from anvils, and the sleepers are to be either wooden slabs and stairs, or stone slabs and stone brick stairs. Sleepers should be placed every 2nd block along the rails.



All of these combinations are acceptable. The dark oak wood may also be substituted for any other type of wood, except acacia, crimson, and warped. Where a 3rd electrified rail is used, this should be an iron fence running down the centre of the track. Blocks used for sleepers should be placed underneath this fence where it cuts through them.

2. The minimum gap between 2 tracks is 2 blocks for tracks going in the same direction, and 3 blocks for tracks going in opposite directions. There should be a minimum 2 block gap between the outer edge of the track and the boundary wall/fence.
3. While railway inclines are strongly discouraged within Monarch, the maximum grade for railway hills is 1 in 20 - in other words, for every 1 block of ascent/descent, there must be 20 blocks of track.
4. Train station platforms are to be a minimum of 280 blocks long so they can properly accommodate the train designs to be used in Monarch. All platforms are to be equipped with platform screen doors.
5. The clearance for trains in Monarch is 10 blocks between the track and the overhead powerline.

Example:



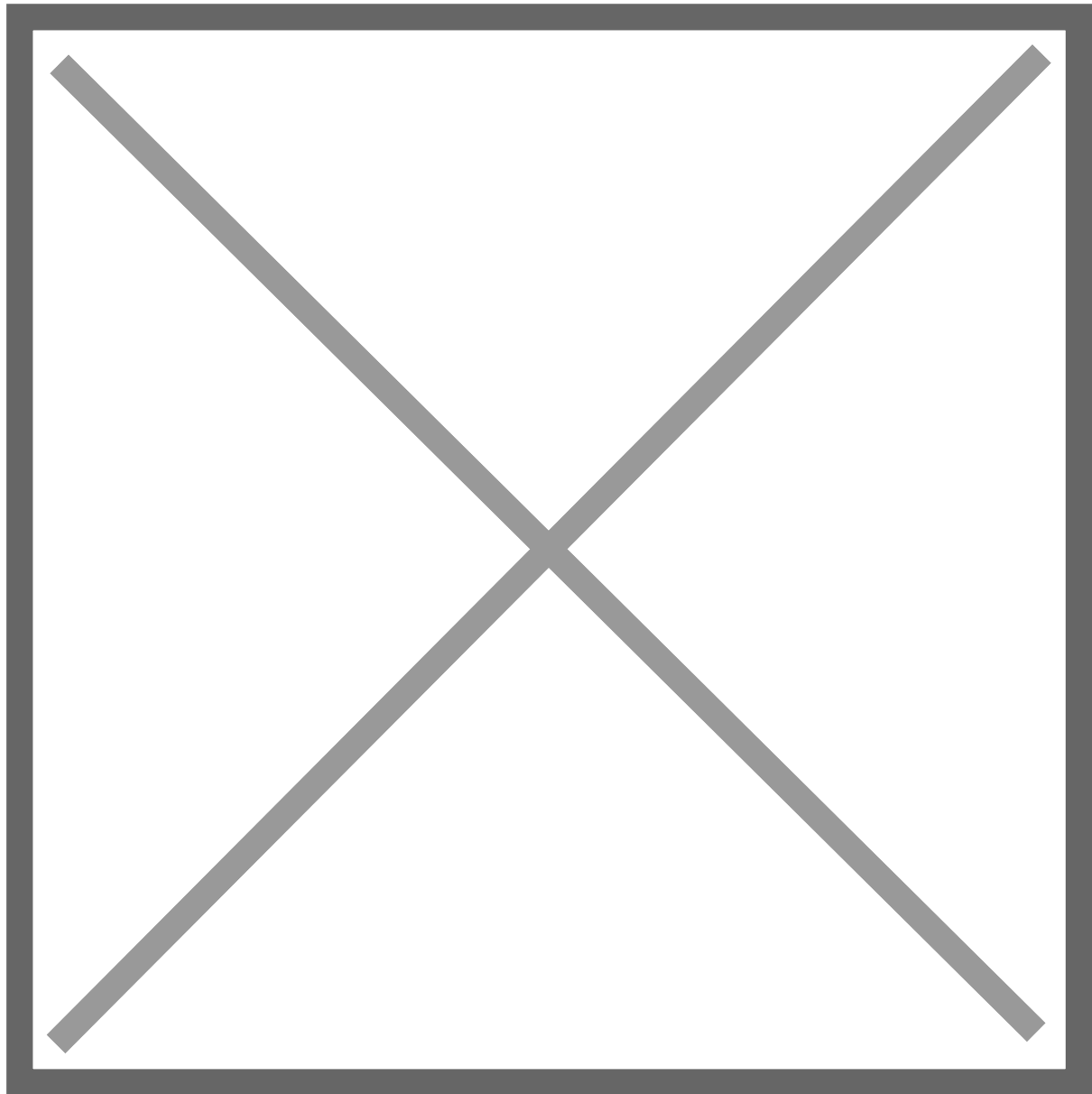
Roads

These guidelines are for normal city roads, not highways.

1. Lanes should generally be 5 blocks wide. 3 or 4 block wide lanes are acceptable in limited situations, such as laneways, and where older tunnels and bridges are repurposed and can't accomodate 5 block wide lanes.
 - Shared bus/bike lanes should be 7 blocks wide, and marked with a double chevron pattern periodically (recommended 100 blocks).
2. Lane markings should generally be 5 blocks long and 5 blocks apart, but 4/4 is also acceptable in some edge cases.
3. Sidewalks should be at a full block height (no slabs) where possible.
 1. In urban areas, there doesn't need to be any lane edge markings. Along the edge of a road there should be a 1 block wide half slab, before the sidewalk. Sidewalks

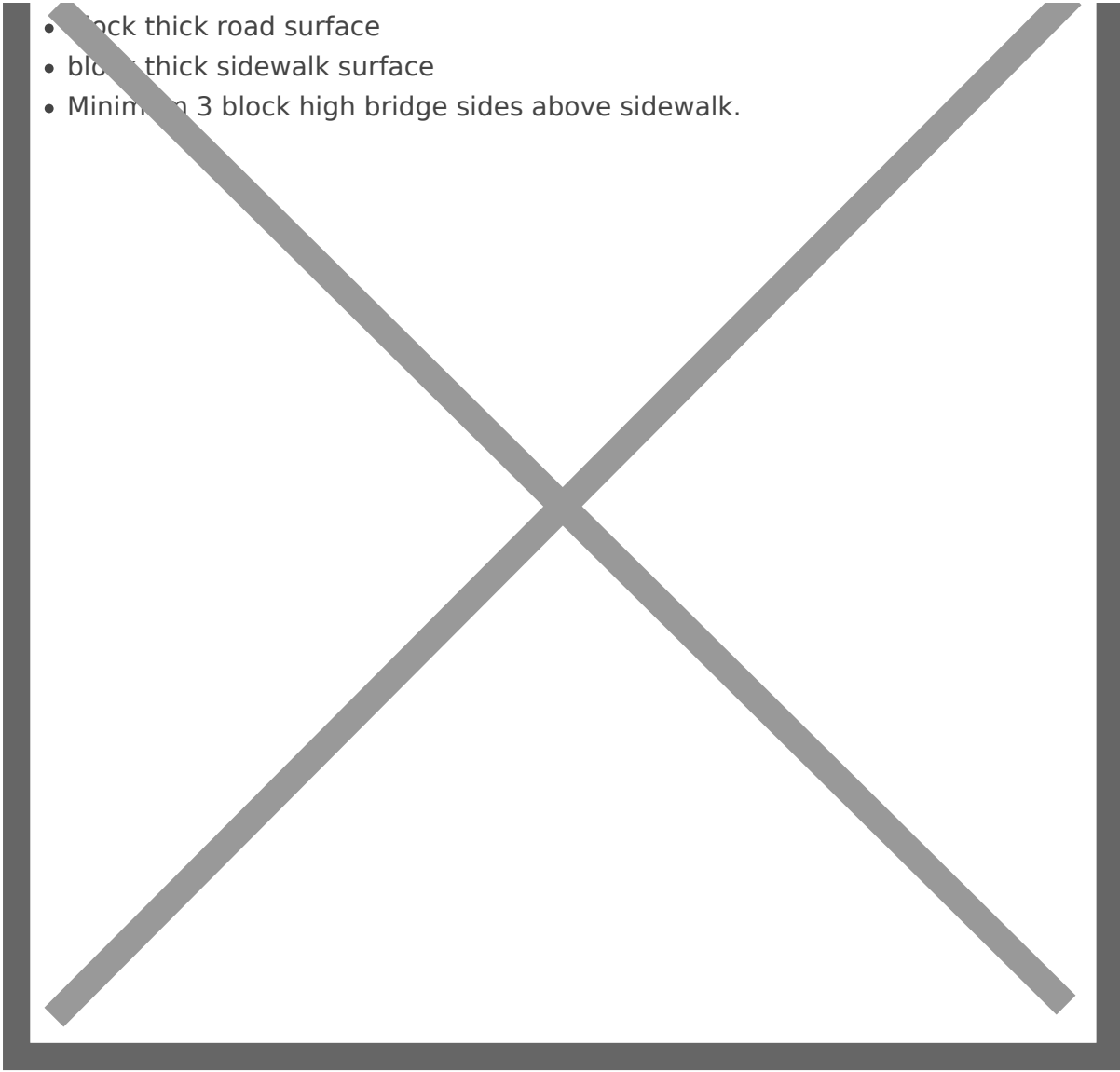
should be a full block above the road level.

2. In rural areas, outside the outer lane should be a solid white(?) line 1 block thick, followed by another block of road surface. There should be at least 1 block of grass between the edge of the road and any sidewalk. Sidewalks can be the same level as the road.
4. Normal width vehicles, such as cars and vans, should be 3 blocks wide (excluding mirrors) and placed in the centre of the lane. Wide vehicles, such as buses and lorries/semi-trucks, should be 3-4 blocks wide (excluding mirrors) and placed on the outside edge of the lane to avoid connecting with other wide vehicles.
5. The lowest position for the bottom block of a bridge deck above roads is to be on the 11th block above the road surface. All bridges with measured minimum vertical clearances of less than 5m (10 blocks) must be signposted.



6. On a road bridge, the bridge itself should be at least 5.5 blocks from the bottom of the deck to the highest point in the following configuration:
 - 0.5 block thick bottom of deck (top half of block)

- 1 block thick road surface
- 1 block thick sidewalk surface
- Minimum 3 block high bridge sides above sidewalk.



7. Road inclines should be no steeper than 1 in 5 - in other words, for every 1 block of ascent/descent, there must be 5 blocks of road.

Road Surfaces

- CBD/Downtown:
 - black_concrete, or;
 - a combination of: 80%black_concrete,10%black_wool,10%black_concrete_powder
- South Bank:
 - gray_concrete, or;
 - a combination of: 80%gray_concrete,10%gray_concrete_powder,10%cyan_terracotta
- Eora

- black_concrete, or;
- cobbled_deepslate (shared zones)
- East Shores -?
- Soho - ?
- Unnamed Area 1 - ?
- Something Quays - ?

Road Suffixes

Road suffixes should follow the following format in Monarch

Type	Suffix	Abbr.	Alternative/s	Abbr.
North-South	Street	St	Avenue (If divided by a nature strip)	Av
East-West	Road	Rd	Boulevard (If divided by a nature strip)	Blvd
Winding	Drive	Dr	Way	Way
Single Lane One way	Lane	Ln		
Loop	Circle	Ci	Cove (if loop is relatively short, e.g. only encircling a small park)	Cv
Dead-end	Close (optional, can still use road/street etc if preferred)	Cl	Court	Ct
			Place	Pl

Signs

Street Name Signs

Street name signs should be formatted in the following way:

&l<ROADNAME> (spaces to end of line)

&l<SUFFIX> (spaces to end of line)

(spaces to fill line) &4<1st half of postal code>

City of Monarch

For example:

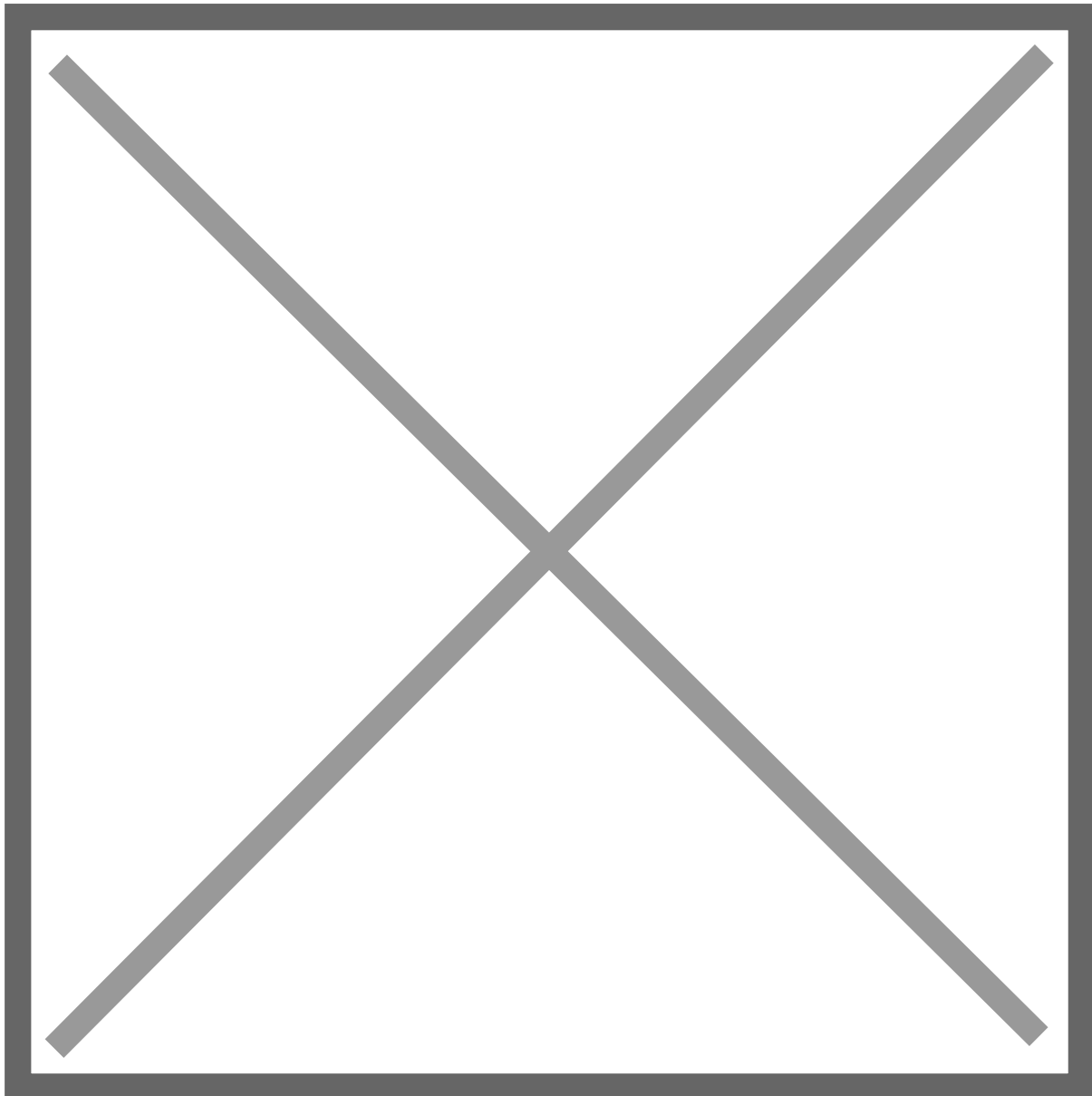
&ILONDON

&IROAD

&4C1

City of Monarch

Which displays as in the image below:



Parking

All parking spaces for normal cars are to be minimum 4 blocks wide, and 8-10 blocks long.

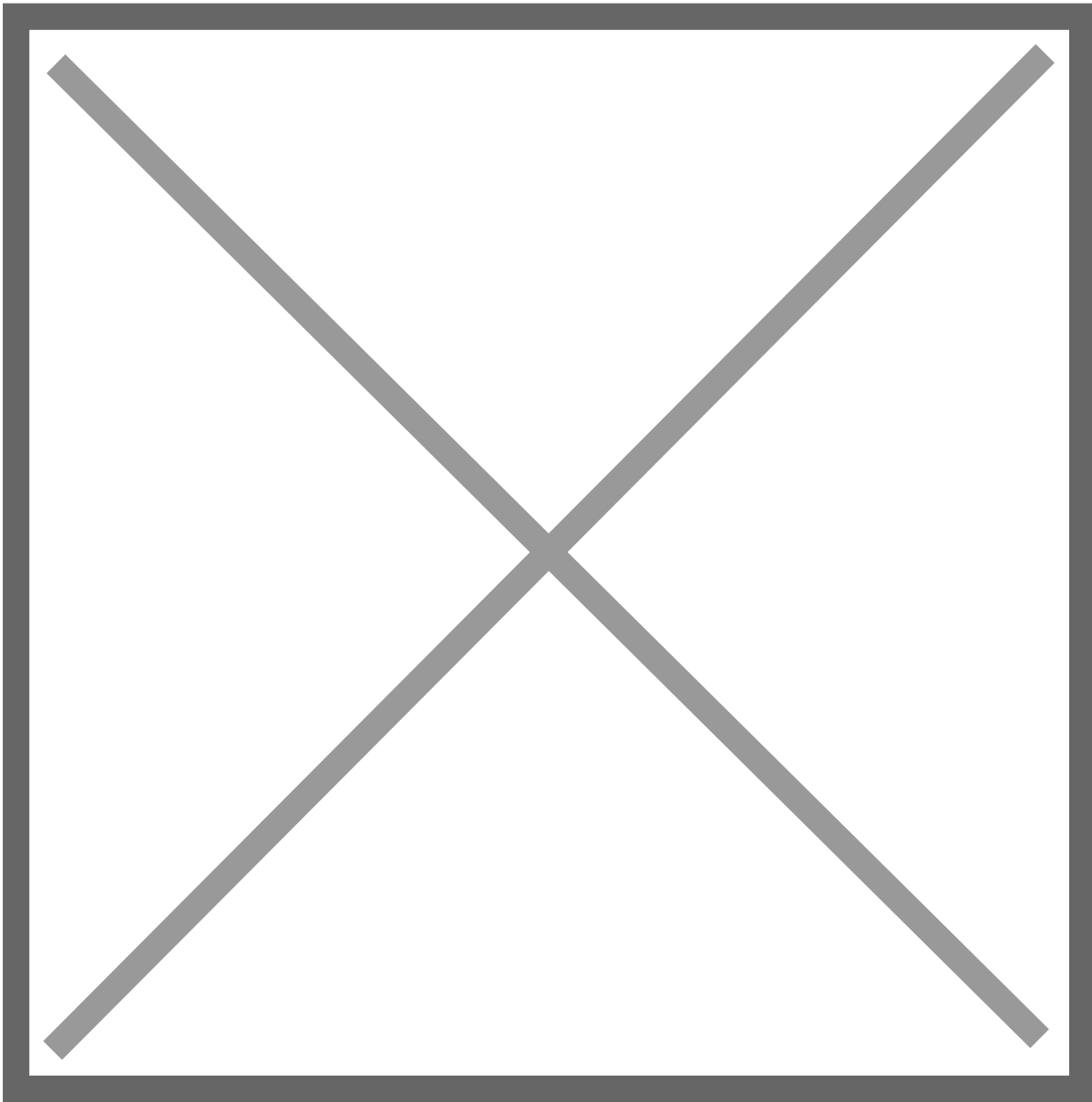
Parking spaces for buses/trucks are to be minimum 5 blocks wide, and a length based on the vehicles which will be parking there.

Within the Downtown/CBD area, Soho, and East Shores (more areas to come), all parking lots must either be in a dedicated parking garage structure, part of another building, underground, or a combination. Off street surface parking lots with no building above them are prohibited within these areas of the city, with the exception of small lots on back streets for residents/workers.

We recommend provisioning space for on street parking on quieter streets if there is sufficient space. These spaces should not impede the footpath and ideally incorporate tree cover.

Street Numbering

Street names must change, or have the South suffix added in brackets to them when they cross to the south side of the river (e.g. Berlin Street would become Berlin Street (South)).



Suburbs/districts

Downtown/CBD

This is the most dense area of the city, and where the majority of skyscrapers are located. The downtown of Monarch is to be more like those of London, New York City, and Brisbane, than those of Houston, Denver, or St. Louis - that is to say, densely packed buildings with little to no surface parking lots.

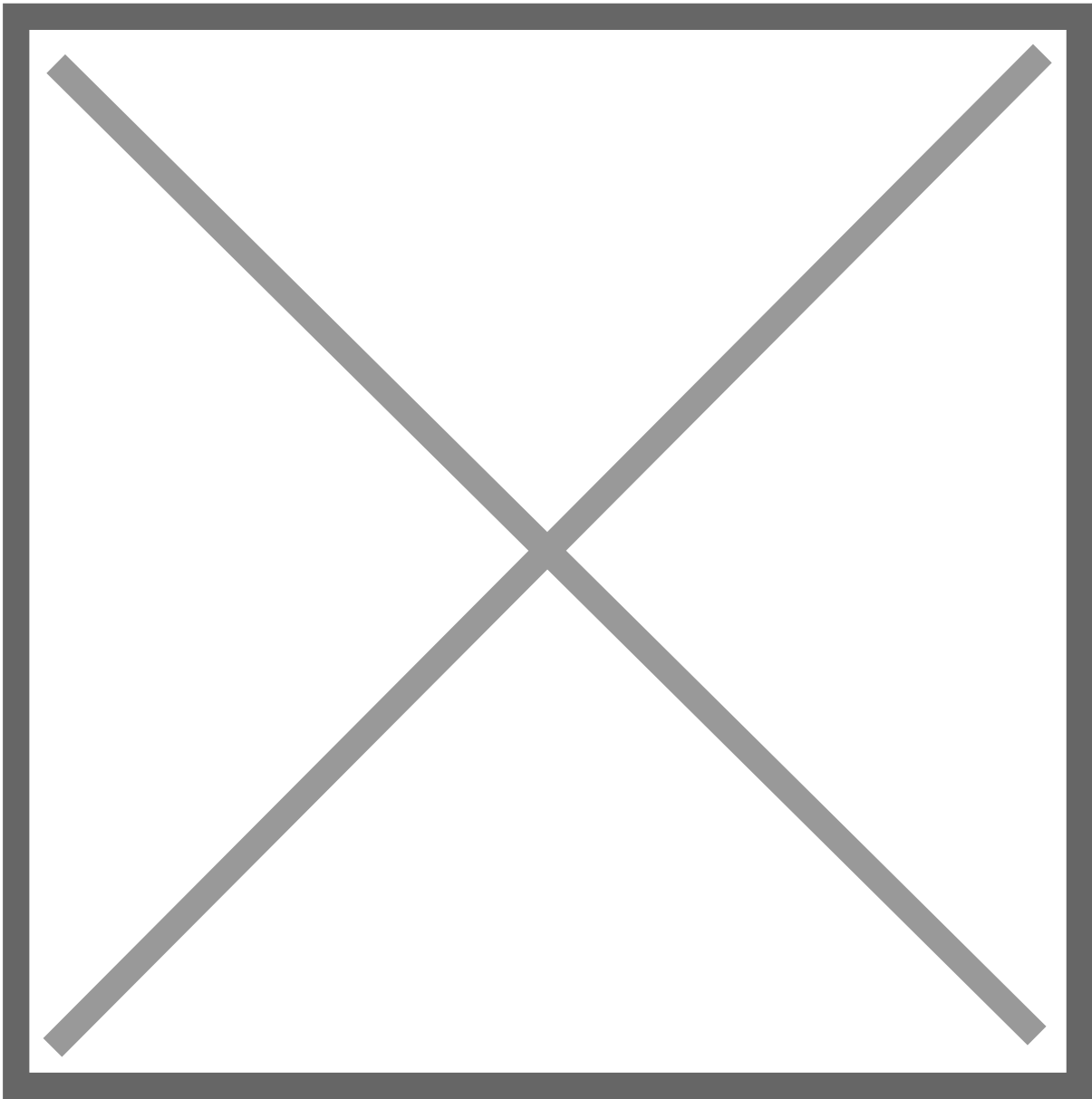
1. The minimum height for buildings is 3 storeys.
2. There is no maximum build height, apart from the build limit. We would like to keep the tallest buildings clustered together, but not immediately adjacent to each other.

3. All parking is to either be underground, in a parking garage, incorporated into another building, or a combination of these. There are to be no standalone surface level parking lots. Small amounts of on-street parking are acceptable if space allows for it.
4. As this is the area nearest the spawn, builds may be moved or edited more in this area of the city than others, in order to achieve the best possible impression to visitors.

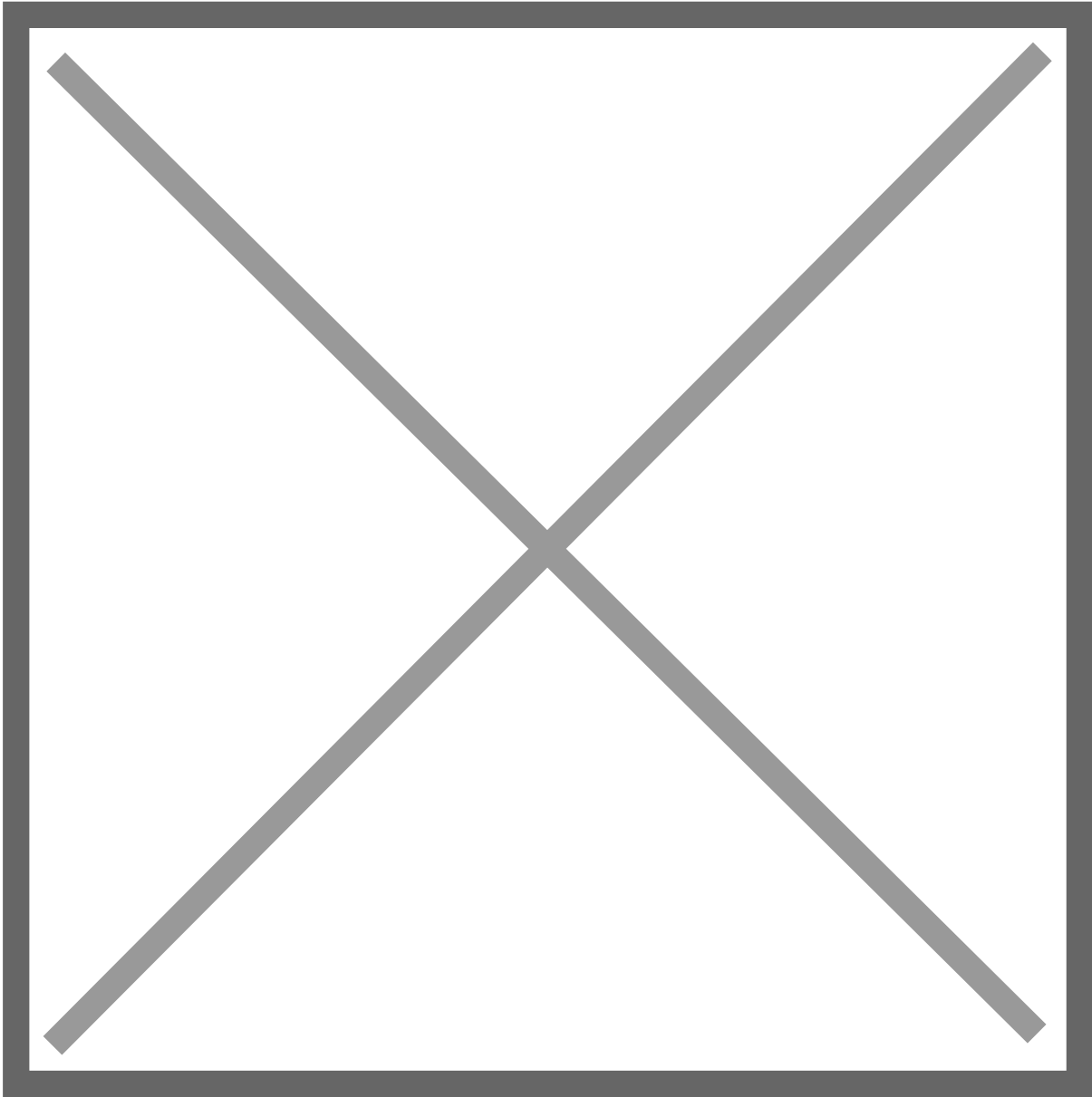
Albrose

This area is to be primarily up-market row houses. This is similar to real life areas, such as Chelsea in London, parts of Brooklyn in New York, and Back Bay in Boston.

1. Buildings should be row houses. Exceptions may only be made with permission from Ouhai_Ruby or Wairoa.
2. Buildings in this area are to have steps up to the Ground level of the building, and have a half underground floor below. See the image below for an example:



3. Buildings should ideally be 3 storeys high, plus the half underground storey. The absolute maximum is 4 storeys high, plus the half underground storey. Example below:



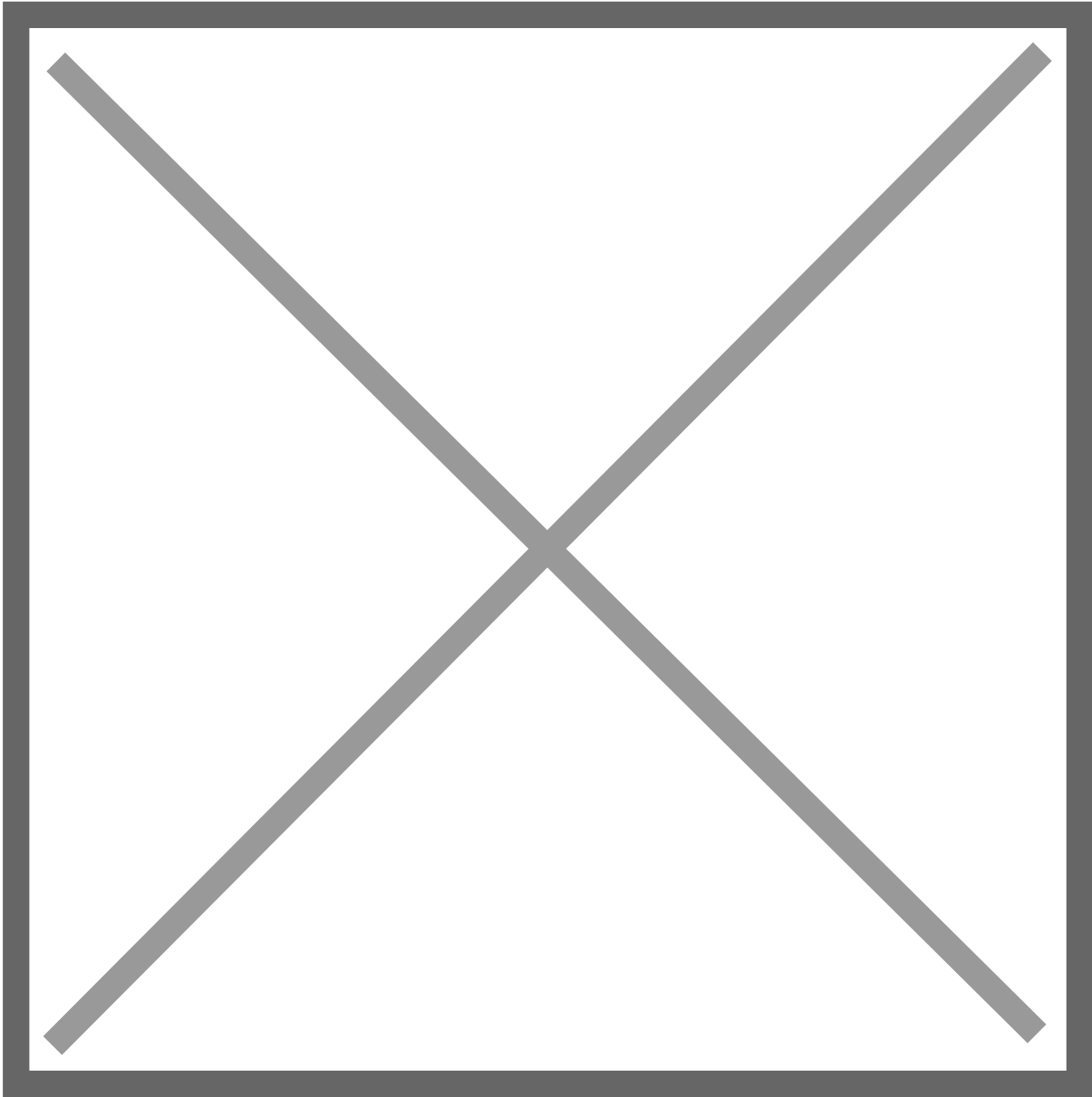
4. Buildings should have a flat or shallow roof, unless the roof space is also used as liveable space with dormer windows.

East Shores

The coastal area of central Monarch, this area is to be medium-high density, comprising mostly retail units, hotels, food outlets, and luxury residential. Real life examples include Benidorm - Spain, Gold Coast - Australia, and Monaco.

Eora (ee-oar-uh)

Eora is a cosmopolitan suburb, with a mixture of older and newer mid-rise apartment buildings; as well as modern, integrated developments. Inspiration includes areas such as [Chatswood in Sydney](#).

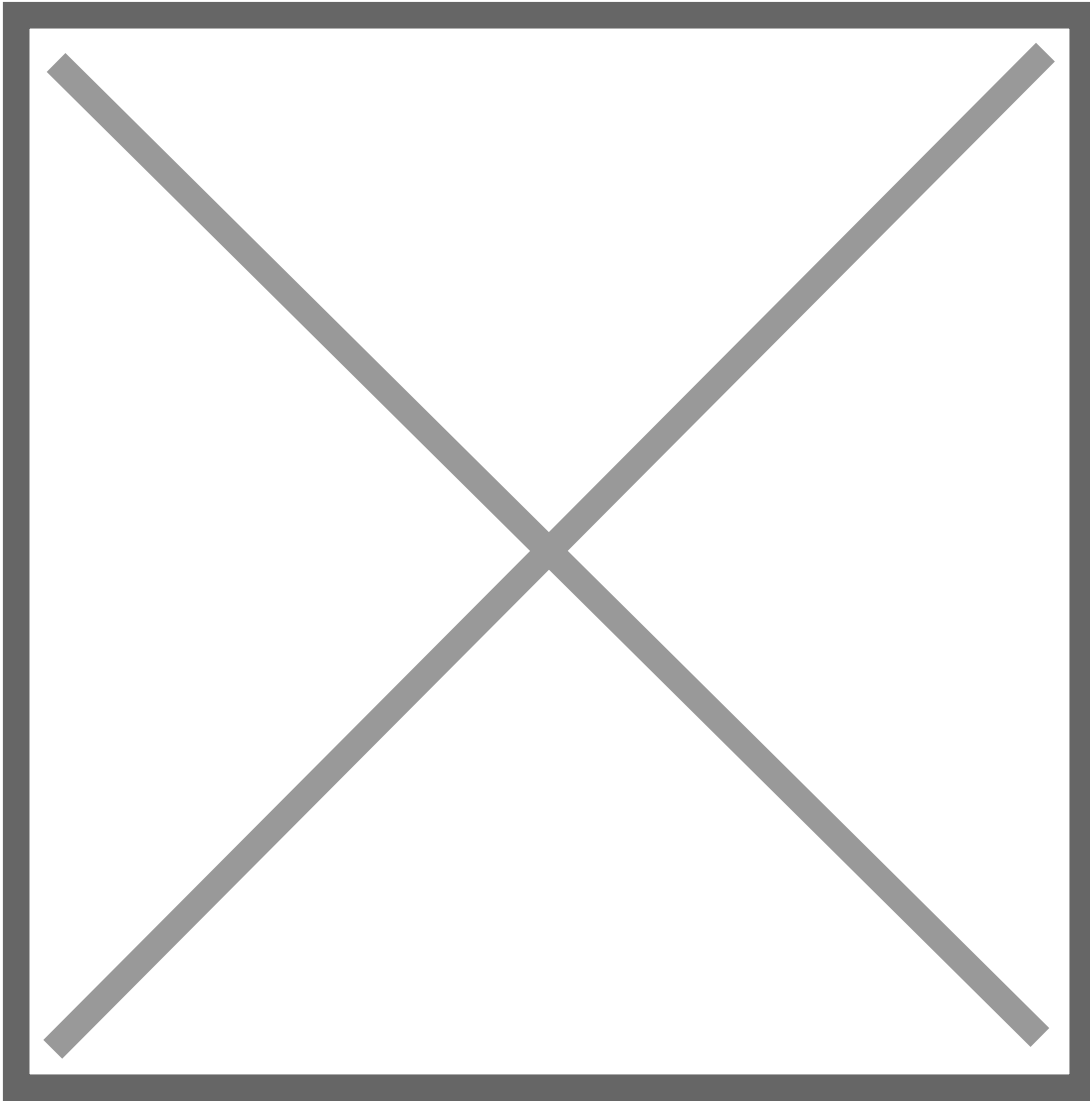


Soho

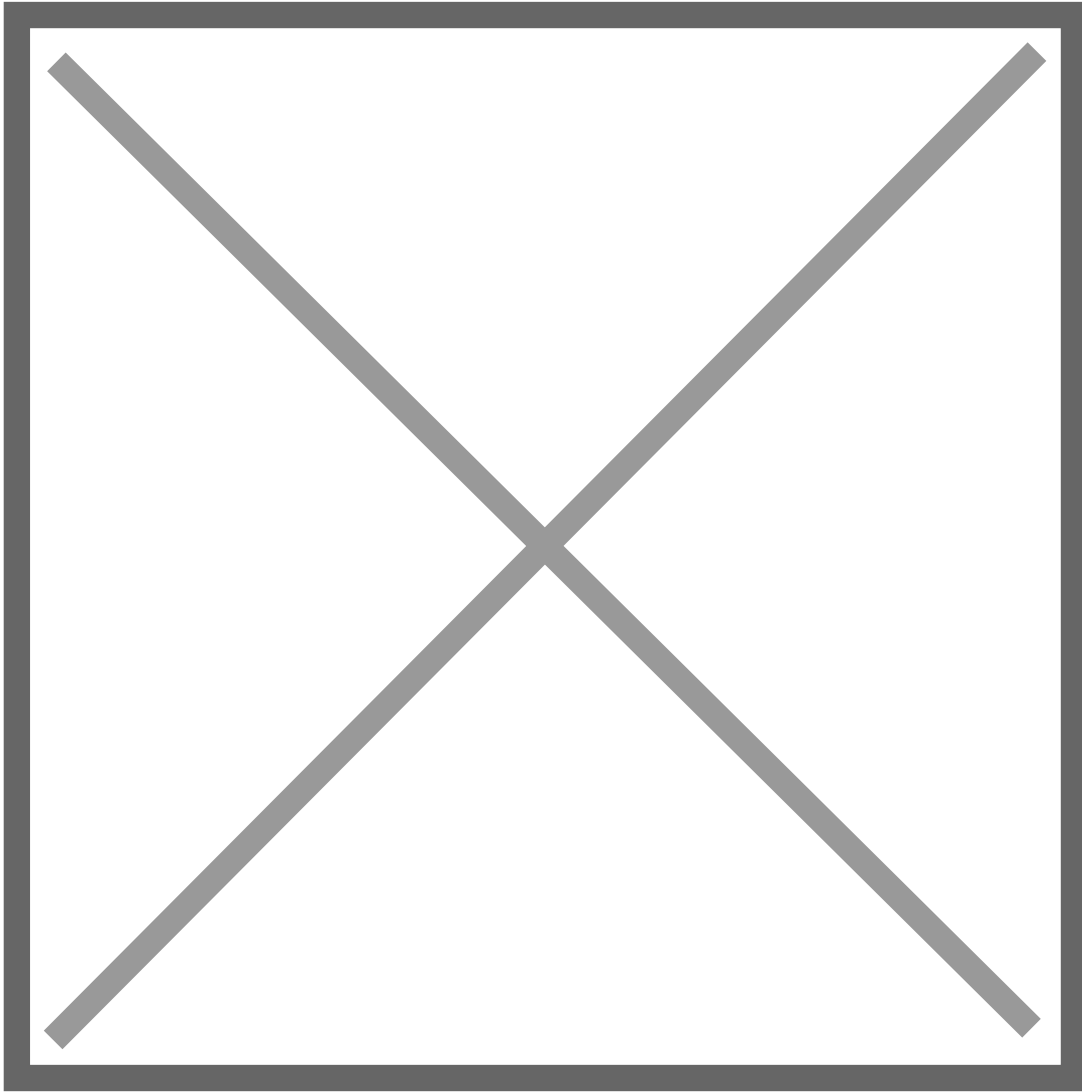
Builds in this area are to be based off of the Soho area of London, UK, and SoHo in New York, NY. Both of these areas are formed of mostly medium density buildings constructed in the 1800s, with small parks throughout. Soho in London is a major entertainment district, with a variety of restaurants, pubs, theatres etc. SoHo in New York is primarily a trendy retail area.

Soho is a highly pedestrianised district of Monarch, with shared zones and narrow lanes. When building for this area in Monarch, you should follow these guidelines:

1. Building height should ideally be 4 or 5 floors tall, with an absolute minimum of 3 floors, and an absolute maximum of 7 floors.
2. The building style for this area of Monarch is strictly 1820s - 1920s, as this is the primary building style in the real life Soho in London and SoHo in New York. Examples can be seen below.



Soho - London



SoHo - New York

3. The ground floor of builds should have a shop front facing the street. The ONLY exception to this is where the front of the build is along a dead end road, or designated back street. Upper floors should either be residential, offices, or extensions to ground floor businesses, such as a 1st floor seating area in a restaurant.
4. As is the case in the real life Sohos, buildings should generally be constructed right next to each other. Some gaps between front faces of buildings are acceptable for access alleyways, but no more than 4 on any block, and no more than 2 on one side of a block. Walls between buildings should not have any windows, even when they rise above adjacent buildings.
5. While the front facings of streets should be dense, most blocks should have some sort of courtyard or other open space in the centre. This is to allow sunlight to get to more rooms in each building, and provide some outside space for residents.

Kowloon Bay

Based on the Isle of Dogs in London, Queen's Quay in Toronto, Barangaroo in Sydney and other rejuvenated docklands. Builds in this area should be mostly modern and a select few older buildings, such as converted industrial facilities, with a focus on the waterfront. This area will be made up of former docks and canals. Builds should be primarily retail and residential, with marinas spaced throughout.

Carnaby

Carnaby is considered complete - no changes to be made without express permission.

United Nations (UN)

The United Nations district is a special administrative area of Monarch, dedicated to recognising and including the diverse backgrounds of all the players of the world that contribute to Project City Build. The area includes the UN complex, international flag display and waterfront promenade.