

Colonia Nova Sim Planning Committee

Land Information

Updated October 28, 2006

Hello:

Thank you for your interest in acquiring land in Colonia Nova. The Sim Planning Committee has developed this informational packet to help assist you in gathering as much information as possible so that you can make an informed decision. In this package, you will find land pricing information, a copy of the land use covenants, as well as information regarding completing your land transaction. We hope that this information will help you make the decision to move to Colonia Nova and encourage you to inquire with any member of the Sim Planning Committee if you have any further questions.

Respectfully,

The Sim Planning Committee of Colonia Nova

Land Covenants

All land in the Confederation of Democratic Simulators is subject to a land covenant, which is a document approved by the Representative Assembly that states the permissible uses and restrictions for each type of land in the region. Some land types have strict aesthetic and thematic restrictions, requiring residents to maintain structures that meet the given criteria. Other land types have more stringent restrictions, only maintaining the basic region-wide restrictions on certain activities and objects.

The following is the current Land Covenant for Colonia Nova:

Covenants applying to the Colonia Nova Sim

1. General Covenants of the CDS applying:

- * All structures are subject to review
- * No terraforming is permitted
- * No SL or RL commercial pornography is permitted
- * At most 1 script per 100 m² of land is permitted.
- * Scripts which use llListen (voice command) are only permitted, if they listen only after a touch and then deactivate after a certain period of time.
- * Scripts which spy on residents are not permitted.
- * Bounce script are not permitted.
- * Scripts which create autonomous wandering objects are not permitted.
- * Particles can only be used in effects that have real-world analogies, such as lights, smoke, and fire.
- * Particles should be set no higher than 10 particles per second.
- * Scripts, particles, and scripts attached to avatars are unregulated.
- * Subletting is not permitted
- * No skyboxes are permitted below 512 m in altitude
- * No default wood textured prims are to be left in place longer than 24 hours

2. Covenants applying sim-wide in Colonia Nova:

- * All buildings under the 512 m high mark must be physically plausible
- * No outdoor hot tubs are permitted
- * Clubs are not permitted
- * No floating, particle emitting, or rotating signs are permitted
- * Property restrictions:
 - ** A person may not hold a combined total of more than 4096m² and two lots in the four zones ELRB
 - ** A person may not hold more than 2 lots in zone C, or more than 1024m² in that zone.
 - ** A person may not hold more than 128m² in Zone S.

3. Colonia Nova Zone Specific Covenants:

3.1 Zoning:
Zone R (Villa Quarter)

Zone C (inner City)
Zone S (Stalls)
Zone T (Special Builds)
Zone E (Cardo plots)

Zone B (Skybox Quarter)
Zone L (South Riverfront)

3.2 Zone R (Villa Quarter)

Location: All plots named R.XX

Function: Residential only

Appearance; strictly consistent with Classical Roman style as expressed in a rural environment (villa typology)

Executive approval needed: for all new structures and modifying of the exterior of the existing ones.

* Commercial activity is prohibited

* Structures may be no taller than 20m

* Buildings must preserve a distance not inferior to 5 meters to neighbouring plots unless neighbours file an agreement with the CDS notary that they specifically wish to make their structures contiguous.

* There must exist a minimum of 3 trees per 512m² of plot area.

3.3 Zone C (Inner City)

Location: All plots named C.XX

Function: Commercial and Residential

Appearance; strictly consistent with Classical Roman style as expressed in an urban environment (insula typology)

Executive approval needed: for all new structures and modifying of the exterior of the existing ones.

* All structures must be placed immediately adjacent to a street

* Structures are owned and placed by the city to give the centre a dense Roman feel. Structures may not be replaced or moved regardless of ownership without prior consent.

3.4 Zone S (Stalls)

Location: all plots named S.XX

Function: Commercial only

Appearance; strictly consistent with Classical Roman style as expressed in an urban environment (stall typology)

Executive approval needed: for all new structures and modifying of the exterior of the existing ones.

* All structures must be placed immediately adjacent to a street

* Structures are owned and placed by the city to give the centre a dense Roman feel. Structures may not be replaced or moved regardless of ownership without prior consent.

3.5 Zone T (Special buildings)

Location: Temples, Thermae, Theatre

Function: Commercial only

Appearance: exterior predefined and not modifiable. Interior modifiable subject to Executive approval.

* Structures are owned and placed by the city to give the roman ambience. Structures may not be replaced or moved regardless of ownership without prior consent.

3.6 Zone E (Cardo Plots)

Location: all plots named E.XX

Function: Commercial and Residential

Appearance: strictly consistent with Classical Roman style (domus typology)

Executive approval needed: for all new structures and modifying of the exterior of the existing ones.

* Commercial Activity must exist in ground level

* Must be adjacent to the Cardo.

* In case of modifying of the exterior appearance, the new design must preserve the colonnade.

* Structures must be no taller than 20 metres.

3.7 Zone L (South Riverfront Plots)

Location: all plots named L.XX

Function: Residential only

Appearance: no predefined appearance set

* Commercial activity is prohibited

* Structures may be no taller than 20m

* Buildings must preserve a distance not inferior to 5 meters to neighbouring plots unless neighbours file an agreement with the CDS notary that they specifically wish to make their structures contiguous.

* There must exist a minimum of 3 trees per 512m² of plot area.

3.8 Zone B (Skybox Plots)

Location: all plots named B.XX

Function: Commercial and Residential

Appearance: no predefined appearance set

* Structures may be no taller than 30 meters

* Buildings must preserve a distance not inferior to 5 meters to neighbouring plots unless neighbours file an agreement with the CDS notary that they specifically wish to make their structures contiguous.

* There must exist a minimum of 3 trees per 512m² of plot area.

* Skyboxes may be built at a height not inferior to 512 m²

4. Building Typologies:

4.1 Villa

A villa is a building that comprises a perystilum, or enclosed pateo, with a perimeter lined with columns or pillars.

4.2 Insula

An insula is a building of mixed commercial and residential function. The ground level must open broadly to the street and be suitable for a commercial space. insulas must develop vertically in more than one floor.

4.3 Stall

A stall is a commercial open space whose boundary to the street is a colonnade.

4.4 Domus

A domus is a building that has mixed commercial and residential function. The ground level must open broadly to the street through an unifying collonade and be suitable for a commercial space. Domus must comprise also a perystilum.

4.5 All the typologies must be built in pre-industrial materials, namely:

- * structural elements: stone and terracota
- * roofing elements: terracota
- * flooring elements: terracota, stone, mosaic. Wood in upper floorings.
- * wall elements: stone, terracota, stucco, frescoed stucco.
- * door and window elements: wood, metals (iron, brass). Glass is acceptable in small panes.
- * decorative elements: statues can be stone, brass or chrysoelephantine (ivory and gold details). Other elements must be rendered in any of the above materials.

Land Pricing

On the following page, you will find a spreadsheet listing every salable plot of land in Colonia Nova, along with important figures regarding plot size and prim count, as well as the initial and monthly cost. Owning land in Colonia Nova is slightly different than owning land on the Mainland, as instead of paying your monthly fee to Linden Labs, you instead pay the monthly fee to the treasurer of the Confederation of Democratic Simulators, who in turn consolidates all of the payments and forwards it on to Linden Labs. This allows us to bring you your land at a consistent rate per meter instead of relying on a tiered fee schedule, as is in place on the mainland, saving you money!

It is important to note that all land transactions are priced in US Dollars. The Linden Dollar figures that are seen on the website and in the chart below are for reference purposes and are subject to fluctuation as the Linden Dollar gains or loses value in relation to the US Dollar. For your convenience, payments may be made in Linden Dollars, but please check with the treasurer regarding the current exchange rate to be sure that you remit the correct amount.

To purchase a plot of land, please e-mail sudane.erato@gmail.com. Sudane Erato is the current treasurer for the Confederation of Democratic Simulators and can provide the current costs in Linden Dollars, as well as provide information on alternative payment methods, as well as completing your land purchase.

Colonia Nova Land Pricing

	Owner	Private m2	prims	Basic price from City		Monthly Fee	
				US\$	\$L	US\$	L\$

INSIDE THE WALLS							
<i>NW CORNER</i>							
C.01		448	103	\$20.38	\$6,390	\$4.08	\$1,278
C.02		448	103	\$20.38	\$6,390	\$4.08	\$1,278
C.03		256	59	\$11.65	\$3,652	\$2.33	\$730
C.04		256	59	\$11.65	\$3,652	\$2.33	\$730
C.05		400	92	\$18.20	\$5,706	\$3.64	\$1,141
C.06		256	59	\$11.65	\$3,652	\$2.33	\$730
S.01		128	29	\$6.27	\$1,966	\$1.25	\$393
<i>NE CORNER</i>							
C.07		400	92	\$18.20	\$5,706	\$3.64	\$1,141
C.08		416	96	\$18.93	\$5,934	\$3.79	\$1,187
C.09		560	129	\$25.48	\$7,988	\$5.10	\$1,598
S.02		64	15	\$2.91	\$913	\$0.58	\$183
S.03		128	29	\$6.27	\$1,966	\$1.25	\$393
S.04		128	29	\$6.27	\$1,966	\$1.25	\$393
<i>SE CORNER</i>							
C.10		480	110	\$21.84	\$6,847	\$4.37	\$1,369
C.11		560	129	\$25.48	\$7,988	\$5.10	\$1,598
C.12		576	132	\$26.21	\$8,216	\$5.24	\$1,643
C.13		672	155	\$30.58	\$9,586	\$6.12	\$1,917
C.14		576	132	\$26.21	\$8,216	\$5.24	\$1,643
C.15		512	118	\$23.30	\$7,303	\$4.66	\$1,461
C.16		448	103	\$20.38	\$6,390	\$4.08	\$1,278
S.06		128	29	\$6.27	\$1,966	\$1.25	\$393
<i>SW CORNER</i>							
C.17		480	110	\$21.84	\$6,847	\$4.37	\$1,369
C.18		480	110	\$21.84	\$6,847	\$4.37	\$1,369
C.19		320	74	\$14.56	\$4,565	\$2.91	\$913
C.20		320	74	\$14.56	\$4,565	\$2.91	\$913
S.07		128	29	\$6.27	\$1,966	\$1.25	\$393
S.08		128	29	\$6.27	\$1,966	\$1.25	\$393

OUTSIDE THE WALLS							
<i>CARDO PLOTS</i>							
E.01		1056	243	\$44.35	\$13,904	\$8.87	\$2,781
E.02		1056	243	\$44.35	\$13,904	\$8.87	\$2,781
E.03		1408	324	\$59.14	\$18,539	\$11.83	\$3,708
E.04		1408	324	\$59.14	\$18,539	\$11.83	\$3,708
<i>SKYBOX PLOTS</i>							
B.01		1920	442	\$80.64	\$25,281	\$16.13	\$5,056
B.02		2048	471	\$86.02	\$26,966	\$17.20	\$5,393
B.03		1456	335	\$61.15	\$19,171	\$12.23	\$3,834
<i>RESIDENTIAL FULL COVENANT</i>							
R.01		2096	482	\$73.36	\$22,998	\$14.67	\$4,600
R.03		2416	556	\$84.56	\$26,510	\$16.91	\$5,302
R.04		1152	265	\$40.32	\$12,640	\$8.06	\$2,528
R.05		1536	353	\$53.76	\$16,854	\$10.75	\$3,371
R.06		1536	353	\$53.76	\$16,854	\$10.75	\$3,371
R.07		1536	353	\$53.76	\$16,854	\$10.75	\$3,371
R.08		3008	692	\$105.28	\$33,005	\$21.06	\$6,601
<i>RESIDENTIAL LESS COVENANT</i>							
L.01		2640	607	\$110.88	\$34,761	\$22.18	\$6,952
L.02		2464	567	\$103.49	\$32,443	\$20.70	\$6,489
L.03		2528	581	\$106.18	\$33,286	\$21.24	\$6,657
L.04		1264	291	\$53.09	\$16,643	\$10.62	\$3,329

Resources

Official Blog of Colonia Nova: <http://colonianova.wordpress.com>

Official Website of Neufreistadt: <http://www.neufreistadt.info>

Official Confederation of
Democratic Simulators Forums: <http://forums.neufreistadt.info>