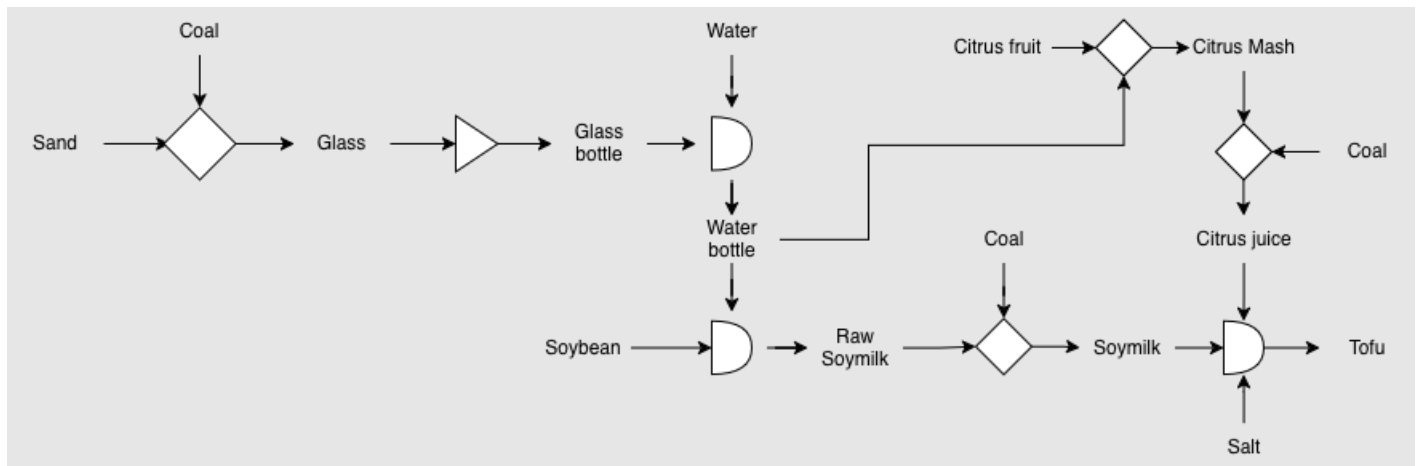


Value system for farming products

We have to give products made from base items a value, depending on production steps = complexity, energy need.



Formula

Production steps = $1 * \text{nr of steps} (\geq 2)$

Energy units = $1 * \text{number of units needed}$

If we need ≥ 3 base items (e.g. flour, citrus mash), we use the multiplier k. k is for now 1.6 When the input number = output number, no multiplier (e.g. glass). If we need ≥ 3 different items to make a product, we add $j = 0.5$ to multiplier k

Formula: $\text{value} = k \times \text{production steps} \times (\text{energy units} + 1) / 4$

If we don't need any energy, the value equals the production steps * k

As starter: 1 value unit = 1 Minegeld. We can adapt the value then with the divider at the end, for now = 2.

Idea: You can earn money by making high valued products as e.g. soya. Simple products as e.g. flour can not be sold to the bank. Having produced more complex items allows you to create feasts, earning temporary enchantments.

Products

- **Tofu** [11|4] $13.3 \cdot 5/4 = 17$
 2x {sand >> water bottle [c3|1]}
 {soybean 3 > raw soymilk [1*k|0]}
 {raw soymilk > soymilk [c1|1]}
 {citrus fruit 3 + water bottle > citrus mash [1*k|0]}
 {citrus mash > citrus juice [p1|1]}
 {citrus juice + soymilk 2 + salt > tofu [1*k|0]}
- **Citrus juice** [5|2] $5.6 \cdot 3/4 = 4$
 {sand >> water bottle [c3|1]}
 {citrus fruit 3 + water bottle > citrus mash [1*k|0]}
 {citrus mash > citrus juice [p1|1]}
- **Bread** [7.1|3] $7.1 \cdot 4/4 = 7$
 {Wheat > flour [p1|1]}
 {sand >> water bottle [c3|1]}
 {flour 3 + water + salt > dough [1*k|0]}
 {dough > bread [c1|1]}
- **Polenta in a Bowl** [7.1|2] $7.1 \cdot 3/4 = 5$
 {corn > corn_grains [p1|1]}
 {corn_grains > corn_meal [p1|1]}
 {corn_meal 2 + water bottle + salt + bowl [1*k|0]}

Version #7

Erstellt: 2026-07-25 07:53:09 UTC von yunomavori

Zuletzt aktualisiert: 2026-07-27 19:00:32 UTC von yunomavori