

# Plot decay and movement

## Linked plots and clan departures

If a player decides to leave a clan, the developers are working on mechanisms that will allow the remaining [clan](#) members to retain the departing member's plot of land.

## Moving plots

Currently, players can move their plots at any time but need to move all the items on the plot by carrying them from one place to another. The developers plan to provide tools to make this process easier.

## Dealing with uncooperative players

If a player claims a plot in an area populated by a clan, there is no in-game mechanism to force them to move. Players will need to negotiate with the person directly, encouraging cooperation and communication within the game environment.

## Plot decay due to inactivity

To keep the [game shards](#) feeling alive, inactive plots cannot be maintained indefinitely. If a player stops playing the game, their plot(s) will eventually be freed up for other players to occupy.

## Grace period and returning players

The developers are considering a grace period to ensure players don't lose their plots accidentally. They are also exploring options to help returning players easily rebuild their plots, so they don't have to start from scratch. The specifics of these features will be tested and refined during the Alpha test.

## Abandoned structures and resources

If a structure is truly abandoned, other players can claim the resources left behind.