

**The Constitution** of the  
**Third Republic of**  
**Icenia**



## VII. Property

### (a) Definition of Property

Property in Icenia can be owned by either a player, the Government, or a state government. Property is defined as:

1. Any item that can be placed within a player's inventory
2. A reinforced structure
3. A clearly demarcated plot of land
4. A road, canal, railway, or ice road
5. **Animals intentionally placed in captivity**
6. **Non-player entities**

Property can not be modified, removed, **killed**, or destroyed by anyone but the owner of the ~~name-layer-group-or-item~~ **property** unless consent has been given or the procedures in Forfeiture of Property have been followed.