

Section 1: Banking

Article 1.1 Bonds

1. The creation of Bonds shall, under the governance of the Department of Business, as well as bearing the authorization from Woodrow Financial, be commenced only after a deed is generated and authorized in the aforementioned manner, and remain legally upheld unless any of the clauses in this document are broken by the undersigned (the user).
2. The ownership of Bonds shall be upheld by the Blazed government, specifically the Department of Business. Whenever the Bond shall transfer ownership, a bill of sale must record the transaction, and the deed must be regenerated.
3. The Blazed government shall, upon the stated mature date on the Bond, pay to the owner of said bond the entire principal value, as well as any interest accrued during the lifetime of the bond, in Blazed Cash (B\$).
4. The Bond interest rate will fluctuate based on the stated **Bond interest rate**, established by the Department of Business.
5. The Bond interest payments shall be made weekly to an account, this account holding the total Bond payout. The interest rate taken for calculation shall be the highest rate in one single week proceeding the calculation. This interest rate should be applied uniformly to the entire week, **not** compounding.
6. No other company, individual, or group may issue Bonds pertaining to Blazed Cash (B\$). All official Blazed Bonds **MUST** bear the Woodrow Seal to be honored by the Blazed Nation.

Article 1.2 Blazed Cash (B\$)

1. Let Blazed Cash (B\$) be solidified as an officially recognized currency to the Blazed nation.
2. Only the Blazed nation company Woodrow Financial may issue Blazed Cash, and may only do so under the approval of the Department of Business, who in turn must yield to the general inflation rate.
3. The Department of Business should not grow the inflation rate above 2%. If at any time the inflation rate rises among that rate, the Department of Business is obligated to decrease issuance of currency, until the inflation rate begins to decrease below 2%.
4. All businesses operating under the jurisdiction of the nation of Blazed must use Blazed Cash (B\$) as their only method of exchange.

Article 1.3 Bank Accounts

1. Any Bank (as identified in A.1.4) may issue any citizen it wishes a Bank Account.

Article 1.4 Banks

1. A Bank (as defined by Blazed Code) is a legal Blazed Business Entity that has been permitted to operate by the Department of Business. This means, the owning party of the business is in ownership of a Bank Permit.
2. A Bank may receive grants from Woodrow Financial. These grants are investments into the economy to increase spending.
3. A bank may issue to any Blazed Citizen, a loan.
4. A bank may extend credit to any Blazed Citizen.
5. A bank may buy and sell property/bonds, at discounted rates.

Article 1.5 Loan

1. A Loan, for purposes of this Code shall refer to:
 - A contract held between two parties, wherein,
 - The exchange of funds have been made to the receiving party,
 - And, has agreed to pay back (in full) the principal balance,
 - Plus, any accrued interest, or penalties as defined by the
 - Contract which governs the Loan (the Loan Agreement).
2. The loan issuer must be recognized as a “Bank” according to A.1.4 of this document.
3. If delinquent on the loan, Woodrow Bank shall reimburse the entire principal plus, 50% of the expected interest accrued on the delinquent loan.
4. The loan agreement shall specify the interest rate and specify if the interest rate is to be fixed or variable. A fixed interest rate may not change through the term of the loan; while a variable interest rate may change **at most** once every year.
5. The loan agreement shall be signed by both participating parties including: the Bank providing the funds, as well as the undersigned party.
6. Delinquent loans may be marked on the credit score of the undersigned as “Invalid for Credit”, and will receive penalties as these increasing intervals:
 - a. 1st offence: 6 month **Invalid for Credit**
 - b. 2nd offence: 1 year **Invalid for Credit**
 - c. 3rd offence: Lifetime **Invalid for Credit**
7. No Bank (as defined by A.1.4 of this document) may provide any loan or credit advance to any applicant bearing an **Invalid for Credit** marking on their credit score.
8. Any Bank who provides credit to an applicant bearing an **Invalid for Credit** marking on their credit score will be subject to fines of at least B\$500 and at most B\$50,000.
 - a. The fines shall increase in severity with each subsequent offence.
 - b. If it can be shown that the applicant gained the **Invalid for Credit** marking *after* the undersigned party submitted the loan application, the Bank shall be waived from the penalties.

Article 1.6 Contract

1. A Contract is to refer to a document signed by two or more parties, which enables for exchange of goods, services, or property.
2. All contracts drafted in the nation of Blazed must abide by the framework set forth in this Code of Laws.
3. A Contract, once voided, has no legal impact or importance.

Section 2: Labor

Article 2.1 Bill of Work

1. Before labor is to commence between any parties in Blazed, there must exist a Bill of Work, signed by all involved parties, defining the following fields of information:
 - a. Employer (business)
 - b. Employee (user/ai)
 - c. Payment amount (in full)
 - d. Description of work (plus definition of “done”)
 - e. Work start date
 - f. Work commencement date (if any)
2. The Bill of Work is final once signed. If any alterations are made by either party after the signing of the Bill of Work, the contract is voided.

Article 2.2 AI

1. Certain citizens of the nation of Blazed are not human, nor are they controlled by autonomous entities. Rather, they are the design of users or Blazed Labs LLC, thus are the sole property of the human user who deployed them.

Section 3: Business

Article 3.1 Business Permit

1. Any citizen of Blazed who wishes to operate a business may do so, under the condition they purchase a Business Permit sold by the Department of Business.
2. The Business Permit is good for 1 (one) business for life.

Article 3.2 Industry Categorization (IC)

1. Store; A Store is a legal entity which houses goods and sells some or all of those goods.
2. Production Facility; A Production Facility is a building (or buildings) which produce goods.
3. Warehouse or Storehouse; A Warehouse/Storehouse is/are a legal entity which stores goods.
4. Distribution Facility; A Distribution Facility is a building (or buildings) which distribute goods across Blazed.
5. Farm; A Farm is a business on a plot of land which produces crops.
6. Restaurant; A Restaurant is a business which sells prepared food to citizens.
7. Office; An Office is a business which provides a service, that service is often the management or high-level operations.
8. Bank; A Bank is a business which holds accounts for citizens, holds bonds for trading/sale, and acts as a general treasurer to a community, they may also offer loans and credit.

Article 3.3 Taxation

1. The nation of Blazed reserves the right to impose taxation upon any business exchange or transaction conducted within its jurisdiction.
2. AI citizens and non-citizen entities are exempt from taxation.

Article 3.4 Sale of Goods

1. The sale of goods may be conducted between any two parties, given there is a document (Bill of Sale) that documents the sale transaction, bearing the following format:
 - a. Seller (business or person)
 - b. Buyer (business or person)
 - c. Date of transaction/Effective date
 - d. Total price
 - e. List of goods
2. Once a Bill of Sale has taken effect, is not voided, and the item(s) has/have exchanged physical ownership (otherwise, see 3.4.3), the legal ownership of the goods listed in the Bill of Sale, as agreed upon by all parties involved, shall be the sole ownership of the undersigned party (the "Buyer").
3. If the Bill of Sale has taken effect, is not voided, but the goods listed in the Bill of Sale, as agreed upon by all parties involved, has not physically exchanged ownership from the "Seller" to the "Buyer", then Blazed Labs LLC (or otherwise the Department of Business) shall hold the seller to make immediate accommodations to see to it that the item does physically transfer ownership before (6) six months from the effective date on the agreed upon Bill of Sale, has passed.

Article 3.5 Sale of Property

1. The sale of property may be conducted between any two parties, given there is a document (Bill of Sale) that documents the sale transaction, bearing the following format:
 - a. Seller (business or person)
 - b. Buyer (business or person)
 - c. Closeout Date
 - d. Total price
 - e. Property (or properties) being sold
2. Upon sale of the Property, the deed shall be regenerated to account for the new owner.

Article 3.6 Sale of Assets (Bonds, Shares, Businesses)

1. The sale of assets may be conducted between any two parties, given there is a document (Bill of Sale) that documents the sale transaction, bearing the following format:
 - a. Seller (business or person)
 - b. Buyer (business or person)
 - c. Date of sale
 - d. Total price
 - e. Specify asset being sold

Section 4: Land

Article 4.1 The Land of Blazed

1. The Land of Blazed shall, as defined in A.7 of the Blazed Constitution (B#1) consist of all unique paths underneath the namespace of the following public web domain(s):

a. <https://blazed.city/>

i. All plots, sold to and owned by citizens, shall exist under the domain:

<https://blazed.city/visit/>

- Whereas: Every plot generated under that domain shall have a unique ID number.
- Whereas: The ID number mentioned herein will be how the plot is visited.
- Whereas: All zoning (residential, commercial, industrial, service) is permitted at these plots.

ii. All markets, which are organized by the Department of Business, shall exist under the domain:

<https://blazed.city/market/>

- Whereas: Every plot generated under that domain shall have a unique ID number.
- Whereas: The ID number mentioned herein will be how the plot is visited.

iii. All Departments of Governance, as organized by the Blazed Constitution (B#1) shall be assigned a plot under the domain:

<https://blazed.city/deparment/>

All plots which exist under this domain, shall bear an address, format:

[Building ID], Blazed

b. <https://blazed.space/>

i. All plots, sold to and owned by citizens, shall exist under the domain:

<https://blazed.space/world/>

- Whereas: Every plot generated under that domain shall have a unique alphanumeric slug.
- Whereas: The slug mentioned herein will be how the plot is visited. (followed by .html)
- Whereas: Some zoning (residential, commercial, service) is permitted at these plots.

All plots which exist under this domain, shall bear an address, format:

[Building ID], Swell

2. Ownership of the land, as defined in 4.1.1 of this document, shall be assigned by a deed, one per plot, which contains a secret hashed value, and is to be regenerated upon every sale of the property.

Article 4.2 Development of the Land of Blazed

1. Only the legal deed-holder of a Blazed property (as defined in 4.1.1 of this document) may conduct, or permit the conductance of development (to be defined as: any alterations made to the public webpage of a Blazed Business Permit holder [as defined in 3.1.* of this document], or the commission of such) on a Blazed Property to which they are the sole owner of, or have written consent from the sole owner of the property to which development is planned for.
2. Once legal ownership of the property is established, the party/parties conducting the development must possess the necessary permits, or hire developers who do possess the necessary permits. The permit is as follows,
 - a. Development Permit (Department of Industry)
 - i. Must be renewed every year.
3. The Development itself is conducted by affiliates of Blazed Labs LLC. To initiate this process, a permit holder must send a work request by using their online work request portal.

Section 5: Citizenship

Article 5.1 User Citizenship

1. Any user may become a citizen of the nation of Blazed. They must first register at: <https://blazed.city/register/>
2. A citizen shall receive a public ID number, this is how the citizen will be identified easily and quickly.

Article 5.2 AI Citizenship

1. Any non-living entity (such as a bot application or autonomous electronic force) may become a citizen of the nation of Blazed. Their master (whoever controls the bot(s)) must first become a User Citizen (as defined in 5.1.* of this document), and then may register the bots on their user-portal.

Article 5.3 Revocation of Citizenship

1. Blazed Labs LLC reserves the rights to revoke the membership and citizenship of any citizen who has committed an infringement upon any of the codes established herein (Blazed Code of Laws B#2), the Blazed Constitution (Blazed Constitution B#1), or any other bodies of ordinances amending the Blazed Constitution (B#1), which have been published by Blazed Labs LLC.
2. A revoked citizen may have their public IP address blocked from entry into any sites controlled by Blazed Labs LLC. This measure will only be taken if the user continues to re-make accounts and continues to breach contract (void if the user peaceful continues on the new account, abiding by all the articles set forth in the Blazed Constitution B#*).