Player Shops and Stores

> **Make sure you read the Sanctuary Community Rules**

For the purposes of understanding this process, here are two important keywords:

Shop: The building or location in the game where you want to sell your items from, e.g. one of the Sanctuary Shop plots.

Store: The actual crate or container that you put your items inside and how customers can purchase them.

Buying a Shop:

Admins keep track of Shop ownership. Each of the individual rooms in the green buildings are all designated as shop areas and any of them can be purchased at any time.

In general, we attempt to make it fair and ensure every player can have a Shop if they want one. For this reason, large factions may be denied multiple Shop purchases, especially at the start of the season. As a large factions, we recommend buying the bigger plot as your main plot. This is all up to the discretion of the admin(s) at the time of the ticket.

A faction can share a single Shop with its members and each member can have a private container they sell from.

There are no rules about subletting spaces or sharing your Shops with any other players, however the original Buyer of the Shop has full ownership in the case of any disputes,

Here is a rundown of the process when buying a Shop:

1. Create a General Help Ticket using "Buy a Shop" or similar wording in your Issue area.
2. An Admin can show you the current state of the Shop ownerships in simple green/red colours.
3. Any available Shop can be purchased, the first player that states an interest in a Shop plot reserves that plot until ticket closure, though do ensure you have the funds either immediately available or next-day.
    1. **Small Shops cost 500 MPC**
    2. **Large Shops cost 1000 MPC**

4. Once the funds are transferred to an Admin and payment confirmation is complete, the Shop is now yours to build in and customize.

Creating a Store:

Only Admins can do the action of creating a Store from a container tile. There can only be one player set as the owner for each Store. Here is the best way to get your containers processed into Stores:

1. Lay out your desired containers in your shop.
2. Create a General Help Ticket using "Store" in your Issue area.
3. Post a screenshot of your shop with markings of which containers should be MPCs or Merits, and who should own which container.
4. If your layout is complication, such as a large faction sharing ownership, you can do the below:
    1. Create Sheets of Paper titled "MPC Spitfire" for example.
    2. Put that Sheet of Paper inside the container you want to trade in MPCs and be owned by Spitfire.

Operating a Store:

The running of a Store is very simple. Once the containers have been converted by an Admin, the Owner of that Store can put items inside the container straight away. Items are not priced by default which means nobody can buy your items until you manually price them. Simply right-click an item or a stack of items and choose the Price Item option, enter your value, and away we go.

If you want to individually price items in a stack for any reason, you can expand that stack and right click the individual item to price it.

If you have a Shop and want to share that space with other people, the Shop Owner can request any number of containers be made under any other player's ownership. See "Buying a Shop" for details on this.

Note: Typically for Faction shops, we automatically assume anyone with your Faction Tag is permitted to create Stores in your Shop without authorization. This is because we limit Shop purchases to 1 per Faction (at least at in the early-mid wipe).

Any purchases will instantly transfer the money as follows:

- MPCs will go to "Earnings" which can be cashed in at any ATM.
    - This is so you can easily see exactly how much money your Shop or Stores are making.

    - You still earn interest in Earnings so there is no immediate rush to cash in any purchases.
- Merits will go directly to your personal Merits in the ATM.
    - Merits cannot be sent to Earnings and there is no similar system for Merits unfortunately.

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