

Mercus

- Symbol : 🪙
- Default balance : 500 mewros

Economy commands

- : Add-mewros - Adding mewros to a user/role (admin)
- : remove-mewros - Removing mewros of a user/role (admin)
- : give-mewros - one user giving to another
- : mewros - shows user's balance
- : leaderboard - shows leaderboard of wealthiest folks upto the user's rank

Taps

- : Weekly income -
 - 1] Role based income [HOS>closefam>personality]
- : UBI on daily basis
- : Hourly cooldown activities [work/crime/slut]
- : 'y' mewros per message in general chat

Broken Taps

- : Blackjack
- : Animal race
- : Rob
- : Slot machine

Drains

- : Monthly tax
- : Shop - tix to broken taps and games, raffles

POV of a user intended

Aim —> farm enuf mewros to buy unquest items from the shop including raffles, nfts, etc.
I've got 2 ways to do
Safe - daily + weekly + work + crime
degen - broken taps

More specifics

Taps

Incomes of each role if they check-in daily

| Role | UBI | Weekly bonuses | Total earned in a month (atleast) |
|-------------|-----|----------------|-----------------------------------|
| HOSD | 500 | 3500 (100%) | 7000 |
| HOSG | 500 | 2450 (70%) | 5950 |
| HOSS | 500 | 1750 (50%) | 5250 |
| CF | 500 | 1575 (45%) | 5075 |
| Personality | 500 | 1050 (30%) | 4550 |

WCS (4H cooldown)

| Activity | Fee | slashing chances | slashing amount (totally randomised amount from this range) | earning amount (totally randomised amount from this range) | Potential earning in a day | Net weekly earning with 100% luck |
|----------|-----|------------------|---|---|----------------------------|-----------------------------------|
| Work | 20 | 0% | 0 | 225 - 300 | 900 - 1200 | 6300 - 8400 |
| Crime | 15 | 20% | 100 - 170 | 350 - 600 | 1400 - 2400 | 9800 - 16,800 |
| Slut | 10 | 35% | 200 - 350 | 400 - 900 | 1600 - 3600 | 11,200 - 25,200 |

Messages

*15 mewros per message in general chat
media - 2 mewros*

The message should be more than 30 words

Over past 21 days, 100 messages per user
Over past 90 days, 10 messages per user

hence, average messages per user is kinda difficult for me to calculate, hence going with mid, 50 :)

Over 1 week, 5250 mewros on average

Broken Taps

1] Blackjack - singleplayer - Buying 1 ticket from shop and classic 21 Blackjack

2] Race - single/multiplayer

5 merci avatars that users can buy from the shop using mewros

User can pick any avatar from his inventory for the race

Each variant has a fixed chances of winning

To play race with each variant, the base bet varies according to avatar's chances of winning
lesser the chances of winning, lesser the minimum bet

3] Rob -

Pick any human

Probability of user failing = $\frac{\text{user's balance}}{(\text{human's balance} + \text{user's balance})}$

Stolen amount = $(1 - P(\text{failing})) * \text{human's balance}$

4] Slot machine - klassick :)

Drains

1] Monthly tax - amount different for different roles, percent TBD

2] Shop - Tix for blackjack, variants for race, anything else we wanna add in future, the tix and variants price tbd