

Economy & Player Shops

☐ ONE SHARED BALANCE

PlagueMC uses one shared account balance across the server economy and player shops. Earn it, spend it, and receive shop proceeds through the same wallet.

Account balance

Players begin with a modest **\$25 account balance**. Check it with `/balance` or `/bal`, pay another player with `/pay <player> <amount>`, and view leading balances with `/baltop`.

Active players can earn **\$25 for each two hours of non-AFK play**, up to **\$250 per day**. AFK time does not earn the normal payout.

Always verify the recipient and amount before paying. Staff will investigate scams and exploits, but ordinary typing mistakes are not guaranteed to be reversed.

Player shops

Player shops use the same **account balance** shown by `/balance`. Buying deducts from that balance; selling credits it.

Typical shop interaction:

- Right-click the sign to make one transaction.
- Shift-right-click the sign to transact a full stack when supported.
- Left-click the attached chest to view shop details.
- Shift-right-click the chest may cycle the display for the shop owner.

Read the sign carefully: a shop may sell to you, buy from you, barter, or combine buying and selling. Stock, your account balance, and the shop owner's available balance still matter.

Fair trading

Agree on the item, quantity, condition, enchantments, and price before exchanging. Do not exploit shop mistakes, misleading labels, broken protections, or obvious pricing errors.

One economy, one balance. `/pay`, shop purchases, shop sales, playtime rewards, and compatible server features all use the same account balance. Emerald items are ordinary items, not a separate shop wallet.

Revision #3

Created 2026-07-20 23:04:55 UTC by Admin

Updated 2026-07-21 09:06:10 UTC by Admin