

Economic Development Report

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Gotzborg Economy Proposal Plans

This report identifies three major sources of income to the government. They are **housing**, **transportation** and **military**. These must become a law and not voluntary requirements for citizens to follow. It is of our belief, that if these requirements are made voluntary, then there's no need for the citizens to spend their easily earned money. Making it mandatory for the citizens to meet the requirements, then it not only makes them spend money, which the government would earn, but also increases the simulation of a real nation by a micronation.

1. Making **housing** mandatory to all citizens.
 - a. Cheaper houses available in the main capital city.
 - b. Costlier houses available in cities away from the capital city. The farther the city, the costlier the house.
 - c. Costlier the house, the more luxurious it is.
 - d. Higher the income, more luxurious the house it needs to be. This can be set via statements like "if the total income falls between 600 Thalers and 800 Thalers, the citizen must live in a Stage II house type."
2. **Transportation** is also going to be mandatory to all citizens.
 - a. Since the bulk of micronational activity revolves around the government work, and under the proposal 1, higher income people are moving out of the capital city, transportation to the capital city from their own cities becomes an important aspect. For instance, all government officials are expected to be in their house. When a bill is presented, they need to travel to the capital city, where they can discuss the bill. They need to travel back to their home towns after that.
 - b. The maximum length of the stay of government workers in capital city can be set beforehand. It could be the duration of a bill or a (real world) week or a (real world) day or a fixed number of posts in the government. The advantage of having a smaller period is that the citizen will have to travel a lot, which equates to more money being spent in running the economy.
 - c. Since there's no real way of traveling as well as making citizens stop posting after their maximum length of stay in the capital city, an economic officer (or any position that has already been created) should be responsible for ensuring that each citizen is charged for transportation properly without hindering the government work. For instance, if the maximum length of stay is based on a fixed number of posts (say 10), then if a particular government worker has posted 20 posts, then the economic officer must charge that person for 4 traveling periods (home city to capital city and back twice). If it was 21 posts, then 5 times.
 - d. Ways of transporting are such:
 - i. Citizens own a personal car. They can drive out to the capital city every time.

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- ii. Citizens own a personal aircraft. They can fly out to the capital city airport every time.
 - iii. Citizens use the Gotzborg public services, such as GNR or an airline service.
 - iv. Citizens can use a combination of the above, such as use of personal car to a nearby airport and then take the aircraft.
 - v. Citizens can also pool their resources. That is to say, citizen A could drive out to a city where he can be picked up by citizen B in his aircraft and then they both fly to the capital city.
 - e. Ways of earning (for private business and industry):
 - i. They can manufacture and sell cars, aircraft and other transportation vehicles.
 - ii. They can start airline services or railway services (train lines) or taxi services.
 - f. Ways of earning (for government):
 - i. Taxing of purchases, which is already done. Thus, if citizens were to buy vehicles from private industry, then there would be some money towards the government from that.
 - ii. Usage of the Gotzborg public services such as GNR. Prices for tickets could be set and sold.
 - iii. Fuel could be sold. For instance, every hundred pixel of travel by a car would cost 10 Thalers. Thus, if a person were to travel 500 pixels, then they would need to pay 50 Thalers for every time they traveled that distance. This could be considered complicated and too-much work for the person in charge of economy. But it's a one time work, and we would be more than happy to help.
 - iv. A small fee could be setup for using Gotzborg roads or airports.
 - v. Registration fees could be setup for registering cars and other transportation vehicles.
 - g. Though this could be totally avoided, if simulation is to be carried out accurately by all involved, the ways of losing money for the government are:
 - i. Running of public services to less than full capacity and thus making a loss. For instance, GNR income from tickets is less than the cost of coal or fuel prices to run the trains.
3. Since a large portion of salary distribution comes from the **military** sector, it is crucial that effort be made to make the military sector one of the resources for the government to earn money from. To that end, the following guidelines can be employed:
- a. It is interesting to note that most, if not all, of the mission undertaken by military personnel(s) involve the use of battalions or regiments (for army) to ships or fleets (for navy). If the military personnel(s) were to only involve themselves in their mission (a solo mission) then this wouldn't be

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a problem. But controlling a large group of personnel requires great logistics and finances. To successfully pass a mission, the military personnel undertaking the mission would have to spend a certain amount of money into their mission for different purposes ranging from fuel and ammunition to food and water expenditure, salary of those units they would be controlling, logistical costs of moving those units etc...

- i. The expenditure required for a successful mission would have to come out of the pocket of the military personnel undertaking it.
 - ii. The expenditure would be reflective of the type of mission, units involved in it, location, geography etc...
 - iii. If the military personnel spends more than the determined expenditure, then that much more the success of their mission. The Royal Government could look at this from a point of view that is "if this officer continues with such great success, then they absolutely need to be promoted."
- b. Higher the rank of the person, more complex their mission should be. Complexity should be reflected by the number of units they handle, the type of mission undertaken, etc...
- i. Higher the complexity, higher the expenditure required.
 - ii. Basically, if a person is in charge of one ship, then they can only control that ship and need to worry about the expenditure related to that one ship only. If the person is in charge of a fleet of 10 ships, then they need to worry about the expenditure of all 10 ships.
 - iii. A person cannot undertake a mission of higher rank, without either achieving the required rank to command the units involved or special approval from his/her seniors.
- c. This guideline could also aid in determining promotions.
- i. If a person has spent lots of time and money into their works, then they need to be promoted.
 - ii. Further, the missions undertaken must be interesting, worthy of Gotzborg's military standards and quite obviously, successful.
- d. Military personnel(s) away from their city (in which they own a house) must live in some sort of accommodation.
- i. If the military personnel are on a mission, then their living quarters would be assumed to be provided easily. That is to say, they do not have to pay anything.
 - ii. If the military personnel are not on a mission, then they need to buy a house in the city nearest to their deployment. For those onboard a ship it wouldn't matter. But a ship doesn't stay out at sea forever, and usually when they are out, they are provided with a mission to perform.
 - iii. Generally, those higher up the ranks do not go personally to perform the mission. For instance, the army general wouldn't be in one of the tanks that are gunning down a forest chasing terrorists.

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Instead, they would be in a safe place in a base / city that is nearest to the action. Thus, those higher up the ranks would have to pay (rent) for their accommodation, even when they are on a mission.

1. This need not be true if in the literature/mission they perform, they indicate that they were living alongside foot soldiers and thus, in poor living conditions (tents or under a tree).

There are few more sources of getting the money back from the citizen's pocket. For instance, fines, luxury, and other requirements. However, they require the above mentioned sources (namely housing and transportation) to be put into action first as they involve and build upon them to be successful. It is of our opinion that should the sources explained in this report be put into action and prove a success, then more sources will be provided in a later report. We would also be happy to develop appropriate figures for rents, taxes, and other numerical figures listed in this report.