

MCLBOOSTS

Boosts

Three different boosts run on this server: one you get for voting, one that runs every weekend for free, and one somebody buys and everybody benefits from.

PER VOTE SITE
+10% mcMMO XP

ALL 7 SITES
+70%

EVERY WEEKEND
2x Jobs money

CHECK IT
/boost

THE WHOLE SETUP, IN ORDER

- 1 The vote boost, yours alone
- 2 The weekend, free for everyone
- 3 Global boosts, when somebody sets one off

1 The vote boost, yours alone

Every vote site you hit adds another +10% mcMMO XP, and unlike most servers they really do stack. All seven sites is +70% for half an hour, free.

The timer resets to a full 30 minutes with every vote, so voting across all seven in one sitting gives you the whole +70% for a whole 30 minutes - not 30 minutes counted from the first site.

i It is the biggest XP swing in the game here

No rank you can buy comes close to +70% mcMMO XP. Voting is free, takes about two minutes, and is available to every player every day. Vote first, mine second.

Boosts survive restarts, so a reboot mid-session does not waste one.

2 The weekend, free for everyone

2x Jobs money for everybody online, every weekend, Friday 8pm Eastern through Sunday 8pm Eastern. Nothing to buy, nothing to claim, nothing to activate - just be online.

Job XP is not doubled, only the money. Levels raise your income permanently, so doubling those would compound forever and the weekend would quietly become the only time worth working.

Not in a job yet? /jobs browse. You can hold several at once.

3 Global boosts, when somebody sets one off

A global boost is bought from the store as a token, and the buyer chooses when to spend it. When they do, it applies to everyone online and their name is announced - which is the only thing a buyer gets out of something that helps the whole server.

There is nothing you need to do. /boost tells you what is running and what your effective multipliers are right now.

How they combine

Boosts add rather than multiply, on purpose. A 2x global mcMMO boost plus a full +70% vote bonus is 2.7x, not 3.4x. The number stays something you can work out in your head and the ceiling stays predictable.

Same type twice	The timer extends. The multiplier does not go up
Jobs and mcMMO	Independent - both can run at once
Weekend plus a bought Jobs boost	The bought one pauses and its clock freezes, so no minute of it is wasted, and the economy only ever sees one multiplier

What else voting pays

\$25	per site, straight into your balance
1 Relic Key	per vote - almost every prize in it is a permanent cosmetic unlock
25 votes	a Voyager Key
30 / 60 / 75	Toolwright, Wayfinder, Menagerie
100 / 150	Ascendant, Quartermaster

Commands

/vote	Open the vote menu with all seven links
/voteboost	Your personal vote boost and how long is left
/boost	Everything running server-wide, and your effective multipliers
/boost activate <type>	Spend a token you bought, for everybody
/jobs browse	Pick up a job so the weekend is worth something to you

Worth knowing

- ! A purchased global boost is not pay-to-win: the buyer gets no more of it than anybody else online does. What they are paying for is to set it off, and to be named for it.
- ! There is a hard cap on how long a global boost can run, so a bulk purchase cannot leave one going for a month. If it is already at the cap the token is not spent.