Thyms

Description: Thyms (pronounced as 'time') are the currency of the Star Worm Economy Mod (SWEconM). The physical currency comes in 7 values from 1 to 500 Thym coins.

Details:

Rarity color:	Common
Stackable:	Yes (64)
Durability:	None

Value

Thym coins increase in value according to the rarity or value of the material.

Coin	Material	Value
	Copper	1
	Iron	5
	Emerald	10
	Gold	20
	Diamond	50
	Netherite	100
	Amethyst	500

Obtaining

Thyms cannot be crafted, but can be creatively obtained via creative menu and commands. In SMPs, Thyms can be obtained by players from an initial income on joining and daily income - the values of which can be configured. By default, new players receive 250 Thyms and 10 Thyms per daily login.

Trivia

Thyms were named as word play, based on 'thym' from Amethyst (the original coin) and 'time' spent playing on the server.

The original money system planned was based around a single coin, the Amethyst Thyme. It wasn't till a year later when the mod was being created, it was decided that multiple coins of different worths would be more useful long-term in a larger economy.

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