

Town & Nation Management

Guide on how to start and manage a Town or Nation.

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Towns & Nations

Towns are the core of gameplay. It allows players to create towns, nations, and outposts, and manage them with a variety of commands. Towny is a complex plugin, but it's easy to get the hang of once you understand the basics.

Towns always require a Colony. Keep in mind Colonies and Towns function differently. To understand this scroll to the bottom.

With towns you can...

- Claim land.
- Invite other players to be residents.
- Set up a town bank.
- Set up a town spawn.
- Create embassies in other towns.
- Create 'outposts' in the wilderness that allow you to claim more land.
- Set up a town tax.
- Set up a town plot system.
- Communicate and chat with other town members using `/tc`.

With nations you can...

- Invite towns to join your nation.
- Set up a nation bank.
- Set up a nation spawn.
- Set up a nation tax.
- Start Wars.
- Communicate and chat with other nation members using `/nc`.

Town ranks

Town ranks allow players to have different permissions within a town. For example, you can have a player who can invite others to the town, but not kick them. You can also have a player who can manage the town's bank, but not claim land. Ranks can added or removed from players using the `/t rank add <player>` command.

Available **Town Ranks**:

- Mayor
- Co-Mayor
- Helper

- Sheriff
- Default (All residents automatically have this rank and it cannot be applied or removed.)

Available **Nation Ranks**:

- King
- Assistant
- Helper
- Default (All members automatically have this rank and it cannot be applied or removed.)

Common Commands

Here's a list of the most important towny commands. This list is not exhaustive, we recommend also checking out other online resources to find a **complete** list of Towny commands:

- `/t <town?>` - Shows information about yours, or another town
- `/res <player?>` - Shows resident information about you or another player.
- `/t <town?> online` - Shows online residents for yours, or another town.
- `/t leave` - Leave your town.
- `/t rank add <player>` - Add a rank to a town member
- `/t <town?> reslist` - Shows the list of residents in yours or another town.
- `/t claim` - Claim a chunk for your town.
- `/t delete` - Deletes your town (can only be done by the mayor!).
- `/t unclaim` - Unclaims a chunk from the town,
- `/t outlaw add/remove` - outlaws a specific person from the town, preventing them from entering.
- `/t trust add <player>` - trusts a player to the town, allowing them to build and interact within ALL claims of the town.
- `/t join <town>` - Join a specific town, if it's public.
- `/accept` - Accept a town invite.
- `/deny` - Deny a town invite.
- `/t spawn` - Teleport to your town's spawn.
- `/t deposit <amount>` - Deposit money into your town's bank.
- `/t withdraw <amount>` - Withdraw money from your town's bank.
- `/tc` - Talk in town chat.
- `/nc` - Talk in nation chat.

Plots

Plots are an important part of Towny and general claiming. Players often get stuck when trying to make specific town plots available to certain players or to the general public.

What is a plot?

A plot is a single chunk claimed by your or another town. Plots can be sold, rented, or given to players to build on.

Allowing a plot to spawn mobs, have firespread, have explosions, or other destructive actions:

- `/plot toggle <explosion|fire|mobs|pvp|taxed>` - Toggles the specific setting on the plot.
- `/plot set perm <ally|friend|nation|outsider|...> <build|destroy|switch|itemuse>` - Sets a specific permission for a group of players on the plot.
- `/plot group <group> <args>` - Sets an option for a plot **group**.
- `/plot trust add <player>` - Trusts a player to the plot, allowing them to build and interact within the plot.
- `/plot trust remove <player>` - Removes a player's trust from the plot.
- `/plot set reset` - Resets the plot to default settings.
- `/plot claim` - Claims a plot for **you** disallowing other normal residents from interacting with the plot.
- `/plot unclaim` - Unclaims a plot for **you** allowing other normal residents to interact with the plot again.
- `/plot info` - Shows information about the plot you're standing in.

Outposts

Outposts can be used to claim areas not directly linked to your town. Here are some commands regarding outposts:

- `/t outpost claim` - Allows the town to claim an outpost
- `/t outpost list` - Lists all the towns outposts
- `/plot set outpost` - Sets the plot as an outpost

Upkeep

Town upkeep is a part of town maintenance. If you fail to pay your town upkeep, the town will fall into ruin! You can pay your towny upkeep by putting money into your town bank using `/t deposit <amount>`. Check your current upkeep costs with `/t`. See exact prices with `/towny prices`.

Inviting new residents

You can invite players to your town using `/t invite <player>`! The player can accept using `/accept`. Invites will stay active until they are rejected or expire.

How does Colonies and Towns Overlap?

Towny Towns and Colonies serve different purposes and work completely differently. The only part where they meet is that they both provide claims and protection over land.

Towny Towns serve as a political and roleplay tool. You can manage your Residents give them plots and permissions and interact with other Towns and Nations. Colonies are for full scale protection of your lands, and NPC based automation.

Towns protect vanilla blocks and items, not modded. This means if you use modded blocks or storage those can still be accessed even if they are claimed by your Town. Yes, this is against the rules, but the Server itself works better if a Colony is also present and there are no arguments who had access to what, and what was protected and not. (Drama Prevention)

A Colony always requires a Town because Colonies don't have a built-in taxation system. So when you have a standalone colony without a Town, you have free claims which is extremely unbalanced. Towny provides the built-in taxation system, which if you don't pay, your town gets disbanded. Without a Town your Colony will also get deleted.

Overall, a Colony always requires a Towny Town present by the rules. A Towny Town is recommended to also have a Colony present to avoid Drama and better protect your belongings.

How to Politics (Tips, and other Info)

When managing a Town or Nation, most people immediately think of outsiders and what they bring to the table. Good or bad?

This page was made alongside a longstanding Member of the Community. The Leader of the Nation of Mana, Tomma.

“Your goals, and understanding the difference between Nations and Towns.

While both Towns and Nations have the ability to claim, its important to understand that their claims carry different weights. This also reflects greatly on what you can accomplish with a Town vs a Nation.

Before you even create a Town or a Nation, you should consider where your place is in the world, and what you want to accomplish.

If your goal, is to live a peaceful life, away from politics, I highly recommend you do not form a Nation. One of the key differences between Towns and Nations is that Nations can declare wars. The rules state that sometimes Town vs Town wars are permitted, but, this in reality is unlikely to happen and would only be allowed on situations where two towns are too close, and have some sort of disagreement. Nations, however, can attack other Nations by decree.

By deciding to create a Nation, you let other people know you want to have this ability. Which immediately puts you on the map as a potential target. While its true that a lot of people do not think this way, and that you may have peaceful intentions, but that's not how most Nation leaders think, or want to think.

I'm not trying to discourage you from making a Nation, or to get into geopolitics. I'm telling you to be aware of your surroundings and what other leaders think. They are always watching. Including me.

- Tomma

Nation and Town Claims

Town and Nation claims work differently and serve different purposes.

Town claims are direct, they are established via Towner Towns, chunks that you own with a town are classified as Town claims. These claims and their protection is guaranteed by the Server.

Nation claims are roleplay orientated, and do not involve any in-game claiming mechanic like with Towns. Nation claims are usually big, and they are entirely protected by your Nation, and its ability to enforce. Outsiders can do as they please with Nation claims, and we, as the Server Management, wont interfere in any way.

Wars can be fought both on Nation and Town claims, but where it truly matters is Town claims. Wars can only be ended by force is by capturing Town plots of your enemy.

Treaties, Contracts

Similar to most politics related mechanics, treaties, contracts, and other similar mechanics are fully established and enforced by players. The Server Management will never enforce them and violating them doesn't violate any rules.

Breaking Treaties and Contracts can **sometimes** violate the rules depending on what they contain. Some deals could be classified as Stealing if proper context is met. Whether or not this is the case, is usually decided by asking "**Could this happen in real life?**". For example, some trade agreements between Nations are sometimes not fulfilled by one of the sides, via **concrete** rules that would be classified as Stealing, but roleplay politics could also label it as a valid roleplay strategy. In uncomfortable cases like this, the Server Owner has the final say in the matter as per the **Rule of Context**.

Some Players may reference "God Contracts", this was a contract type that was enforced by the server. However, this contract type doesn't exist anymore and players claiming they do are simply unaware they are not offered anymore. All Contracts and Treaties are between players.

Foreign Alliances, Internal Governments

Both Alliances and National Governments are classified as player initiated Roleplay mechanics. This means, their functionality is **not** enforced by the Server and we do not interfere in any way.

This can create awkward situations.

For example, a Nation is a server based entity, meaning it has both server protection and roleplay elements. Only a Nation leader can declare a war, manage member towns, etc. aka, "Own the Nation". What if a Nation Leader is voted out by its people and they refuse to forfeit their server-sided leadership role? Roleplay speaking, they are not the leader anymore, but regular players do not have the server permission to remove Nation leaders.

In situations like this, there are usually 2 paths that can be taken.

1. **The People rise up and start a civil war.**

This is a lot of work, for both the players and the server management, but if appropriate context is there, it may be the only option.

2. **The Server does interfere and removes the nation leader.**

If the opposing leader has no chance of winning a civil war (has no backing etc.) the Server management might forcibly remove that person and establish the new leader.

Foreign Alliances on the other hand, have no server sided elements, and are entirely political. Their functionality and enforcement fully depend on the players.