

*** YOU MUST CONTACT THE SELLERS AND SET UP YOUR PAYPAL SUBSCRIPTION BEFORE BUYING THIS LAND. IF THE SUBSCRIPTION IS NOT SET UP WITHIN 24 HOURS OF PURCHASE, THEN IT WILL BE RECLAIMED ***

Welcome to the Nevia Archipelago!

PLEASE READ THIS!! I know it's long, but it's important!! There are many details in here which you really need to be aware of!

Nevia Archipelago consists of the island sims of Nevia, Beylix, and Paquin. These sims feature mixed-use islands geared toward quiet living and quality business. Each of the parcels in the Nevia Archipelago are 1/8th of a region in size (8192 square meters), including land-mass and water. (Beylix is pronounced "BAY-lix" and Paquin is pronounced "pa-KEEN".)

Note that are willing combine islands into larger parcels if you would like a larger island. Please contact us for pricing.

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~*~*~*~*~ ESTATE MANAGER CONTACTS ~*~*~*~*~

Your estate managers live and work on Nevia and are available most of the time. Although they all live in USA, we have a few insomniacs on staff so you can usually reach someone! Even when we are not in-world, many of us are online most of time and will see your IM via our email. Please feel free to IM one of us if you have any questions or concerns. The estate managers are:

- * Katie Welles & Davie Zinner
- * Don Jano & Tawny Houston

~*~*~*~*~ PRIMS ~*~*~*~*~

SL's standard prim allotment for a 1/8 parcel is 1872 prims. Each parcel on Nevia and Beylix is allowed 1872 prims.

Paquin is a "bonus-prim" region. Each parcel on Paquin is allowed 2047 prims (about 9% above standard).

IMPORTANT: In order to preserve the navigability of the archipelago, each resident must reserve 32 prims in their allotment to allow for boats or other vehicles that may enter their perimeter.

~*~*~*~*~ PRICING ~*~*~*~*~

Buying a parcel in Nevia Archipelago includes free terraforming assistance to help you customize the terrain to your liking, as well as free trees and other "welcome gifts." Let us know what you need to get started and we'll see if we have something to meet your needs. :-)

IMPORTANT: Because you pay tier to a private estate instead of Linden Lab, you do NOT need to be a Premium Member of SL to own land here.

For all parcels in Nevia Archipelago, you buy it with an upfront payment, then you pay a monthly tier. Prices are shown here in US dollars. If you would prefer to pay in Linden-dollars, please contact us and we'd be happy to arrange that. The prices depend on which sim you are interested in:

STANDARD-PRIM ISLANDS: Nevia and Beylix are "Standard-Prim" islands. The upfront price is \$198 USD to buy the land, plus a monthly tier payment of \$49 USD.

BONUS-PRIM ISLANDS: Paquin is a "Bonus-Prim" island - with a prim allotment that is about 9% higher than standard. The upfront price is \$229 USD to buy the land, plus a monthly tier payment of \$56 USD.

~*~*~*~*~ HOW TO BUY AND SELL ~*~*~*~*~

PAYMENT METHODS: Our strong preference is that all payments are made in USD via PayPal. To do this, you go to www.paypal.com, give them information about your bank account OR a credit card, then you can make payments. PayPal identifies people by email address. The person that you make your payments to is Katie@inkwelle.com. If you prefer to pay the initial upfront payment in Linden dollars (L\$), then please contact Katie Welles for more information. HOWEVER even if you pay the initial purchase price in L\$ or some other method, we currently require that tier payments be made via PayPal.

PURCHASE PRICE: The upfront payment does NOT include the first month of tier. After you pay for the parcel, you need to go onto the next step and set up your Tier subscription. Contact the Estate Managers right before or after you pay and they will transfer the ownership of the island to you. One of them can meet you at your island and help explain the process if you like.

TIER PAYMENTS: The tier payment is administered using a PayPal "subscription" which is a way to set up automatic monthly payments that are billed until you cancel the account. To set it up, go to www.inkwelle.com/islands and look for the link on the right side for "Tier Subscriptions." IMPORTANT: You must have a PayPal account set up BEFORE setting up the subscription. IF THE SUBSCRIPTION IS NOT SET UP WITHIN 48 HOURS OF PURCHASE, THEN THE LAND WILL BE RECLAIMED AND YOU WILL RECEIVE A REFUNDED MINUS A 3% FEE!!!

SELLING: You may sell your island if you decide to move. Please notify the estate managers of your intention as we may be willing to "buy back" your island for up to 100% of your upfront cost. Note that the person you sell your island to must agree to abide by this covenant and must set up a PayPal subscription to pay the tier fee. The "may be sold" flag is left OFF on these islands only to prevent accidents and problems caused by "bots." When you want to sell, please let us know and we will enable that feature for you.

~*~*~*~*~ GROWTH PLANS ~*~*~*~*~

Nevia Archipelago is a growing community. Please do NOT assume that if you have a wide open ocean view that it will always be that way. A poster showing the complete growth plan of the estate is posted in the lighthouse on Nevia for your reference.

~*~*~*~*~ OWNERSHIP CONDITIONS ~*~*~*~*~

This land is NOT operated by Linden Lab but by the Nevia InkWelle group. If you take possession of it, you enter into a binding contract with the Nevia InkWelle group, in which you agree to two things:

- (1) Pay a monthly fee in USD to Nevia InkWelle group through the PayPal payment system.
The first monthly fee is due at the time of purchase and will be due on the same date on following months.
- (2) Accept and comply to the Covenant as described below.

IMPORTANT

IF YOU DON'T HAVE A PAYPAL ACCOUNT
PLEASE DON'T TAKE POSSESSION OF THE LAND!

Failure to comply with either the obligation for regular payments or the rules set down in the Covenant can lead to the termination of your contract. Please see the "Consequences" Section of this document for more information. Nevia InkWelle group reserves the right to refuse to rent, lease, or sell land to anyone.

~*~*~*~*~ APPLICABILITY ~*~*~*~*~

The Covenant is applicable to all sims that are administered by the Nevia InkWelle group which are sold, leased, or rented as individual parcels.

~*~*~*~*~ CONSEQUENCES ~*~*~*~*~

The Ownership Conditions and Covenant constitute a contract between you and Nevia InkWelle group, and you agree to it by becoming a resident on a private sim owned by Nevia InkWelle group. Breaking these rules or the TOS of Second Life constitutes a breach of contract, although we will usually issue a warning or a polite reminder the first time. Upon a second violation, we will terminate the contract. Note that certain violations such as violent attacks or a serious breach of the Second Life TOS will result in termination of contract without warning. A breach of contract would not be declared lightly. In this case we will refund your initial payment price minus 3%, return your objects, and reclaim the island. There will be no refunds of the monthly fees.

~*~*~*~*~ COVENANT FOR ALL NEVIA ARCHIPELAGO ISLANDS ~*~*~*~*~

Part of what makes living in the Nevia Archipelago preferable to living on the mainland is that it is zoned. Everyone who lives here has agreed to abide by rules that were set up to make it a pleasant place for people to live and to have their quiet businesses. With these rules in place, you can be assured that the land will remain beautiful, realistically landscaped, free of excessive lag, and a hospitable neighborhood for your home or quiet store.

Rather than a huge list of rules, this covenant is mostly common sense plus some guidelines for keeping the area beautiful. Please contact an estate manager if you have questions.

Note: Exceptions are often easy to make, especially for special occasions, such as a party or other special event. Please just keep the estate managers informed. Thanks!

Here is an overview of the main rules - more details follow this list:

1. Don't run a banned business. The island is an excellent atmosphere for quiet businesses such as quality shops or professional services (photographers, counselors, etc). Clubs, casinos, and certain other types of "loud" businesses are banned.
2. No Ban Lines and Stay Navigable! The use of blanket bans are not allowed - which means the entire sim can be flown over without encountering red "ban" lines.
3. Be careful with lag. Keep track of the lag that your scripts and objects may cause. You can monitor overall sim performance at www.inkwelle.com/lagreport.
4. Landscape or terraform mindfully. Make your island into what you want, but keep the overall look and style of the island the same as when you bought it. Custom terraforming help is available free of charge when you first buy your island.
5. Build a nice house or store. If you build, do so in a way that it is attractive, realistic, and fits in with the style of the island.
6. Preserve the view. Keep the height of your buildings and fences, etc. at a reasonable height so that your neighbor's view is not impacted or obstructed.
7. Be a good business neighbor. The Nevia Archipelago is populated with shopkeepers and residents. If we all promote and share the traffic - we all benefit.
8. Be neighborly! We all live in this SL world together - let's be friendly about it.

And now for the details of each of these rules:

1. DON'T RUN A BANNED BUSINESS.

The island is an excellent atmosphere for quiet businesses such as professional services (photographers, counselors, etc) and quality shops. Clubs, casinos, and certain other types of "loud" businesses are banned. Following is a list of business types that are banned:

- * Dance or sex clubs
- * Malls with more than 5 shops.
- * Casinos
- * Any Sling or other *ingo gaming, slots, prize chairs, money-trees, etc.
- * Camping or "Zombie" stations

Rather than list the myriad variations on the above, we'll just say that businesses that are like any of these in the above list are banned. Whether you call it a "prize chair" or a "lucky chair" - it's still the same concept and it is banned.

These businesses and activities are welcome in many areas on the mainland, but not on any of the islands in Nevia Archipelago. In fact, it is from the presence of businesses such as these that many SL residents are seeking to escape!

That said, we respect your privacy and your right to play as you like on your property. You and your partner dancing in your yard is not the same thing as a "dance club," and a quiet, tasteful escort bringing a client to her island home to enjoy explicit pose balls is not the same thing as a "sex club."

2. NO BAN LINES AND STAY NAVIGABLE!

When you set your land to ban those who are not on an access list, it causes unsightly red "Ban lines" to appear for everyone who is not on your list. It also prevents people from harmlessly flying over your land. To keep the islands free of Ban Lines and to make it easy for people to enjoy a scenic flight, use of this SL feature is prohibited. Note: you may use the "ban list" to ban specific people. But you may not use the "access list" to ban all except for specific people.

You may use "Security Devices" to keep unwanted visitors off your land. Please set the protection perimeter so that it does not interfere with people sailing between islands or with people who are harmlessly flying over your island. Also please set your system so that it warns a person and gives them an opportunity to step outside of your perimeter before being ejected. (If you have problems with grievers abusing your system or otherwise harassing you, please let the estate managers know.)

In order to preserve the ability to sail in the archipelago, please make sure that when you terraform that an ample waterway is preserved. Another part of staying navigable is to keep the waterways open so people can sail around the islands. This means that at least 32 prims in your prim allotment must be reserved for this purpose.

3. BE CAREFUL WITH LAG.

Please be mindful of the contributions to lag that your scripts and objects may cause. Some items that are notorious offenders are those with particle generators, temporary object generators, physics-enabled objects (including weapons and vehicles), high-prim scripted objects and attachments, unnecessarily high-res textures, and inefficient scripts. We are NOT saying that these items are banned, but that your use of them should be kept to a reasonable level.

Note that the movement of "flexi" prims, and streaming audio and video generally do not cause lag.

If a script or object you own causes a disproportionate amount of lag to the area, an estate manager will contact you and work with you to find a way to reduce the impact or to determine a replacement. Your cooperation will be expected.

Some good rules of thumb:

* Keep the number of guests on your parcel in proportion to the parcels size! What does this mean? For example: If you don't own half the sim, don't throw parties with more than 20 guests regularly.

* Try to minimize use of high-resolution textures on your parcel when they can be seen outside your building.

4. LANDSCAPE OR TERRAFORM MINDFULLY.

Make your island into what you want, but keep the overall look and style of the island the same as when you bought it. In general - keep the land such that if someone was flying by they would think, "My, what a nice area!" To preserve this, we have set up the following rules:

-- Landscaping:

* Every parcel on the island must contain some trees and plants! You may delete the ones we planted and replace them with your own. You do not have to create a forest! :-) But please put something green around your house or store.

* Please preserve the general character of the sim. If you place your own vegetation on the land, please use realistic-looking plants. The beauty of Nevia Archipelago is the attention toward quality. Bright red and purple "abstract" trees with blinking smiley-faces might look cool -- but they would be an eyesore in the natural beauty of these islands!

-- Terraforming:

* You can terraform the land, but please don't change the general style of it. We put a lot of effort into creating a natural-looking environment. Please do not turn your island into a flat block or raise a huge steep mountain in the middle with a perfectly flat tabletop on it. (It does not matter how the land looks below your builds of course.) In general - please consider how things will look to your neighbors.

* Keep the land looking natural. Islands should have irregular curves and not be too rectangular. Don't raise or lower the land so far that a sharp edge (stair step) is created at the border of the land between your and your neighbors property. Please use the "smooth" tool and go for gentle, gradual curves and slopes.

* Don't block rivers or other waterways with terraforming, prims, plants, or anything. There should always be some way for sailors to cross your parcel - meaning there should always be at least 5 meters of water around your land inside your border, making a 10-meter wide waterway between land masses.

* Unlike the mainland, you have a LOT of flexibility with terraforming on a private estate. Feel free to make caves, a dungeon, a pool, a hillside grotto, or whatever. Have fun -- just please stay mindful of preserving the view.

5. BUILD A NICE HOUSE OR STORE -and-

6. PRESERVE THE VIEW.

Some Nevia Archipelago properties come with a building which you are free to use or not. If you choose to build yourself, please do so in a way that it is attractive, realistic, and fits in with the style of the island. A good rule of thumb is to create your building such that it would be for the most part possible in RL. To support that rule and in addition to it:

-- Buildings:

* No skyscrapers or parcel-filling boxes. This is a quiet mixed-use area in the islands - not a busy downtown city!

* Keep to the style of the area: Stately, conservative, attractive, functional - not wild, loud, blinking, bright. For textures and colors: to each his own taste, but within reason. Color is fine, but not Day-Glo or neon. This is not the Vegas Strip!

* Flying houses (skyboxes) and other large structures in the sky are fine, but are only allowed above 250m and must be completely within your border.

* No castles or other "fantasy" buildings. These can be great types of buildings, but they do not fit in with the style of the area. If you have a fantasy building that you think does fit in, please contact an estate manager and we'll take a look and determine if an exception can be made. Examples of fantasy buildings that might be allowed are lighthouses or some tree-houses.

* Don't build directly on the border of your property. Keep a distance that is in proportion with the height of your build. For example, if you build a dock or a sun-bathing platform that is nearly at water level, this can be at the edge of your property as long as it does not impede boating traffic.

But your home, which will likely be 7 meters high or more, should not be right at the edge of your property. A good general rule of thumb is that the distance from the border should be about the same as the height of the building. So a house that is 10 meters tall should be at least 10 meters from the edge of your land.

If you absolutely NEED to build nearer to the border, please work this out with your neighbor first. Perhaps if you agree to put additional plants or a privacy screen between the wall and border, this might make it acceptable to your neighbor. But keep in mind that the next owner of your neighbor's land might not agree! If this happens, you would have to change the building to fit the "general rule of thumb" stated above.

-- Views:

* Don't build exceptionally tall structures - including buildings, platforms, fences, signs, etc. See the discussion above about building close to borders for more information about building height.

* No rotating, animated, "full bright" or "light source" signs.

* Be mindful of the stuff you keep in your yard. Please keep the multi-colored dance floors and other bright, eye-catching items inside your home or otherwise out of view.

7. BE A GOOD BUSINESS NEIGHBOR -and-

8. BE NEIGHBORLY!

We all live and work in this SL world together - let's be friendly about it.

Some residents of Nevia Archipelago islands are shopkeepers and businesspeople. As a group of businesses, we all benefit from the success of the other businesses in the area. As such, cooperating with each other is in everybody's best interest.

* Run an ethical SL business that your neighbors would be happy to refer their customers to.

* Respect each others privacy.

* No grieving or harassing. I know it shouldn't have to be said...

* Keep it clean -1: Even though this is a mature area, please be respectful of others.

* Keep it clean -2: Sometimes people will leave junk on other people's land. Please take a look from time to time and remove the litter. Also, if you are in the middle of a complicated build, consider building it on a platform above 250 meters so as to keep your land looking beautiful.

~*~*~*~*~ ACTS OF GOD OR LINDENS ~*~*~*~*~

Nevia InkWelle and the estate managers are not responsible for any losses, damages, or lack of service caused by any and all actions of Linden Lab or their associated systems. This includes power outages, server problems, or other problems that might affect Linden Lab and therefore Second Life.

~*~*~*~*~ CONFLICT RESOLUTION ~*~*~*~*~

Please note, that we can not do anything in the case of neighborly disagreements unless there is a clear violation of the Covenant or a violation of the TOS. Nevia InkWelle cannot act as a mediator.

~*~*~*~*~ TERMINATION OF CONTRACT ~*~*~*~*~

You can terminate your residency at any time, although we'd love to get as much notice as possible! If you plan to sell the island, you must continue to pay the monthly tier payment until it sells. If you cancel your subscription payments without first contacting someone in the Nevia InkWelle group, then we will assume you have abandoned your land and take over ownership, although we will wait at least three days and will make every attempt to contact you first.