

BronyTales - Chest Shop Tutorial

How to create a chest shop:

Step 1:

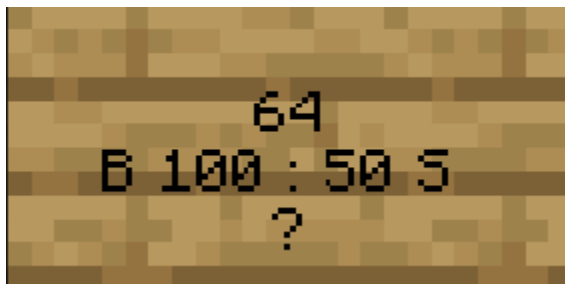
Place down a Chest, Trapped Chest, Barrel, or Shulker. Any color will work for shulkers!

Step 2:

Place a sign on the chest. Any sign will work!

Step 3:

On this sign you'll need to fill in some information. Here's an example!:



What do those numbers mean?:

The 1st line:

This line will always stay empty, any information will be automatically filled by the plugin!

The 2nd line:

This is the amount of items you want players to be able to buy or sell from you.

The 3rd line:

Here's where you put the buy and/or sell price. In the example shown above, players will **BUY** 64 of the items from you for \$100. They can also **SELL** 64 of those items to you for \$50.

Don't want to let people buy AND sell things? That's totally fine! Just remove the number and the B or S from either side, and be sure to remove the : too!

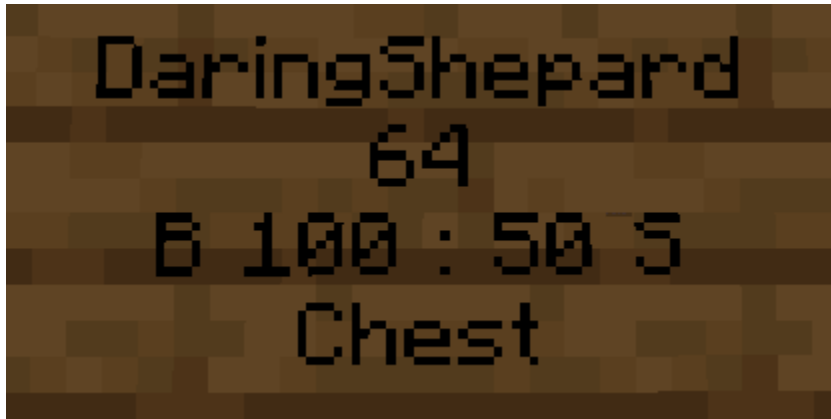
Ex: B 100 OR S 50

The 4th line:

This can either be the item ID. As shown in the example, you can also use a “?” to sell any item that’s inside. **To save time, we recommend just using the “?”, it's much easier!**

And with that, you now know how to make your own chest shops!

Here’s an example of what a completed shop looks like:



Additional Information:

Shop Prices:

Since we have server/NPC shops all around Equestria, it’s good to take a look at the prices listed in these stores to get a baseline for what you should be setting your prices at.

[This is where the Economy Spreadsheet comes in!](#) You can press **ctrl + f** to search for specific items. If it’s not listed in the page, it’s probably not for sale anywhere!

You can also find a full list of where these shops are located, here:

[📄 BronyTales - Server Shop Economy Spreadsheet](#)

In order to compete with a server/NPC shop, you have to set your prices to be somewhere in the middle of both the buy and sell values listed on the sheet. **For an example, let’s use diamonds:**

Earning money by SELLING diamonds to other players:

Since it costs \$250 to buy a diamond from the server, setting your prices anywhere from \$249-\$50 may make your store much more appealing to customers! The closer you get to that

\$50 number (or rather the “sell” number) equals a larger discount by going to your store instead of an NPC shop.

Setting your price to \$150, for example, means that anyone who buys a diamond from your store is saving \$100 and you’re getting an extra \$100 out of it, as well! A win for everyone involved!

Earning money by **BUYING** diamonds from other players:

This is a bit harder to do since it requires players to be willing to sell their items to you at a loss. However, you may find that people are much willing to sell to you rather than selling to the server so they can support local businesses!

So, let’s get down to the details: In order to make a profit buying diamonds off of players you’d need to buy it from \$49-\$0.01. For this example, we’ll set our price to be \$40. Assuming anyone sells their diamonds to you, you can sell them back to the server for a \$10 profit.

There’s technically nothing stopping you from buying and/or selling items at a higher or lower price than what’s recommended. If you want your store to have the best prices for everything then that’s your prerogative! Just be sure to know that others may abuse your generosity and could potentially buy out your store to go sell at an NPC store. This is something we’d consider to be against the rules, however, so if you notice that all of your stores are suddenly empty, contact staff and we’ll look into it further!

Selling map art for bits:

Another great option is to sell map art for bits! There’s two ways you can go about this:

1. Making your own art in the Pixel Art world. This is the most time consuming way to go about it, but it’s a good way to start earning semi-passive income from your stores. Map art is always in demand!

In order to make your own map art, you’ll need to find an empty space in the Pixel Art world first. If you’re not sure how to get there, you can use the command “/warp portalroom” to teleport there. Once you’re in the portal room, you can find the Pixel Art world portals off in one of the side rooms!

There’s online tools like [MapartCraft](#) that you can use to convert an image into pixel art. Once you’ve converted it into a format Minecraft recognizes, you can build it in the world! **Just be sure to make sure it’s aligned properly using the “empty map” item and right clicking.** It’ll convert it to a filled map, which you can then use to make sure everything looks good!

Please keep in mind that any form of automation for placing blocks isn’t permitted! This applies to any mods, tools, or macros. If found to be using any of these, you’ll be required to pay a fine equal to the 2nd method listed below in order for the image to be ported over to survival.

Once you have a map you're happy with, contact a staff member (*full Builders, Guards, Moderators, and Administrators can help you with this*) and we'll transfer it to the main world for you! **Please note that you'll need 1 empty map in the survival world per 1 filled map in the pixel art world as payment for the conversion.** You can make copies of this map in your crafting table by using empty maps + the filled map! The cartography table's also a thing, too.

2. Importing an image with bits.

This requires that you already have some money to work with, and the prices are a bit steep, but it's infinitely easier than making it by hand!

Here's our current prices:

1x1: \$50k per.

1x2: \$75k per.

2x2: \$125k per.

3x3: \$250k per.

4x4: \$425k per.

5x5: \$650k per.

Specific math:

\$50k + \$25k per additional tile. $(X * 25000) + 25000$ X being the amount of tiles. Ex: a 5x5 would be 25 tiles, so $(25 * 25000) + 25000 = 650000$.

5x5 is the maximum allowed size. Ideally you'll want to shrink the images to the relevant size before submitting it to a staff member (*ex: a 1x1 map would be 128x128px, 1x2 would be 128x256, etc*). Guards, Moderators, and Administrators are able to help you with these transfers. You can also ask in the server help channels [on our Discord](#) and we'll get to you when we can!

Transparency is supported in these images! You can use Armor Stand Editor's flint tool to make item frames invisible, which makes the image basically go flat against the block you put it on.

Images that are imported this way may not convert over to Minecraft properly, so you're entitled to a refund if you don't like how it looks. However, the image will also be deleted to keep space on the server for future images.