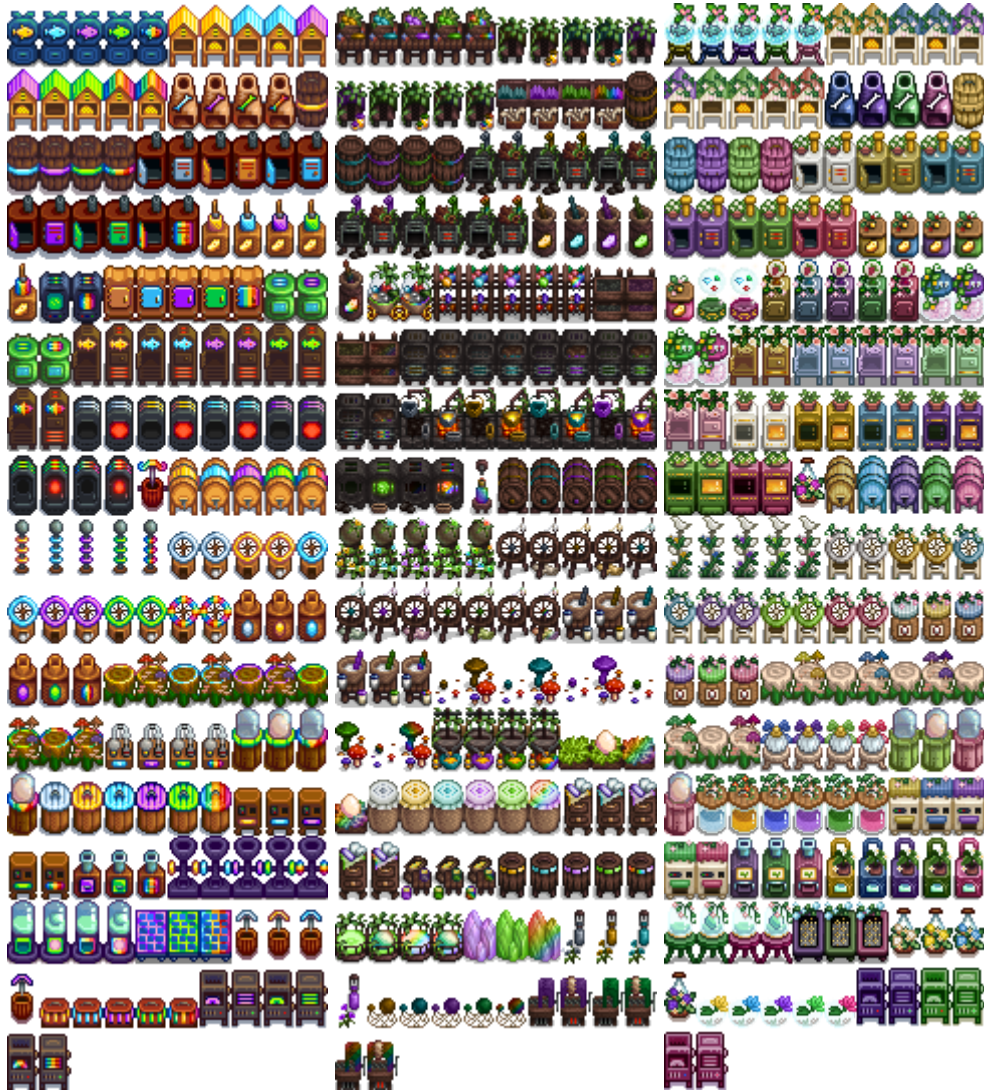


Machine Progression System



Reinvent your playstyle with Machine Progression System (MPS) — a fully configurable mod that introduces tiered upgrades to all artisan and refining machines in the game. Forget everything you knew about money-making and check it out!

Machine Overview

Bait Maker



Bait Makers create **Targeted Bait** from any fish. This bait will increase the chance to catch that fish when attached to the fishing rod (on top of reducing the delay before a nibble by 50%).

[**NEW !**] Bait Makers can now optionally **produce Roe** from the fish that is put in the machine. The chance and amount produced are configurable.

The following are the default **progression values** (all configurable).

	Gold	Diamond	Iridium	Radioactive	Prismatic
Minimum Output Quantity	6	7	8	9	10
Maximum Output Quantity	11	12	13	14	15
Additional Roe Chance	10%	20%	30%	40%	50%
Minimum Roe Quantity	1	2	3	4	5
Maximum Roe Quantity	2	3	4	5	6

[**NEW !**] This machine receives an **output bonus** if the player has **fished 100, 300 and 500 times**. It adds 1 per threshold (configurable).

Bee House



Bee Houses create **Honey** after a number of nights. If they are within a 5-tile radius of a flower, their honey changes from Wild Honey to Flower-flavored Honey, which is more valuable.

[**NEW !**] Bee Houses can now optionally **produce** 🍯 **Royal Jelly** 🍯 from the flower that is close to the machine. You can decide **whether you want it** in your game, set its **base price and value multiplier** and choose whether to **exclude it from the shipping collection**.

- It is **flower-flavored**, increasing its value three times (configurable).
- It gives **buffs** when drunk: Stamina +50, Defense +3, Immunity +2.

The following are the default **progression values** (all configurable).

	Gold	Diamond	Iridium	Radioactive	Prismatic
Production Time (min)	6000	4000	4000	2000	2000
Output Quantity	1	1	1	1	2
Output Quality	Silver	Gold	Gold	Iridium	Iridium
Additional Royal Jelly Chance	10%	20%	30%	40%	50%

Bone Mill



Bone Mills produce **fertilizers** from a bone item (it is to say, those that have a `bone_item` context tag). Those are: *Bone Flute, Prehistoric Scapula, Prehistoric Tibia, Prehistoric Skull, Skeletal Hand, Prehistoric Rib, Prehistoric Vertebra, Skeletal Tail, Nautilus Fossil, Amphibian Fossil, Palm Fossil, Trilobite, Fossilized Skull, Fossilized Spine, Fossilized Tail, Fossilized Leg, Fossilized Ribs, Fossilized Skull, Snake Skull, Snake Vertebrae, Mummified Bat, Mummified Frog and Bone Fragment.*

The **Diamond Bone Mill** produces a random fertilizer out of: Quality Fertilizer, Speed-Gro, Deluxe Speed-Gro or Tree Fertilizer.

The **Iridium, Radioactive and Prismatic Bone Mills** produce a random fertilizer out of: Deluxe Fertilizer, Hyper Speed-Gro, Deluxe Retaining Soil or Tree Fertilizer.

The following are the default **progression values** (all configurable).

	Diamond	Iridium	Radioactive	Prismatic
Production Time (min)	180	120	60	60
Minimum Output Quantity	5	5	10	15
Maximum Output Quantity	10	10	15	20

[**NEW !**] This machine receives an **output bonus** if the player has **killed 100, 300 and 500 Skeletons** (it takes Skeletons, Skeleton Mages, Skeleton Warriors and Pepper Rexes into account). It adds 5 per threshold (configurable).

Cask



Casks age products. Aging means *increasing a product's quality.*

These Casks can be **placed everywhere.**

[**NEW !**] Casks can now **age every Artisan Product** and a few more items. These items are divided into **four groups**, depending on their **aging speed.**

- **Group 1** (the slowest): Dried Fruit, Dried Mushrooms, Mineral Water, Wine.
- **Group 2:** Berry Liqueur, Gems, Juice, Meads, Minerals.
- **Group 3:** Aged Roe, Caviar, Gourmet Shellfish, Jelly, Pickles.
- **Group 4** (the fastest): Aged Coffee, Aged Milk, Aged Triple Shot Espresso, Beer, Cheese, Cloth, Coffee, Dishes, Dried Chips, Feather Bundle, Flower Oil, Honey, Ink of the Abyss, Luxury Cloth, Mayonnaise, Oil, Pale Ale, Pu-erh Tea, Raisins, Royal Jelly, Smoked Cheese, Smoked Egg, Smoked Fish, Syrups, Tea, Triple Shot Espresso, Truffle Oil, Vinegar.

The following are the default **progression values** (all configurable).

	Gold	Diamond	Iridium	Radioactive	Prismatic
Group 1 Aging Multiplier	2 (28 days)	3 (18/19 days)	4 (14 days)	5 (11/12 days)	6 (9/10 days)
Group 2 Aging Multiplier	3 (18/19 days)	4 (14 days)	5 (11/12 days)	6 (9/10 days)	7 (8 days)
Group 3 Aging Multiplier	4 (14 days)	5 (11/12 days)	6 (9/10 days)	7 (8 days)	8 (7 days)
Group 4 Aging Multiplier	5 (11/12 days)	6 (9/10 days)	7 (8 days)	8 (7 days)	9 (6/7 days)

These times show the process from **no quality to iridium quality** (silver quality products would take 75% of that time - gold quality products would take 50%). The **higher the aging multiplier**, the **less time** it takes for the product to age.

Charcoal Kiln



Charcoal Kilns burn Wood items into **Coal**.

[**NEW !**] Charcoal Kilns can now burn **Torches, Driftwood, Hardwood and Furniture** into Coal.

The following are the default **progression values** (all configurable).

	Steel	Gold	Diamond	Iridium	Radioactive	Prismatic
Required Wood	10	10	8	6	4	2
Wood to Coal Output	3	5	7	10	12	15
Required Torches	1	1	1	1	1	1
Torch to Coal Output	3	5	7	10	12	15
Required Driftwood	1	1	1	1	1	1
Driftwood to Coal Output	6	10	12	15	17	20
Required Hardwood	1	1	1	1	1	1
Hardwood to Coal Output	10	15	17	20	22	25
Required Furniture	1	1	1	1	1	1
Furniture to Coal Output	20	25	27	30	32	35

Cheese Press



Cheese Presses produce **Cheese** from Cow Milk and **Goat Cheese** from Goat Milk. These Cheese Presses produce **twice** when they work with **Large items**.

[**NEW !**] Cheese Presses can now make **new types of Cheese**. You can decide **whether you want them** in your game, set their **base price** and choose whether to **exclude them from the shipping collection**.

- 🍄 **Black Garlic Cheese:** Black Garlic + any milk.
 - 🍄 **Aged Black Garlic Cheese:** Black Garlic + Aged Milk.
- 🍇 **Blueberry Cheese:** Blueberry + any milk.
 - 🍇 **Aged Blueberry Cheese:** Blueberry + Aged Milk.
- 🍓 **Cranberry Cheese:** Cranberry + any milk.
 - 🍓 **Aged Cranberry Cheese:** Cranberry + Aged Milk.
- 🍄 **Gruyère Cheese:** any edible mushroom + any milk.
 - 🍄 **Aged Gruyère Cheese:** any edible mushroom + Aged Milk.
- 🍁 **Maple Cheese:** Maple Syrup + any milk.
 - 🍁 **Aged Maple Cheese:** Maple Syrup + Aged Milk.
- 🌶️ **Pepperjack Cheese:** Hot Pepper + any milk.
 - 🌶️ **Aged Pepperjack Cheese:** Hot Pepper + Aged Milk.
- 🍍 **Pineapple Cheese:** Pineapple + any milk.
 - 🍍 **Aged Pineapple Cheese:** Pineapple + Aged Milk.
- 🍄 **Truffle Cheese:** Truffle + any milk.
 - 🍄 **Aged Truffle Cheese:** Truffle + Aged Milk.

Aged Milk can be obtained by putting **any milk in a Preserves Jar** (if enabled).

They can also make **Slime Cheese** from **Slime Eggs**. You can decide **whether you want them** in your game, set their **base price** and choose whether to **exclude them from the shipping collection**.

- 🟢 **Green Slime Cheese** from a Green Slime Egg.
- 🔵 **Blue Slime Cheese** from a Blue Slime Egg.
- 🔴 **Red Slime Cheese** from a Red Slime Egg.
- 🟣 **Purple Slime Cheese** from a Purple Slime Egg.
- 🟠 **Tiger Slime Cheese** from a Tiger Slime Egg.

The following are the default **progression values** (all configurable).

	Gold	Diamond	Iridium	Radioactive	Prismatic
Production Time (min)	180	180	120	120	60
Normal Input Produce	1	1	1	1	1
Large Input Produce	2	2	2	2	2
Output Quality	Silver	Gold	Gold	Iridium	Iridium

You can **copy the input quality** by checking the '**Copy Quality**' box, which will override the quality set in the 'Quality' section.

[**NEW !**] This machine receives an **output bonus** if the player has **made 100 and 300 Cheese and 100 and 300 Goat Cheese**. It adds 1 per threshold (configurable).

It **increases the in-game stats** of “cheeseMade” and “goatCheeseMade”.

Crab Pot



Crab Pots are water machines that, once placed in a body of water, get **fish or fish-related items** the next day.

These Crab Pots **work differently** from the vanilla Crab Pots.

- If they have **no Bait**, they will catch **Crab Pot fish**.
- If a piece of **Wood** is input, they will catch **Trash-type** items.
- If a piece of **Slime** is input, they will catch **Algae-type** items.

Additionally, you can use **Baits** to catch **regular fish**. The amount of fish caught is configurable.

- **Bait** is unlocked at the Gold tier and catches **2** fish.
- **Wild Bait** is unlocked at the Diamond tier and catches **3** fish.
- **Deluxe Bait** is unlocked at the Iridium tier and catches **4** fish.
- **Challenge Bait** is unlocked at the Radioactive tier and catches **5** fish.
- **Magic Bait** is unlocked at the Prismatic tier and catches **1** fish from any season (including legendaries).

The following are the default **progression values** (all configurable).

	Gold	Diamond	Iridium	Radioactive	Prismatic
Crab Pot Fish, Trash and Algae Quantity	2	3	4	5	6
Output Quality	Silver	Gold	Gold	Iridium	Iridium

[**NEW !**] This machine receives an **output bonus** if the player has **caught 100, 300 and 500 fish**. It adds 1 per threshold (configurable).

[**NEW !**] If the player has read the **The Art O' Crabbing** book, the fishing haul will be **25% bigger**.

It gives **Fishing experience** (5).

It **increases the in-game stat** of "fishCaught".

Crystalarium



Crystalariums replicate Gems.

These Crystalariums can **also replicate Artifacts, Geodes, Metal Bars and Minerals.**

[**NEW !**] The products that go in it are divided in **ten brackets** depending on their default **purchase price**. The **cheaper** the items are, the **faster** they replicate.

[**NEW !**] You can also **replicate banned items** (such as the Prismatic Shard) if you choose to.

The following are the default **progression values** (all configurable).

	Radioactive	Prismatic
Bracket 1 (0-100) Production Time (min)	700	350
Bracket 2 (101-200) Production Time (min)	1400	700
Bracket 3 (201-300) Production Time (min)	2000	1000
Bracket 4 (301-400) Production Time (min)	2700	1350
Bracket 5 (401-500) Production Time (min)	3400	1700
Bracket 6 (501-600) Production Time (min)	4100	2050
Bracket 7 (601-700) Production Time (min)	4800	2400
Bracket 8 (701-1000) Production Time (min)	5500	2750
Bracket 9 (1001-2000) Production Time (min)	6200	3100
Bracket 10 (2001+) Production Time (min)	6900	3450
Output Quantity	1	1

You can **copy the input quality** by checking the '**Copy Quality**' box (which is checked by default).

[**NEW !**] This machine receives an **output bonus** if the player has found **100, 300 or 500 Diamonds**. It adds 1 per threshold (configurable).

Dehydrator



Dehydrators turn Grapes into **Raisins**, fruit into **Dried Fruit** and mushrooms into **Dried Mushrooms**.

[**NEW !**] Dehydrators can now **produce three new items**. You can decide **whether you want them** in your game, set their **base price** and choose whether to **exclude them from the shipping collection**.

- 🥕 **Dried Carrot Chips** from Carrots.
- 🥬 **Dried Kale Chips** from Kale.
- 🥔 **Dried Potato Chips** from Potatoes.

The following are the default **progression values** (all configurable).

	Gold	Diamond	Iridium	Radioactive	Prismatic
Production Time (min)	1250	1250	750	750	500
Required Input	5	4	4	3	3
Output Quantity	1	1	1	1	1
Output Quality	Silver	Gold	Gold	Iridium	Iridium

You can **copy the input quality** by checking the '**Copy Quality**' box, which will override the quality set in the 'Quality' section.

[**NEW !**] This machine receives a **random output bonus** if the player has achieved **Farming levels 5 and 10**. It adds 1 per level (configurable).

Deluxe Worm Bin



Deluxe Worm Bins create **Deluxe Bait** every morning. Deluxe Bait reduces the delay before a nibble by 67% and increases the fishing bar size by 12 pixels.

[**NEW !**] Deluxe Worm Bins can now optionally **produce additional types of Bait**. The chances are configurable.

The following are the default **progression values** (all configurable).

	Diamond	Iridium	Radioactive	Prismatic
Minimum Output Quantity	6	8	10	12
Maximum Output Quantity	7	9	11	13
Output Quality	Regular	Regular	Regular	Regular
Additional Bait Chance	60%	70%	80%	90%
Additional Wild Bait Chance	30%	40%	50%	60%
Additional Challenge Bait Chance	20%	30%	40%	50%
Additional Magic Bait Chance	10%	10%	10%	10%

[**NEW !**] This machine receives an **output bonus** if the player has **fished 100, 300 and 500 times**. It adds 2 per threshold (configurable).

Fish Smoker



***Fish Smokers** create **Smoked Fish** from any fish and a piece of coal.*

[**NEW !**] Fish Smokers can now **produce two new items**. You can decide **whether you want them** in your game, set their **base price and value multipliers** and choose whether to **exclude them from the shipping collection**.

- **Smoked Cheese** from any type of Cheese.
- **Smoked Egg** from any type of Egg. If enabled, you can make **Smoked Mayonnaise** with the Mayonnaise Machine.

[**NEW !**] Additionally, there is an optional feature called **Fish Leftovers**. If enabled, there is a **chance to get back the fish that was smoked**.

The following are the default **progression values** (all configurable).

	Gold	Diamond	Iridium	Radioactive	Prismatic
Required Coal	1	1	0	0	0
Output Quantity	1	1	1	1	1
Additional Fish Leftovers Chance	10%	20%	30%	40%	50%




[**NEW !**] This machine receives an **output bonus** if the player has **cooked 100, 300 or 500 items**. It adds 1 per threshold (configurable).

Furnaces








Furnaces smelt ores or Quartz into **metal bars** using coal.

[**NEW !**] Furnaces can now **produce three new items**. You can decide **whether you want them** in your game, set their **base price and value multipliers** and choose whether to **exclude them from the shipping collection**.

-  **Mineral Bars** from any mineral. *Sellable item, no particular use.*
-  **Star Essence** by combining a Solar Essence, Void Essence and Iridium Ore. *Sellable item, no particular use.*
-  **Super Gem** from any gem. *Sellable item, no particular use.*

Additionally, there is an optional feature to get **Mercurial Items** as a byproduct. These are **sellable** items, they have no particular use. You can get:

-  **Mercurial Copper** when smelting Copper Bars.
-  **Mercurial Steel** when smelting Iron Bars.
-  **Mercurial Gold** when smelting Gold Bars.
-  **Mercurial Iridium** when smelting Iridium Bars.
-  **Radioactive Mercury** when smelting Radioactive Bars.

The following are the default **production times** (all configurable).

	Steel	Gold	Diamond	Iridium	Radioactive	Prismatic
Copper Bar Production Time (min)	30	30	30	30	30	30
Refined Quartz Production Time (min)	90	90	30	30	30	30
Fire Refined Quartz Production Time (min)	90	90	30	30	30	30
Iron Bar Production Time (min)	120	120	60	30	30	30
Gold Bar Production Time (min)	300	300	240	180	120	60
Iridium Bar Production Time (min)	480	480	420	360	300	240
Radioactive Bar Production Time (min)	560	560	500	440	380	320
Mineral Bar Production Time (min)	200	200	140	80	30	30
Star Essence Production Time (min)	400	400	340	280	220	160
Super Gem Production Time (min)	600	600	540	480	420	360

The following are the default **progression values** (all configurable).

	Steel	Gold	Diamond	Iridium	Radioactive	Prismatic
Required Input	4	8	6	6	15	10
Required Coal	1	1	1	1	3	3
Output Quantity	1	2	2	2	5/6	5/6
Mercurial Item Chance	10%	20%	30%	40%	50%	60%

[**NEW !**] This machine receives an **output bonus** if the player has **found 100, 300 and 500 units of a certain resource**. It adds 1 per threshold (configurable).

As **there is no “Radioactive Ore Found”** stat in the game, Radioactive Bars receive a **different bonus**. Their bonus is determined by the **difficulty level of the Mines and Skull Cavern**.

Geode Crusher



Geode Crushers open Geodes, Frozen Geodes, Magma Geodes and Omni Geodes on the Farm.

These Geode Crushers can **also open**, on top of every Geode, **Artifact Troves, Golden Coconuts, Mystery Boxes and Golden Mystery Boxes**. They give **more resources** (adding 1, 3, 5, 10 or 20 randomly) and the **minerals and artifacts** they give have **fixed quality** (configurable).

[**NEW !**] Geode Crushers **can now give every item** that Artifact Troves, Golden Coconuts, Mystery Boxes and Golden Mystery Boxes are supposed to give. This includes clothing, weapons and other non-object type items.

The following are the default **progression values** (all configurable).

	Iridium	Radioactive	Prismatic
Production Time (min)	60	60	60
Output Quantity	1	1	1
Output Quality	Silver	Gold	Iridium

[**NEW !**] This machine receives an **additional drop bonus** if the player has **cracked 100, 300 and 500 Geodes**. It adds 1 additional drop per threshold.

It **increases the in-game stat** of "geodesCracked".

Keg



Kegs create **beverages** from different items. They create Coffee from Coffee Beans, Tea from Tea Leaves, Vinegar from Rice, Beer from Wheat, Pale Ale from Hops, Juice from vegetables or forage, Mead from Honey and Wine from fruit.

These Kegs **differ from vanilla** Kegs in some ways:

- [**NEW !**] There is a configurable chance to obtain **Triple Shot Espresso** as an additional drop when **brewing Coffee**.
- The **amount of Coffee Beans** required to brew Coffee can be configured.
- **Juice** has been buffed by **tripling its value** and **doubling its original output**.
- **Mead** is **honey-flavored**, which can drastically increase its value.

Additionally, the Machine Progression System adds **four new items** to the Keg. You can decide **whether you want them** in your game, set their **base price and value multipliers** and choose whether to **exclude them from the shipping collection**.

- [**NEW !**] 🥫 **Aged Coffee** and 🥫 **Aged Triple Shot Espresso**. If enabled, Coffee Beans can be put in a Preserves Jar to obtain Aged Coffee Beans. These Aged Coffee Beans can be used to brew Aged Coffee.
- [**NEW !**] 🍷 **Berry Liqueur** using berries. Sweet Gem Berries can be used.
- 💧 **Mineral Water** using gems or minerals.
- [**NEW !**] 🍵 **Pu-erh Tea**. If enabled, Tea Leaves can be put in a Preserves Jar to obtain Pu-erh Tea Leaves. These Pu-erh Tea Leaves can be used to brew Pu-erh Tea.

The following are the default **progression values** (all configurable).

	Gold	Diamond	Iridium	Radioactive	Prismatic
Required Coffee Beans	5	4	3	2	1
Triple Shot Espresso Chance	10%	20%	30%	40%	50%
Output Quantity	1	1	1	1	1
Vinegar Quantity	2	2	2	2	2
Juice Quantity	2	2	2	2	2
Output Quality	Silver	Silver	Gold	Gold	Iridium

The following are the default **production times** (all configurable).

	Gold	Diamond	Iridium	Radioactive	Prismatic
Coffee Production Time (min)	110	100	80	70	60
Tea Production Time (min)	160	140	130	100	90
Vinegar Production Time (min)	540	480	420	360	300
Beer Production Time (min)	1550	1400	1200	1000	800
Pale Ale Production Time (min)	2020	1800	1500	1300	1100
Berry Liqueur Production Time (min)	5400	4800	4200	3600	3000
Juice Production Time (min)	5400	4800	4200	3600	3000
Mead Production Time (min)	5400	4800	4200	3600	3000
Mineral Water Production Time (min)	9000	8000	7000	6000	5000
Wine Production Time (min)	9000	8000	7000	6000	5000

You can **copy the input quality** by checking the '**Copy Quality**' box, which will override the quality set in the 'Quality' section.

[**NEW !**] This machine receives a **speed bonus** if the player has **made 100, 300 and 500 beverages**. It adds a 10% reduction per threshold (configurable).

It **increases the in-game stat** of “beveragesMade”.

Lightning Rod



Lightning Rods generate **Battery Packs** after a stormy day.

These Lightning Rods **differ from vanilla** Lightning Rods in one way:

- If the **Lightning Rod is in the Farm** it may or may not generate a Battery Pack, as **it has to be hit by lightning** to start producing.
- If the **Lightning Rod is placed outside the Farm**, it will **always generate a Battery Pack** after a stormy day, no matter what.

The following are the default **progression values** (all configurable).



	Gold	Diamond	Iridium	Radioactive	Prismatic
Minimum Output Quantity	1	1	2	2	3
Maximum Output Quantity	1	2	2	3	3

Loom



Looms create **Cloth** from **Wool**. Looms may produce two units of **Cloth** depending on the quality of the input (15% chance if **Silver**, 50% if **Gold**, 100% if **Iridium**).

[**NEW !**] Looms can now **produce two new items**. You can decide **whether you want them** in your game, set their **base price and value multipliers** and choose whether to **exclude them from the shipping collection**.

-  **Feather Bundles** from animal feathers.
-  **Luxury Cloth** from **Luxury Wool**. If enabled, **Wool** can be put in a **Preserves Jar** to obtain **Luxury Wool**. **Luxury Wool** can be used to create **Luxury Cloth**.

[**NEW !**] Additionally, the amount of **extra Cloth** obtained depending on the **quality of the input** is now configurable.

The following are the default **progression values** (all configurable).

	Steel	Gold	Diamond	Iridium	Radioactive	Prismatic
Production Time (min)	180	180	120	120	60	60
Output Quantity	1	1	1	1	1	1
Output Quality	Regular	Silver	Silver	Gold	Gold	Iridium

You can **copy the input quality** by checking the '**Copy Quality**' box, which will override the quality set in the 'Quality' section.

[**NEW !**] This machine receives an **output bonus** if the player has **produced 100 and 300 Rabbit Wool and 100 and 300 Sheep Wool**. It adds 1 per threshold (configurable).

Mayonnaise Machine



Mayonnaise Machines make **Mayonnaise** from different eggs.

These Mayonnaise Machines **differ from vanilla** in some ways (all configurable):

- **Regular Eggs** make **1** egg, while **Large Eggs** make **2** units of Mayonnaise.
- **Duck and Void Eggs** make **2** units of Mayonnaise (they count as Large eggs).
- **Golden Eggs** make **3** units of Mayonnaise (if Golden Mayonnaise is disabled).
- **Dinosaur Eggs** make **5** units of Mayonnaise.
- **Ostrich Eggs** make **10** units of Mayonnaise (if Ostrich Mayonnaise is disabled).

They also introduce **new items**. You can decide **whether you want them** in your game, set their **base price and value multipliers** and choose whether to **exclude them from the shipping collection**.

- [**NEW !**] 🥚 **Golden Mayonnaise** from Golden Eggs.
- 🦩 **Ostrich Mayonnaise** from Ostrich Eggs.
- [**NEW !**] 🍷 **Smoked Mayonnaise** from Smoked Eggs. If enabled, Eggs can be put in a Fish Smoker to obtain Smoked Eggs. Smoked Eggs can be used to create Smoked Mayonnaise.

The following are the default **progression values** (all configurable).

	Steel	Gold	Diamond	Iridium	Radioactive	Prismatic
Production Time (min)	180	180	120	120	60	60
Normal Input Produce	1	1	1	1	1	1
Large Input Produce	2	2	2	2	2	2
Output Quality	Regular	Silver	Silver	Gold	Gold	Iridium

You can **copy the input quality** by checking the '**Copy Quality**' box, which will override the quality set in the 'Quality' section.

[**NEW !**] This machine receives an **output bonus** if the player's chickens and ducks have **laid 100 and 300 eggs respectively**. It adds 1 per threshold (configurable).

Mushroom Log



Mushroom Logs produce **mushrooms** when left outside. The quantity of mushrooms generated scales with the amount of wild trees around the logs.

[**NEW !**] Mushroom Logs can now optionally **produce Tree Syrup items** when collecting mushrooms. The chance is configurable.

The following are the default **progression values** (all configurable).

	Gold	Diamond	Iridium	Radioactive	Prismatic
Production Time (days)	4	3	3	2	2
Output Quality	Silver	Silver	Gold	Gold	Iridium
Random Tree Syrup Chance	10%	20%	30%	40%	50%

[**NEW !**] This machine receives an **output bonus** if the player has **foraged 100, 300 and 500 items**. It adds 1 per threshold (configurable).

It **increases the in-game stat** of "itemsForaged".

Oil Maker



Oil Makers produce **Oil** from **Corn, Sunflowers and Sunflower Seeds** and **Truffle Oil** from **Truffles**.

[**NEW !**] Oil Makers can now **produce** 🌸 **Flower Oil** 🌸 from flowers. You can decide **whether you want it** in your game, set its **base price and value multiplier** and choose whether to **exclude it from the shipping collection**.

- It is **flower-flavored**, increasing its value four times (configurable).

The following are the default **progression values** (all configurable).

	Diamond	Iridium	Radioactive	Prismatic
Production Time (min)	360	300	240	180
Output Quantity	1	1	1	1
Output Quality	Silver	Gold	Gold	Iridium

You can **copy the input quality** by checking the '**Copy Quality**' box, which will override the quality set in the 'Quality' section.

[**NEW !**] This machine receives an **output bonus** if the player has **made 100, 300 and 500 beverages**. It adds 1 per threshold (configurable).

It **increases the in-game stat** of "beveragesMade".

Ostrich Incubator



Ostrich Incubators hatch Ostrich Eggs into **Ostriches**. The incubation time is **halved** if the player has the **Coopmaster** profession.

These Ostrich Incubators accept **Fairy Dust**, instantly hatching Ostrich Eggs.

The following are the default **progression values** (all configurable).

	Radioactive	Prismatic
Production Time (min)	10000	5000

Preserves Jar



Preserves Jars produce **Caviar** from **Sturgeon Roe**, **Aged Roe** from **Roe**, **Pickles** from **vegetables or forage** and **Jelly** from **fruit**.

[**NEW !**] Preserves Jars can now **produce eight new items**. You can decide **whether you want them** in your game, set their **base price and value multiplier** and choose whether to **exclude them from the shipping collection**.

- [**NEW !**] 🍵 **Aged Coffee Beans** from Coffee Beans.
- [**NEW !**] 🥛 **Aged Milk** from any regular-sized milk.
 - Drinking it gives a **Farming +2 buff**.
- [**NEW !**] 🥛 **Large Aged Milk** from any large-sized milk.
 - Drinking it gives a **Farming +3 buff**.
- [**NEW !**] 🧄 **Black Garlic** from Garlic.
- [**NEW !**] 🦀 **Gourmet Shellfish** from any crab pot fish.
- [**NEW !**] 🐙 **Ink of the Abyss** from Squid Ink.
 - Drinking it gives a **Fishing +5 buff**.
- [**NEW !**] 🧶 **Luxury Yarn** from Wool.
- [**NEW !**] 🍵 **Pu-erh Tea** from Tea Leaves.

The following are the default **progression values** (all configurable).

	Steel	Gold	Diamond	Iridium	Radioactive	Prismatic
Production Time (min)	3800	3600	3400	3200	3000	2800
Output Quantity	1	1	1	1	1	1
Output Quality	Regular	Silver	Silver	Gold	Gold	Iridium
Aged Roe/Caviar Quality	Silver	Silver	Gold	Gold	Iridium	Iridium

You can **copy the input quality** by checking the '**Copy Quality**' box, which will override the quality set in the 'Quality' section.

[**NEW !**] This machine receives an **output bonus** if the player has **made 100, 300 and 500 preserves**. It adds 1 per threshold (configurable).

It **increases the in-game stat** of "preservesMade".

Recycling Machine



Recycling Machines turn trash-type items into **resources**.

These Recycling Machines have **slightly different rules** compared to the vanilla ones.

Trash can be randomly **recycled into**:

- Coal, Iron Ore, Gold Ore (Gold and Diamond Recycling Machine).
- Iron Ore, Gold Ore, Iridium Ore (Iridium Recycling Machine).
- Gold Ore, Iridium Ore, Radioactive Ore (Radioactive and Prismatic Recycling Machine).

The **other items** that can be **recycled**:

- **Driftwood** into Wood or Hardwood.
- **Soggy Newspapers** into Torches or Cloth.
- **Broken CDs** and **Broken Glasses** into Refined Quartz.
- **Joja Colas** into Iron Ore.

[**NEW !**] The good items are determined by the **configurable Good Drop Chance**.

The following are the default **progression values** (all configurable).

	Gold	Diamond	Iridium	Radioactive	Prismatic
Production Time (min)	60	60	60	60	60
Minimum Output Quantity	2	3	4	5	6
Maximum Output Quantity	4	5	6	7	8
Good Drop Chance	15%	30%	50%	70%	90%

[**NEW !**] This machine receives an **output bonus** if the player has **recycled 100, 300 and 500 pieces of trash**. It adds 1 per threshold (configurable).

It **increases the in-game stat** of “piecesOfTrashRecycled”.

Seed Maker



Seed Makers produce **Seeds** from crops.

These Seed Makers **differ from vanilla** in three ways:

- If enabled, they can turn **tree fruit into saplings**.
- If enabled, they can turn **forage into Mixed Seeds**.
- [**NEW !**] If enabled, **Seed Maker banned items** (such as Coffee Beans) will be **accepted** by the Seed Makers.

The following are the default **progression values** (all configurable).

	Iridium	Radioactive	Prismatic
Minimum Output Quantity	2	4	6
Maximum Output Quantity	4	6	8
Minimum Saplings	1	1	2
Maximum Saplings	1	2	2
Sapling Quality	Silver	Gold	Iridium

You can **copy the input quality** by checking the '**Copy Quality**' box, which will override the quality set in the 'Quality' section.

[**NEW !**] This machine receives an **output bonus** if the player has **sown 100, 300 and 500 seeds**. It adds 1 per threshold (configurable).

Slime Egg-Press



Slime Egg-Presses create **Slime Eggs** from **Slime**.

[**NEW !**] These Slime Egg-Presses have been changed to have **stable odds** and less ultra-randomized chances. To do so, **eggs have been progressively included** in the item pool.

- **Gold** Slime Egg-Presses can drop **Green or Blue Eggs (50% each)**.
- **Diamond** Slime Egg-Presses can drop **Green, Blue or Red Eggs (33% each)**.
- **Iridium** Slime Egg-Presses can drop **Green, Blue, Red or Purple Eggs (25% each)**.
- **Radioactive and Prismatic Slime Egg-Presses** can drop **Green, Blue, Red, Purple or Tiger Eggs (20% each)**.

The following are the default **progression values** (all configurable).

	Gold	Diamond	Iridium	Radioactive	Prismatic
Production Time (min)	1000	800	600	400	200
Required Slime	90	80	70	60	50
Output Quantity	1	1	1	1	1

[**NEW !**] This machine receives an **output bonus** if the player has **killed 100, 300 and 500 slimes**. It adds 1 per threshold (configurable).

Slime Incubator



Slime Incubators hatch *Slime Eggs* into **Slimes**. The incubation time is **halved** if the player has the **Coopmaster** profession.

The following are the default **progression values** (all configurable).

	Radioactive	Prismatic
Production Time (min)	2000	1000

Solar Panel



Solar Panels create **Batteries** when left in the sun.

The following are the default **progression values** (all configurable).

	Iridium	Radioactive	Prismatic
Production Time Reduction	30%	50%	70%

[**NEW !**] This machine receives an **output bonus** if the player has achieved **Foraging levels 3, 6 and 9**. It adds 1 per level (configurable).

Tappers



Tappers can be placed on non-fruit trees to get **tapper items** such as Maple Syrup, Oak Resin, Pine Tar or Mystic Syrup.

The following are the default **progression values** (all configurable).

	Steel	Gold	Diamond	Iridium	Prismatic
Production Time Reduction	10%	20%	30%	40%	60%

[**NEW !**] This machine receives an **output bonus** if the player has **foraged 100, 300 and 500 items**. It adds 1 per threshold (configurable).