What this thread will cover -
We'll be taking a look at how much money in all is coming into the economy and how much money is being taken out. I want to state, that I am in no way claiming these are exact amounts. Everything I have written is an estimate based upon numbers or good intuition.

What will be taken into consideration -
- Money from pay slips & random fees
- Jobs
- Stocks
- Shops
- Tangibles

Notice of what might not be included:
Doctor Job - Barely makes much of a profit, doesn't bring much extra money into the economy compared to other common jobs

How money comes into the economy:

Vote Reward (Math by Sundae): On average (a) player gets around $3,000 from the 'everyone gets $500' reward (which occurs from /vote). At all times there are around 20-40 players on the server, or we can say an average of 30. This means that in a day, at least $90,000 is being created just from this, but we can expect that numbers up to $120,000 may be created in a full 24 hour cycle. This adds around 33 million to around 44 million into the economy each year.
Vote Reward Money Created Daily: Around, + $120,000

Pay Slips: Every 20 minutes, everyone on the server gets their pay slip, which is dependent upon the amount of players online. Every player that is online adds $5 to your pay slip. Sticking with a 30 player average, every player makes around $150 every 20 minutes, though realistically, players make about $250+ (not sure about the multiplier). That means, every 20 minutes, $7500 is being created, and since pay slips cycle 72 times in 1 day over $500,000 is created, or roughly $180,000,000 in one year.
Pay Slips Money Created Daily: Around, + $540,000

Money Earned from Jobs:

Miner: Miner is the most popular job with over 5k players who are 'using' it. Most players who have the job are between levels 1-6 (with exceptions). In 5 straight minutes of mining I was able to make exactly 555.50 (no joke), and from selling my ores I made a total of $1,197. This was while I was lvl 1, and I had a basic diamond pickaxe. From this we can say from a total of 5 minutes of mining you would make $1,200 or upwards in 5 minutes. Now I did the same experiment again, but I was lvl 5 miner, I used a much better pickaxe, and I 'planned' my mining route. Doing this I made exactly $5,631 in 5 minutes, which makes it safe to say, most committed miners could make around $6,000 or upwards in 5 minutes. And I think it is safe to say that in total amongst all players, around 5 hours is spent mining in one day. In 5 hours there are 300 minutes. 300 / 5 = 60. 60 * 6,000 = $360,000. From the miner job alone around $360,000 is created each day.
Miner Job Money Created Daily: Around, +$360,000

Fisherman: Fisherman is the 3rd most popular job with over 2k players 'using' it. For this job I will not analyze how much is made through """actually doing the job""", since fisherman has something that sets it apart. Unlike the other jobs, fisherman has a competition held every 2 hours. The prizes received total to 16k and the total value of sold fish per competition is around 5k, so a total of $21,000 s added every 2 hours. This means in 1 day around $250,000 is being created.
Fisherman Job Money Created Daily: Around, +$252,000

Farmer: I didn't set up an experiment or anything for this one, because of the ways this job can make money and I wasn't sure of the best way to measure it. You either use /warp farm or you can have your own mega farm, etc. The point is, this job could be on par with miner/fisherman if not create way more money.

Money Earned from Stocks:

General Stocks: Stocks. As many players know, McCities has a stock market plugin which allows players to buy stocks based on their real life value (except with no limit). Now this is cool in theory, but what it does allow players to earn or lose money without doing anything. From /stocks popular , you can see that the stocks that are most invested in are also the ones that are very stable and are doing pretty well. This means that most players won't lose money, and in fact slowly amass more. I myself, have only invested in 3 stocks and I have only invested during 1 day. Since the 3 months since then, my stocks' value has grown by around $21,000. I know it subject to change, but at this rate I would make around $80,000 in 1 full year. I recently conducted a small survey amongst players who have been rank Elite or higher. Amongst those people only 60% had ever invested in stocks. At the time of writing, there are around 25 players online who have been rank Elite at some point, and assuming 60% have had stocks, that means 15 of them have. Since they have experience with handling money (hence them reaching Elite), I'm going to assume they would have invested similarly to how I would have, so each would earn about $80,000k a year from stocks. Or about $1,200,00 created between them in total, in just a year.
Stocks Daily Created Daily (per 15 Elites+): Around, +$1,200,000

Money Earned from /warp shop

Many players requested that I took a look at the shop but in truth, I didn't think it would be much to look at. Those to truly profit from selling back to shop are those who also do a job such as miner or farmer, which has already been accounted for.

Items / Tangibles:

I think that this is a very important subject that not many players think about it. Items of worth also bring money into the economy in their own way. It's not something that can valued 1 for 1 with a dollar, but these are things that can be traded for money, or plots, or other things of value - pretty much making things of worth their own currency.

Slimefun: Slimefun items and machines are things that pretty much all players have access to and can attempt to create whenever they want. Some players set up businesses centered around slimefun, and they sell these machines/items to make money. Now what you might be

thinking is - oh wait if 'xxx' sells for 50k, why don't I make a bunch and sell it. The thing about slimefun is that it seems to regulate itself. Things of high value ARE that way because they are hard to make/craft, or maybe there aren't a lot of buyers. If lots of players are making 1 certain thing, then of course that item will decrease in value over time.

Mythics: Mythics items are weapons/armor/scrolls that can be obtained with exp from /scroll. Unlike slimefun, there is no effort involved and it is purely luck (whether you get a good drop or not). Mythic drops require high amounts of exp to obtain, and usually the exp is given through /vote. So using something that is obtained for free (xp), players use /scroll and might get a good drop. Good drops can go for millions at a time - drops that are free and are 'newly created'. Unlike many slimefun items, we have seen a high demand for strong mythic drops, which makes their cost/price very high. If a player were to get lucky with /scroll they could become an instant millionaire. I wouldn't think there is as much of a problem with this if there was some cost, but most players truly get these items for free because of guaranteed exp from /vote.

Ways money is taken out of the economy:

/warp shop: I personally have measured myself to spend anywhere from $2,000 to much more in one day at /warp shop. If I were to average how much I spend in one day, it comes to around $4,000 - let's use this as our 'player average'. On cities we have said the average amount of players online is around 30 players at all time, but for something like this we want to measure how many players join over the course of a day. Recently, I have seen that the amount of players online fluctuates between 10-60, assuming that it's not always the same players, we can assume that around 70-110 different players come to McCities each day. Based on another survey, I found out that 8/10 players (80%), had gone to /warp shop in (a) day. The average of 70-110 players is 90, and 80% of 90 is 72. So from that estimate in a day, we can say around 72 players go to /warp shop. Assuming they each spend an average of $4,000, /warp shop ends up taking back nearly $300,000 daily.
/warp shop Money removed Daily: -$300,000