

Imperial Civil Code

AKA:

Code: Osiris ®

United Egyptian Imperial-Republic

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Em Ma'axeru Shen

- For the Provinces

Preamble:

“WE the Citizens of Victory, in honor and grace we strive, spread civilization wherever we go forth, never faltering, never frustrated; in honor of our Forebears we strike the dust with our merit, gather up the seed of life and plant it anew... And glory be to our Creator, the unevolved genetic engineer of our life, whom endowed us with free speech, movement of our bodies, and an intelligence to comprehend it. Unto the free peoples of this universe, to those who are suffering we save, unto the last of the unknown, we go forth – in victory forever.”

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Introduction:

All united peoples of the universe in whom we have given this trust, whether united by conquest, trade, alliance, or friendship; they are the product of our intellect. And to them this code is designed.

Article I: Forms of Imperial Government of UEIR:

Sub-Article A) Consulate

The Consulate is the magistrate of the Imperial Guard, both police and military combined, whom protect the citizens and plebeians alike, from all inherent dangers, foreign or domestic.

Sub-Article B) Imperium

The Imperium is the “Inner Circle” or Presiding Cabinet. The Imperium delegates power from the Imperial Senate and gives it to the Central Government, in whom directs or governs the people – establishing trade, collecting/spending taxes, maintenance of infrastructure, energy, security, entertainment, health, education, protection, popular science research, industry, agriculture, and other branches.

Sub-Article C) Imperial Senate

The Imperial Senate is comprised of every governing Monarch, President, Consul, Sultan, or Sovereign ruler as a governing or advisory body. Its purpose is to ensure the correct usage of power in government, to prevent moral corruption (non-religious), to ensure ethical treatment of prisoners of war and plebes, to advise on political and social issues, and to discuss the direction of the administration in general.

Sub-Article D) **Sultanate**

The Sultanate is chiefly a foreign affairs department. It was thought that foreign dignitaries feel more 'at home' with a Sultan than a Bureaucrat for communication purposes, replacing the office worker image with a royal personage. All UEIR Sultans do not function as they would in Islamic countries; while they do maintain the image of a Sovereign and have its amenities, they are not affiliated with Muslim nations or extremists of the faith.

Sub-Article E) **Technocracy**

The Technocracy is primarily a form of local governing body represented by scientists, engineers, and inventors for the purpose of increasing scientific and technological output per Nome.

Sub-Article F) **Nomarch**

A Nomarch is a form of Governor in Ancient Egyptian government. A Nome being the county ruled by this Governor; there were 42+ Nomes in Egypt. Each Nomarch is also a Judge of the Imperial Court.

Sub-Article G) **Imperial Court**

The Imperial Court is similar to the USA Supreme Court. The Imperial Court answers to the Imperium and the Consulate, just as it does in Duat Magnus. All judges serve 10-year shifts, and may retire whenever they choose.

Sub-Article H) **Pharaoh**

Each Pharaoh (especially SEPONAL) may rule any sovereign nation, either annexed or conquered by the UEIR. Each Pharaoh is

Given a Vizier, a Treasurer, a Chief of Police, and a board of directors (Micro-Senate) for the fulfillment of his/her duties. The Imperium may influence the Pharaoh, and Consuls may take orders from Pharaoh. Pharaohs may be either gender (Horus __ or Isis __). SEPONAL is the Pharaoh in charge of Counter Intelligence for provincial territories, and may choose to rule as a separate office (like Consul or Nomarch). Pharaohs are also Chief Judge of any governed region, and may work for the Imperium.

Article II: **Imperial Revenue of UEIR:**

Plebeian rate: 15% of taxable income

Citizen rate: 10% of taxable income

Industry rate: 5% of taxable income (Sales Tax)

Pharaohs/Government rate: 0% of taxable income

(We don't overtax by taxing ourselves)

Taxes are paid 2 times a year (every 2 seasons), once in Spring and once at Winter (equinox / solstice). Taxable income is anything above the established "Poverty Level" or \$20,000 US\$ annual. Tax audits are lenient towards procrastinators. Taxes pay for government services. Those not paying taxes do not receive government services UNLESS they are exempt. Exemptions may include: military veterans, mentally or physically disabled, elders/children, Egyptian priests, Government entities, foreign diplomats living in UEIR, intelligence officers of UEIR or CIA, and those specially designated. All taxes are held and counted for one month prior to being spent, unless urgent. All counted taxes are sorted and the remainder is placed in a Government savings account (Granary) to be used at a later date for next year's economic shortfall or projects. If too much is saved and the economy is soaring, the funding may be used for entertainment, added research or monument construction. Plebeian taxes may be paid in local currency or metals; citizen taxes may be paid in UEIR currency or in annexed nation currency / local currency. Government employees may be allowed a separate occupation second to UEIR Government. Sales Tax is paid for all publicly sold products (marketplaces, shopping malls, business, or vendors). Sales Tax revenue goes directly to help maintain infrastructure (roads, water, electricity, plumbing, sanitation, farms, ranches, traffic, etc.).

Article III: **Health Care in UEIR**

Ordinary healing via Lapis Elixir / energy therapy may work for some people, but most rely on researched medicine and proven therapies. UEIR doctors are protected from ‘frivolous lawsuits’ or forms of extortion for the intended purpose of increasing prices for research and drug costs. All generic drugs must pass careful screenings for DNA/RNA conflicts prior to public consumption. Brand name drugs must be screened for quality not price. Doctors must be screened against possible instances of medical corruption, misdiagnosis, or ‘quick study’ issues prior to practicing medicine in UEIR. Nurses may alternate in quarterly shifts every month to lessen stress at each aspect of hospital life. Overtime work will be considered for promotions. Hospital staff rewards ethical merit every month. Biologists & Chemists should be employed to supervise in Pharmacology and procurements of drugs to hospitals. All medical technology must have at least 2 levels of difficulty – Safe or Easy, and Moderate or complex. Safe leveled technology must be employed in Emergency Rooms with Moderate technology in recovery rooms or storage facilities. First Aid kits must be readily available at all hospital or clinical entrances. Those at Poverty level (or exempt) should have Free Health Care! Doctors that misdiagnose people with mental or physical illness should have their salary lowered (for one year per incident). Forcing people to take an ambulance when they cannot afford to should be restricted, or free of charge. Medical opinions should be researched, not applied without further inquiry.

Article IV: **Education in UEIR:**

Public education may be supplemented by monthly lotteries sponsored by Museums, State contests / Casinos, magazine sales, fund raising, and surplus farming.

Private education may omit latent scientific knowledge if theories do not conform to Egyptian religion (which is scientific in nature).

Pre-School is encouraged, K – 10 is mandatory. College is optional. College grants may be given by private organizations working with the Government. (See State Budget – UEIR).

Article V: **Military Service** (IG):

The Imperial Guard will accept any person of quality, strength, endurance, and integrity for enlistment; at adulthood through age 40. Training may include the following subjects: Martial Arts (defensive, offensive, missile & meditation), Medicine, Sciences, Conditioning, Protection, Strategy/Tactics, Mechanics, Survival skills, & Psychic Warfare.

Auxiliaries / Mercenaries will be paid in metals and Plebeian benefits. They may be hired among recently annexed nations, and must be properly screened / duped to work for UEIR.

Military service is not required of Citizens. Plebeians may enlist on a voluntary basis. Soldiers are paid as much as civil service officers (i.e. police) while in office (not less). Deceased Imperial Guard officers may join the Angelic Imperial Guard in Duat.

Article VI: **Theocrats in UEIR** (Priesthood):

All Egyptian Priests are paid by a separate fund from the Imperium. This may range from 7% to 30% of saved revenue. Permanent Priests are paid higher than temporary Priests. Temples may be endowed by offerings made by worshippers, and private organizations or companies. Each deity may have its own Temple, with a private apartment for leisure; and if the deity chooses to manifest itself (incarnate) then this apartment will be issued offerings directly. Offerings may include: clothing, sustenance, treasure, entertainment, and research materials. Each Temple will have its own bank account. The Priesthood will support the connection between the deity and the people. They may also act as advisors and as healers.

Article VII: **UEIR Budget for Iapana Province**, East Pacific Rim ©2005:

Consul of Iapana (2) = \$340,000+ US\$ per annum.

Consulate (1) = \$3M+ US\$ per annum.

Imperium (1) = \$10M+ US\$ per annum.

Imperial Senator of Iapana (2) = \$400,000+ US\$ per annum.

Sultan of Iapana (*Al-Nigm*) (1) = \$440,000+ US\$ per annum.

Sultana of Iapana (1) = \$250,000 US\$ per annum.

Technocrats (9) = \$170,000 US\$ per annum.
Nomarchs (3) = \$240,000 US\$ per annum, per Nomarch.
Imperial Court Judge (10) = \$140,000 US\$ per annum.
Pharaoh (3) = \$4.5 Million US\$ per annum.
SEPONAL (1) = \$4.0 Million US\$ per annum.
Vizier of Iapana (2) = \$333,000 US\$ per annum.
Treasurer of Iapana (2) = \$313,000 US\$ per annum.
Micro-Senate for Pharaohs (1) = \$3M per annum.
Board of Directors for Pharaohs (1) = \$3M per annum.
Imperator Caesar of Iapana (IG) (1) = \$2.3M per annum.

Sub-Total for employees: = \$45,286,000 US\$ per annum.

Theocrats = [Separate from Budget] \$140M US\$ per annum.

[High ranking Priests = \$200,000+ US\$ per annum]

Temples of the Neteru = \$10M+ US\$ per annum.

Health Care: \$500M per annum per Province (Iapana).

Education: \$400M per annum per Province (Iapana).

Infrastructure: \$100M per annum per Province (Iapana).

Military (IG): \$150M per annum per Province (Iapana).

Entertainment: \$200M per annum per Province (Iapana).

Saved Revenue: \$300M per annum per Province (Iapana).

Foreign Aid is derived from Vassalage **Tribute** (recently annexed nations)

Tribute may vary from a set amount to a percentage %. Foreign Aid may range from \$1M to \$10+M depending on Tributary revenue, per nation or group; Foreign Aid is given in return for favors / cooperation with UEIR.

Extra: \$280,714,000. US\$. = = **\$2Billion US\$, Budget 2005, + add-ons:**

Add-ons: (\$8 Billion US\$), for a TOTAL of \$10 Billion US\$ per year.

1. \$4 Billion for Citizen Welfare/Dole.
2. \$100 Million for Iapana Senate Library & Research Laboratory.
3. \$100 Million for Agriculture, Ranches, Ports, Royal Gardens, etc.
4. \$150 Million for Space Industries, technology, arts & sciences.
5. \$100 Million for Security, intelligence gathering, & counter intelligence.
6. \$50 Million for Transportation, airplanes/helicopters, airports.
7. \$500 Million for Energy (fuel/solar/wind/ocean).

8. \$400 Million for State museums, Archaeology, libraries, school libraries, computer café shops, Internet expenses, cultural centers, Guilds, Orders of Knighthood, Veteran programs, etc.
9. \$100 Million for homeless shelters, alms tax, charities, animal shelters.
10. \$100 Million for after-school Programs, exercise programs, humanities, language programs, reproduction education, seniors' programs, etc.
11. \$150 Million for Recycling Programs/Centers.
12. \$50 Million for Cosmetics industries, Royal textiles, Amulet production, Bead-making industries, preservation technology, & lumber mills/etc.
13. \$200 Million for Royal Necropolis / Cemeteries.
14. \$150 Million for College Grants, student loans, business grants, scholarships, & other forms of monetary grants.
15. \$50 Million for Royal Servants & expenses.
16. \$500 Million for Provincial funding (Iapana).
17. \$100 Million for tax-exemption reinforcement.
18. \$100 Million for civil servant pensions.
19. \$100 Million for debt reductions (if applicable).
20. \$200 Million for body armor, new vehicles, armor research or technology, missile technology, water treatment programs.
21. \$100 Million for General Defense issues, programs, etc.
22. \$200 Million for real estate acquisition (land, buildings, property).
23. \$100 Million for Textiles (cotton, linen, synthetics, & silk).
24. \$100 Million for precious metals reserve (gold, titanium, silver, etc.).
25. \$100 Million for Granaries storage & genetic-modified food.
26. \$100 Million for Law Enforcement, judges, State lawyers, firemen, nurses, architects, utility workers, geologists, chemists, engineers, etc.
27. \$40 Million for State Bureaucracy, Scribes, merchants, accountants, etc.
28. \$10 Million for Counter-terrorism programs & general maintenance.
29. \$25 Million for Mental Health programs.
30. \$10 Million for the mentally or physically handicapped (programs).
31. \$5 Million for Postal Security.
32. \$5 Million for Sanitation & general cleanliness.
33. \$2.5 Million for Bail bonds.
34. \$2.5 Million for other special interests (groups).

Article VIII: General Legislation (laws):

There are **2 Codes** for this – **Civil Code and Criminal Code**. The Civil Code is for **minor** actions while the Criminal Code is for **major** actions. A minor action may include: minor theft, assault, vulgarity, collision, arson,

harassment, vandalism, eavesdropping, or trespassing. A major action may include: armed robbery, murder, hate crimes, destruction of property, identity theft, endangering life, or terrorism.

Civil Code punishment:

1. 1st Offense: small fine (\$10 - \$1000).
2. 2nd Offense: medium fine (\$100 - \$40,000)
3. 3rd Offense: Forced labor – 1 month.
4. 4th Offense: Forced labor 1-3 months + medium fine.
5. 5th Offense: Flogging – up to 5 minutes.

Criminal Code punishment:

1. 1st Offense: medium fine (\$100 - \$40,000)
2. 2nd Offense: heavy fine (\$1000 - \$4M)
3. 3rd Offense: Forced labor 2-4 months
4. 4th Offense: Flogging – 5 minutes.
5. 5th Offense: Island Exile – 40 days.
6. 6th Offense: Mental Torture – 1 day.
7. 7th Offense: Island Exile – 1 month to 1 year.
8. 8th Offense: heavy fine + forced labor (1 year) + flogging (10 minutes)
9. 9th Offense: Imprisonment in a sand trap in Egypt (1 week to 2 years)
10. 10th Offense: Permanent Exile or Execution.

Law Code as follows: The following actions are Illegal:

1. All forms of stealing.
2. Most forms of killing.
3. All forms of dishonesty.
4. All sexual crimes.
5. Most crimes against a deity or non-human.
6. Most crimes against property, intellectual or physical.
7. Most crimes that use negative emotions (fear, sadness, or anger).
8. Crimes against the UEIR or Duat.
9. Crimes against fellow Citizens.
10. Immoral or unethical actions.

The UEIR will determine the types of illegal actions that are valid in a Court of Ma'at. For instance, "Abortion" is a type of killing that can be legal in

some respects (to protect the mother during childbirth, in case of incest or rape, and to prevent illnesses in children). Immoral or unethical actions in UEIR do not conform from religion, but what the religion may recommend.

Severity of each crime depends on circumstance and intensity of action. Lower severity is a civil action, while higher severity is a criminal action. Mental Torture is not lethal in UEIR, and is only reserved for punishment not interrogation; it may involve drugs and images.

Article IX: Citizenship:

A UEIR Citizen must be registered in Duat or appointed by a legal Pharaoh of UEIR, or the Imperium. Citizenship involves having shared a life with the Ancient Pharaonic Egyptians prior to the age of Christianity or the early Roman Empire. The secret name(s) of the Creator is usually known inherently by ALL UEIR Citizens, and will be asked for evidence. Imposters will be prosecuted. Citizens may vote, hold public office, own property, waive rights or choose Amnesty, marry other Citizens or Plebes, earn morality points or awards of merit, and other rights.

Article X: Plebeians:

A Plebe is a non-Citizen, a native of the annexed nations or any foreign nation or land. Plebes may not vote for UEIR officers, but may own property and marry Plebes and Citizens (if asked). Plebes may work for a company and are listed as “undocumented immigrants” in USA.

Article XI: Honorary Knighthood:

Any member of UEIR or Imperial Government may knight a Plebe or Citizen to the various Orders of Chivalry / Knighthood available in UEIR or Feudal Imperial nations. One needs a ceremony involving a wand, scepter, or sword tapping the shoulders while speaking an oath of loyalty to the Crown. This may include the sprinkling of sacred water or oil on the recipient. Once knighted, the individual is ordained by the State as an ideal member of virtuous conduct, and is expected to follow through. Added State benefits may be included, among which involves land or property grants (2+ acres for housing or agriculture), or a vehicle of one’s choosing.

A Knight may have their name(s) engraved on a Cartouche (jewelry) for the occasion.

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Article XII: **Currency:**

UEIR Currency is based on virtuous conduct, vassalage profits, products or metals, and effects of Divine Energy (Lapis Elixir) on the populace.

Virtuous Currency (morality points) is based on individual merit or social achievements. If a person is of good moral character (outside of religion) or performs positive actions, then the currency value increases; each currency is judged based on the shareholder of the unit being exchanged, or on individual based currency (with permission of the government).

Vassal Currency is based on the annexed nation's assets or currency, such as the American Dollar, Canadian Dollar, Mexican New Peso, or Russian Ruble.

Commodity Currency is based on the value of a product, either promoted by the UEIR or advertised via UEIR / Vassal States (i.e. USA), or on the set value of a weighted metal (gold, platinum, titanium, silver, steel, copper). If using metals, each unit / coin will be either a full ounce or a fractional amount, in real value not set value (by government); as in bullion. If as a product of a UEIR Citizen, the amount is set by that Citizen or the UEIR. Examples: books, compact discs, music, textiles, beads, leather, etc. Values may range from \$1 to \$50k or whatever amount is redeemable.

Divine Currency is based on the effects of Lapis Elixir energy, either directed mentally or summoned by an entity of this element. Positive effects include: healing illness, influencing NYSE / NASDAQ, fulfilling requests, or weather / elemental events (influenced storms, quakes, plagues, etc.). Every positive reaction increases its value.

On Over-valued Currency – only the Imperium and Pharaoh can over value a set amount on currency, for purposes of stabilizing the economy or winning back profits during an economic declination.

Article XIII: **On Ratification of Legal Codes:**

The **Imperial Senate** must approve all UEIR Law Codes within one year or they will be repealed, or replaced. Previous Law Codes include: Plebeian Law Code, Code Caesar, Code Alexander, Star Codex, Code Marcaesar, and Nomarch Codes (i.e. Kingdom of Horus/Ra/Osiris/Ptah).

Article XIV: **Diplomatic Immunity of UEIR Officers in Vassals:**

While in the performance of their duty, all UEIR officers residing in Vassal States or abroad are protected by universal treaties, International or United Nations laws, and the laws of annexed nations with regard to **Diplomatic Immunity** (they cannot be arrested or detained without retaliation by the Imperial Guard). *All arrests of our officers of the Imperial Guard or Consulate officers, made after 1993 (Conquest of USA), are nullified and voided by Law. © Province of Iapana, UEIR, 2005. All Laws made by the USA after January 20, 1993 are voided due to the American Surrender to Lord S7 Caesar during the Presidential Inauguration (Bill Clinton) on that day, on television. Only UEIR laws may be valid in USA; American-made laws are only valid after careful study and approval by a UEIR officer (ranking above a Knight).

Foreign agents who trespass in Duat for the intentional purpose of ‘stealing information’ will be cited, or closely monitored, by the Angelic Guard. The same applies to information stolen via telepathic networks (Tele-Psi).

Article XV: **Length of Service in UEIR Government:**

Consuls may serve 10-year reigns in the Provinces; an example is Consul Premier M7 of Iapana Province (1994-2004+).

Imperium members serve between 5 to 10 years per rotation.

Senators are life members or serve from 10 to 20 years if recommended.

Sultans serve from 10 to 14 years on average.

Technocrats serve from 6 to 12 years on average.

Nomarchs rule from 5 to 15 years on average.

Imperial Judges serve from 5 to 15 years on average.

Pharaohs rule usually from 15 years to life or 35 years.

Viziers serve from 10 to 20 years on average. **Cabinet or Micro-Senate** members serve from 4 to 20 years on average. **Treasurers** serve from 6 to 12 years on average.

All members may limit their reign by their own choosing, or abdicate if requested for health or other reasons, replaced by their #2 ranked successor. Citizens elect non-appointed positions in civilized elections. During elections the candidates do not 'go to war' over positions (as in USA).

Article XVI: Separation of Belief Systems from Government:

No organization or non-government entity may impose their beliefs on the UEIR Government, its Citizens, or influence the majority of Vassal States, for the purpose of assimilation, treason, undermining the power of government or patron Deity of UEIR, or to force people into asylums based solely on the discrepancy of beliefs. This includes: organized religion, Monotheism, Psychology, Psychiatry, Theosophy, Wicca, Hinduism, Darwinism, or other notable Philosophy or Cult groups.

Article XVII: Rule of Law & Right of Edict & Confiscation:

The UEIR has the right to issue Edicts (from Imperium, Nomarch, Pharaoh / SEPNAL, or Consulates) for the maintenance of civil order and social stability, if in war or at peace. These Edicts are written communiqués or letter based missives. This may also be transmitted electronically or telepathically.

The UEIR has the right to confiscate property, items from a crime scene, funding, or information when deemed necessary in the process of work. Eminent Domain is being the American version of this right.

The Rule of Law is the Code Osiris in this respect. It should be enforced once ratified by the Imperial Senate, or at least used in part by the Vassals.

The Vassals may keep their native laws so long as they DO NOT interfere with UEIR policy or its Citizens and Government, in Duat or Earth.

Draconian Law is only implemented as a last resort during widespread defiance of government – when all laws are punishable by execution or exile. This is similar to Martial Law in USA.

Article XVIII: Rights of Citizens, Prisoners, and War Criminals:

All UEIR Citizens are entitled to a good life, protection from harm, and the necessities of living. It is the hope of this and other Codes to procure this.

Prisoners have the right to a fair and impartial trial, clean habitation, respect when deserved, right to stall a trial for evidence (bail), and for asylum.

War Criminals have the right to ask why they are arrested, to call a lawyer, and the right of clean habitation in the holding cell. If exiled, this replaces the asylum.

Article XIX: Property Rights, Inheritance, & Marriage Rights:

UEIR owned real estate is to be used for agriculture, business, housing, natural preservation (waterfalls, pastures, rivers, parks), and energy reserves. Citizens may own real estate at their own expense, unless exempted. There is no ‘property tax’ in UEIR, except for businesses or industry (see Sales Tax). Plebes may own property in native or vassal states (non-UEIR).

Inheritance may be divided among surviving relatives (50% to spouse, 25% to children or other relatives, etc.), use a Living Trust or Will, or given to a foundation or charity group if desired. There is no “inheritance tax” in UEIR.

Marriage is between 2 people, usually opposite in gender. The Priesthood governs this section of legislation. A divorced spouse may collect alimony if the other spouse is lenient on community property, or needs it for the care of relatives; or if the personal assets is higher than the divorced spouse. Property acquired after marriage (not before) is community property.

Article XX: UEIR Deity Rights:

All recognized Egyptian Deities have the following rights:

1. Protection from hostility, vandals, pirates, disrespect, injury/harm, poverty, arrest or detainment, wild animals, cameramen, or negligence.
2. An Income or Pension, bank account(s), estates, property, or businesses.
3. Clean or new clothing, sustenance, possessions / treasures, items.
4. A Temple or Palace to reside in, or to communicate in.
5. Entertainment, music, computers, computer games / software, harem girls, electricity.
6. Traditional cuisine, pure water, sanitation, servants or maids.
7. A Priesthood dedicated in their service.

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Article XXI: Animal Rights:

All animals living in UEIR occupied lands have the rights to be protected from unethical medical testing unless cloned for this purpose (not pets). They have the rights of clean food / drink (water), clothing (optional), housing, medical care, entertainment, and a loving caretaker or home.

Article XXII: Monument Preservation:

All Egyptian monuments made by UEIR Citizens (i.e. Ancient Egyptians or other regions) are protected from vandals, thieves, restricted cameramen, or tourists that decide to take pieces of monuments back home. Archaeologists must refuse to excavate discovered areas if they do not have the space to store the artifacts (i.e. re-bury them), as in museums or warehouses. Nationalized artifacts should be taxed if they cannot return to Egypt (Nefertiti Bust, Rosetta Stone, Thutmose obelisks, etc.). Conservationists should always accompany excavators to new sites. They should also prevent sunlight or salt from forming on temple / tomb walls by installing glass panels onto them, in climate controlled settings. Photographed monuments are to be taxed \$100 (or 10% of proceeds if higher) per image.

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