

Pumpjacks Plugin

Pumpjacks can be bought in `/shop` under the War menu. It costs \$25,000 per Pumpjack, starting off at level 1.

Basics - Pumpjacks can be placed by `right clicking` on the ground, facing where you want it to face. You will need to mine any blocks in the way, including grass and flowers. You can access the Pumpjack GUI by right clicking on the core block which is the anvil. From there you can see all of the GUI stats, which is self explanatory in-game. Picking up a Pumpjack can be done by `Crouch + Hold Left Click` mining the anvil core block.

Permissions - The owner of a Pumpjack is decided every time it is placed. If you have permissions to mine a Pumpjack, you could mine it and then re-place it, giving you ownership of it. Only the owner of the Pumpjack can access the GUI and sell the oil accumulated in it. If you want to give other players access to the GUI & selling oil, then you can do so with the Permissions option in the GUI (each name is NOT case sensitive). **This only grants them access to the GUI, separate from mining the Pumpjack.**

Lands Permissions - You cannot place a Pumpjack in an area where you do not have permissions to place, and you cannot mine any Pumpjack in an area where you do not have permissions to mine. In the lands plugin, those action flags are determined by `Place Blocks & Break Blocks`. On default those are disabled for untrusted outsiders, so untrusted players will on default not be able to steal the pumpjacks in your land. If you want to make it so your own land members cannot mine your pumpjacks, then you can create a selection around the core block; the tutorial of which can be found under the Lands Plugin doc. This intuitive system allows it so if a land claim has a transfer of ownership from a war or something else, the new owner will be able to mine the pumpjacks in the land and re-place them.

Protect your Pumpjacks - If you didn't read the permissions explanations, you can protect your Pumpjacks from being mined by placing them in your land. If you want to protect them from being mined by your own land members, create a selection around the anvil core block, the tutorial of which can be found under the Lands Plugin doc.

Health Stats - Explosions = 100, Guns = 4 per bullet

Pumpjack Level Stats (Demo, TBD)

Oil Rate, Price, \$/Min, \$/Hr

<u>Level</u>	<u>Oil/min</u>	<u>Value Per Oil</u>	<u>Money/Min</u>	<u>Money/Hour</u>
1	2	\$20	\$40	\$2,400
2	4	\$20	\$80	\$5,600
3	8	\$20	\$160	\$9,600
4	12	\$20	\$240	\$14,400
5	20	\$20	\$400	\$24,000
6	25	\$25	\$625	\$37,500
7	30	\$25	\$750	\$45,000
8	40	\$30	\$1,200	\$72,000
9	50	\$35	\$1,750	\$105,000
10	75	\$50	\$3,750	\$187,500

Max Oil & Time to Max

<u>Level</u>	<u>Max Oil</u>	<u>Time to Max</u>
1	250	2hr 5min
2	750	3hr 8nin
3	2,000	4hr 10min
4	4,000	5hr 34min
5	10,000	8hr 20min
6	15,000	10hr
7	20,000	11hr 7min
8	30,000	12hr 30min
9	50,000	16hr 40min
10	100,000	22hr 14min

Max Health & Repair Cost

<u>Level</u>	<u>Max Health</u>	<u>Repair Cost</u>
1	1,000	\$5,000
2	2,000	\$10,000
3	3,000	\$20,000
4	4,000	\$35,000
5	5,000	\$50,000
6	6,000	\$100,000
7	7,000	\$200,000
8	8,000	\$300,000
9	9,000	\$400,000
10	10,000	\$500,000

Upgrade Cost & Time to Upgrade (to level #)

<u>Level</u>	<u>Upgrade Cost</u>	<u>Time to Upgrade</u>
2	\$2,500	1hr 3min
3	\$10,000	1hr 47min
4	\$20,000	2hr 5min
5	\$30,000	2hr 5min
6	\$60,000	2hr 30min
7	\$100,000	2hr 40min
8	\$150,000	3hr 20min
9	\$300,000	4hr 10min
10	\$500,000	4hr 46min
Total:	\$1,172,500	24hr 26min