

# General Guides

Here you can find guides to mods or plugins that are used widely on our servers!

- [How to Claim Land - GriefPrevention Guide | SiriusMC](#)
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# How to Claim Land - GriefPrevention Guide | SiriusMC

When it comes to claiming land, the **Golden Shovel** is your best friend. The information below covers the main commands from GriefPrevention; you can use these to create, extend, or abandon your claims, as well as setting and revoking permissions.

## Claiming and Extending Your Land

Claiming your land takes 3 simple steps:

Step	Action	Result
1	Type <b>/kit claim</b> into chat	This will give you a golden shovel, the key tool for claiming land
2	Right-click a corner of your soon-to-be claim	This sets the first point of your claim, shown as a diamond block
3	Right-click the opposite corner of your soon-to-be claim	This creates a rectangular 2D claim

To extend a **pre-existing claim**, select a **corner** of your claim by right-clicking it with the golden shovel. Claim borders become visible by right-clicking the ground with a stick or golden shovel. Then select the point you'd like to extend the claim to.

## Trusting Other Players and Mods

You may want to invite other players and give them permission to interact within your claim. Whether that means building, opening containers, or pressing buttons, the commands below must be run **within** your claim.

Command	Description
<code>/Trust &lt;Player_Name&gt;</code>	Gives a player permission to build, open containers, and interact with objects
<code>/AccessTrust &lt;Player_Name&gt;</code>	Gives a player permission to use your buttons, levers, and beds

<code>/ContainerTrust &lt;Player_Name&gt;</code>	Gives a player permission to use your buttons, levers, beds, crafting gear, containers, and animals
<code>/TrustList</code>	Lists the permissions for the claim you're standing in
<code>/Untrust &lt;Player_Name&gt;</code>	Revokes any permissions granted to a player in your claim
<code>/Untrust All</code>	Revokes any permissions granted to all players in your claim

Sometimes, Minecraft mods use "fake players", such as the Just Dire Things mod from ATM10. These fake players help automate certain player activities such as breaking, placing, or interacting with blocks. However, they may not work inside your claim by default. The command below will grant them permission:

Command	Description
<code>/AutoTrust</code>	Trusts any player or fake player that breaks a block within 30 seconds

## Subdividing Within Your Claim

Subdividing is when you create a claim within your existing claim. This is useful for creating "plots", allowing players to have certain permissions within that smaller area that they won't have in your main claim.

Command	Description
<code>/SubdivideClaims</code>	Switches your shovel to subdivision mode
<code>/RestrictSubclaim</code>	Restricts a subclaim so that it inherits no permissions from your main claim
<code>/BasicClaims</code>	Switches your shovel back to basic claims mode

## Abandoning Your Claim(s) / Transferring Ownership

If you no longer wish to have a piece of land claimed, you can choose to abandon it.

Command	Description
<code>/AbandonClaim</code>	Abandons the claim you are currently standing in
<code>/AbandonAllClaims</code>	Abandons all claims you have made

Alternatively, you can **transfer ownership** of the claim you are standing in to another player.

Command	Description
<code>/TransferClaim &lt;Player_Name&gt;</code>	Transfers ownership of the claim to the selected player

## Earning More Claim Blocks

Need more space? There are several ways to earn or acquire additional claim blocks on SiriusMC:

Method	How
Vote Crate Keys	Claim blocks can be found as rewards inside vote crates, earned by voting for the server. You can find the links <a href="#">here</a> .
Play Time	For every hour you are on the server you will earn 500 claim blocks.
Player Trading — <b>/transferblocks</b>	Purchase claim blocks directly from other players using the <b>/transferblocks</b> command.
SiriusMC Store	Claim blocks can be purchased for real money from the SiriusMC store, found <a href="#">here</a> .

### Guide

#### [Economy and Earning In-Game](#)

#### [Currency](#)

Learn how the economy works and how to obtain in-game currency on SiriusMC

### Boss Guide

#### [Playtime and Donator Ranks](#)

Learn about the playtime and donator ranks on SiriusMC

# Economy and Earning In-Game Currency | SiriusMC

When you play on our network, you have several ways to earn in-game money. These range from opening your own shop, to voting, to bartering directly with others. Below are short guides on how the economy works and the main points you need to know.

## 1. Opening Your Own Shop

When you first join one of SiriusMC's servers you won't automatically have a player shop, but you can create one free of charge. Below guides you through creating a shop, setting prices, searching other players' shops, and viewing your metrics.

### Creating a Player Shop





**The red section is where other player shops are located.**


**The green section is where you can view your player shop, search the entire player shop database, and view metrics.**

To create your player shop, open the GUI using the command `/ps`. The green section gives you the ability to:

 View previous pages


 Create / view your player shop

 Search for an item

 View metrics

 Exit the GUI

 View the next page


Pressing the  chest icon will allow you to create your player shop. After creating it, pressing the chest icon will open your player shop. Alternatively, you can use `/ps <Your Username>` to open the GUI directly onto your player shop.

### Adding Items and Setting Prices

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You can add items to your player shop by opening your player shop and left-clicking the item you want to sell. You will then be prompted to enter the amount you wish to sell **one** item for.

Some items have minimum prices. If you input a price lower than the minimum, it will default to the minimum set price. For example, if diamonds have a minimum price of \$400 each and you try to sell them for \$100, the listing will default to \$400.

Your shop has a limit to how many items you can sell. By default, you start with 10 slots, each holding up to 256 of one item. More slots can be bought using the  icon, however the cost increases with each slot purchased.


### Searching the Shops

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When looking for something specific, use the search function from the  compass icon. This will prompt you to type the item name into chat, or you can use `/ps search <item name>`. If you don't know the full item name, you can type part of it and the shop will show all items containing that word.

### Viewing Shop Metrics

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Want to know what items are selling well? Click the  enchanted book icon and a link will appear in chat. Clicking it will take you to SiriusMC's metrics page, where you can view everyone's shop on the server you're playing on, including your own!

## 2. Voting

Voting is also a great way to make money on a regular daily basis. There are 8 links you can vote on; each one rewards you with Crate Keys that can be used in-game, as well as diamonds, steak, and claim blocks and a cash amount based on your rank.

Crate Keys can be used at **/warp Crates** on any of our servers, giving you a chance to receive items, money, and claim blocks. Crates also come in different tiers: Basic, Simple, Common, Uncommon, Rare, and Legendary. The better the tier, the better the reward, but keys can also be saved up and exchanged for the next tier using the command **/crate swap**.

The monetary reward you earn from voting increases based on your rank, so the more you play the more each vote is worth.

Rank	Cash Reward	Claim Blocks
Newbie	\$300	200
Amateur	\$500	300
Novice	\$700	400
Seasoned	\$900	500
Respected	\$1,100	600
Trusted	\$1,300	700
Expert	\$1,500	800
Esteemed	\$1,700	900
Veteran	\$2,000	1,000
Titan	\$2,100	1,100
Donator Ranks		
Iron	\$2,200	1,200
Gold	\$2,300	1,300
Diamond	\$2,400	1,400
Emerald	\$2,500	1,500

**VOTE LINK 1**

**[Minecraft-MP](#)**

minecraft-mp.com

**VOTE LINK 2**

**[FTB Servers](#)**

ftbservers.com

**VOTE LINK 3**

**[Tekkit Server List](#)**

tekkitserverlist.com

**VOTE LINK 4**

**[Minecraft Servers](#)**

minecraftservers.org

**VOTE LINK 5**

**[Minecraft Server List](#)**

minecraft-server-list.com

**VOTE LINK 6**

**[Top Minecraft Servers](#)**

topminecraftservers.org

**VOTE LINK 7**

**[Modded Minecraft Servers](#)**

moddedminecraftservers.com

**VOTE LINK 8**

**[CurseForge Servers](#)**

curseforge.com

### 3. Bartering With Other Players

Like most servers, we encourage players to trade with one another. This is a great way to make fast sales from items, or even services, such as paying someone to decorate or build for you. This does not apply to real-world currency, and any real-life currency being used for in-game services may lead to sanctions.

However, some of our servers, such as Tekkit 2 and Tekkit SMP, enforce a rule that trades must be priced reasonably and follow the minimum prices set in **/price**. This means you cannot sell expensive items for \$1, or give away items for free, unless in a team. To read the reason for this and our other server rules, see: [rules](#).

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# Playtime and Donator Ranks | SiriusMC

SiriusMC has two rank systems that run alongside each other. **Playtime Ranks** are earned by playing on the server, and **Donor Ranks** are purchased from the store. Playtime ranks reward your time and dedication, while donor ranks provide additional perks and support the server.

## Playtime Ranks

Playtime ranks are awarded automatically as you accumulate hours on the server. Each new rank unlocks additional homes, chunk loaders, and player warps. Your rank is displayed in chat next to your name.

### [Newbie]

Perk	Amount
Playtime Required	0 Hours
Homes	1
Chunk Loaders	2
Player Warps	1

### [Amateur]

Perk	Amount
Playtime Required	1 Hour
Homes	2
Chunk Loaders	4
Player Warps	2

### [Novice]

Perk	Amount
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Playtime Required	10 Hours
Homes	3
Chunk Loaders	6
Player Warps	3

### [Seasoned]

Perk	Amount
Playtime Required	20 Hours
Homes	4
Chunk Loaders	8
Player Warps	4

### [Respected]

Perk	Amount
Playtime Required	40 Hours
Homes	5
Chunk Loaders	10
Player Warps	5

### [Trusted]

Perk	Amount
Playtime Required	60 Hours
Homes	6
Chunk Loaders	12
Player Warps	6

### [Expert]

Perk	Amount
Playtime Required	80 Hours

Homes	7
Chunk Loaders	14
Player Warps	7

### [Esteemed]

Perk	Amount
Playtime Required	100 Hours
Homes	10
Chunk Loaders	16
Player Warps	8

### [Veteran]

Perk	Amount
Playtime Required	160 Hours
Homes	11
Chunk Loaders	18
Player Warps	9

### [Titan]

Perk	Amount
Playtime Required	320 Hours
Homes	12
Chunk Loaders	20
Player Warps	10

- ☐ Use **/playtime** or **/siriusranks** in-game to check your current playtime and progress toward the next rank.
- ☐ Every hour you play on the server you gain an additional 500 claim blocks.

## Donor Ranks

Donor ranks are purchased from the [SiriusMC Store](#) and provide a permanent set of enhanced perks on top of your existing playtime rank. Purchasing a donor rank also directly supports the server and helps keep it running.

### [Iron]

Perk	Amount
Homes	50
Chunk Loaders	30
Player Warps	11
Starting Money	\$25,000
Claim Blocks	1,500
Extra Commands	/PTime

### [Gold]

Perk	Amount
Homes	100
Chunk Loaders	35
Player Warps	12
Starting Money	\$50,000
Claim Blocks	3,000
Extra Commands	/PTime, /Workbench, /Repair*

### [Diamond]

Perk	Amount
Homes	1,000
Chunk Loaders	40
Player Warps	13
Starting Money	\$125,000
Claim Blocks	6,000
Extra Commands	/PTime, /Workbench, /Repair*, /Nick (Nickname)

## [Emerald]

Perk	Amount
Homes	Unlimited
Chunk Loaders	45
Player Warps	14
Starting Money	\$250,000
Claim Blocks	12,000
Extra Commands	/PTime, /Workbench, /Repair*, /Nick (Nickname)

## [Custom]

Perk	Amount
Homes	Unlimited
Chunk Loaders	50
Player Warps	15
Starting Money	\$375,000
Claim Blocks	24,000
Extra Commands	/PTime, /Workbench, /Repair*, /Nick (Nickname), /Custom

\*The /Repair command works with vanilla items only.

- The **Custom** rank allows you to customise your rank prefix and colours, as well as have a custom join and leave message!
- Donor ranks can be purchased from the [SiriusMC Store](#).

To add your new custom prefix and/or nickname to your join/leave message, you need to enter your full username; it will be formatted automatically to the prefix and nickname you had at the time.

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