Crop EXP

Farming with a twist: /cropexp

Mineseed boasts of an engaging farming system from which to earn money called CropEXP.

Instead of just farming crops and selling them to earn money at flat prices, you must now contend with a changing financial market that will force you to make decisions on what crops to farm and when to sell them to get the most bang for your buck!

Level up your farming

You join Mineseed as a Level 1 Farmer. As you harvest more crops, your farming level will increase up to the highest level (Level 10), unlocking better quality crops that are worth more money as you go.

To see your farming level, use the command /cropexp show or /cropexp levels.



Farming Level	Crop Quality	XP to Advance
Level 1	Trash	5,000
Level 2	Poor	56,568.54
Level 3	Common	233,826.86
Level 4	Decent	640,000
Level 5	Fine	1,397,542.49
Level 6	Premium	2,645,448.92
Level 7	Excellent	4,537,463.50
Level 8	Amazing	7,240,733.44
Level 9	Legendary	10,935,000
Level 10	Perfect	Top Level!

A Dynamic Market

In addition to leveling up your CropEXP farming level, you will need to contend with a dynamic crop market based on supply and demand.

Every 6 hours, the Mineseed Crop Market will refresh prices. The sell cost of crops will depend on what was sold to the market in the prior cycle. For example, if everyone sells carrots to the crop market during cycle A, then in cycle B, carrot prices will be very low. If no one sold wheat during cycle A, then wheat prices would rise and be higher during cycle B.

This means that you will need to pay attention to market trends and adapt to what crops to farm, and what crops to sell and when.

Due to the changing market, there are no set costs for crops. However, crop prices will depend on how the crops are farmed: machine-quality crops are crops that are not harvested by your own hands, and are worth a fraction of ideal crop prices, even if you are a Level 10 farmer. However, manually farmed crops will fetch the best prices. To view current crop prices, use the command /cropexp market.

- Harvesting a crop immediately after it is grown by a bonemeal dispenser will not award CropEXP — a cooldown applies.
- Bonemeal dispensers will not work on kelp and bamboo
- Villager farming continues to remain disabled (villagers will not farm crops for you).
- Auto crop farms are enabled on the server, but if it creates excessive server lag or negatively impact the server's economy, they will be disabled again. Build responsibly — do not build unnecessarily large auto farms or lag machines.

Participating crops

- Carrot (2.6 XP per crop)
- Potato (2.6 XP per crop)
- Wheat (3.9 XP per crop)
- Beetroot (3.9 XP per crop)
- Netherwart (2.6 XP per crop)
- Sweet Berries (2.6 XP per crop)

- Cocoa Beans (3.9 XP per piece)
- Sugar Cane (0.975 XP per piece)
- Bamboo (0.156 XP per piece)
- Kelp (0.091 XP per piece)
- Pumpkin (4.55 XP per crop)
- Melon (4.55 XP per crop)
- Cactus (2.275 XP per crop)

Frequently Asked Questions

Are the levels kind of like MCMMO Herbology?

No, CropEXP levels are different than MCMMO — you will simultaneously earn MCMMO levels while farming and leveling your CropEXP. Once you max out both, you will be able to gain rewards from the top levels of both!

What about replanting tools?

Don't worry, your replanting hoes will continue to work the way they always have. You will still get credit for manually farming crops upon sale as if you had farmed them with a normal hoe.

I farmed a lot of carrots, but then the crop market reset and now they aren't worth that much. I wasted so much time!

This is part of how the dynamic pricing works! You can choose to wait to sell your carrots until the next market reset to see if you get better pricing for your carrots, or you can take a loss by selling them now.

When you sell your crops is up to you, so waiting until they are at a high price is smart, even if you are farming the crops when they aren't worth very much.

The Official Pricing Guide still sells crops for the same prices even though we can't sell them for that much at first.

You're right, the crop prices, even at their best are not very high, but this is a marathon not a race. As you level up, the crop prices will rise and be worth more than the pricing guide prices.

The pricing guide prices will remain constant so shop owners do not have to change their signs every 6 hours depending on the market. Regardless of the market, crops sold in sign shops at warps will stay the same.

Can I still craft wheat and beetroot from the seeds to sell?

Yes, wheat and beetroot will still be craftable. However, they will always sell as trash-level crops, even if you are higher than a Level 1 farmer.

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