

A set number of harvests are always present in an area. Harvesting the entire crop of an area always results in the same amount of currency—for example, when cutting weeds. The gems are laid out randomly in different patches, but the same amount can be found in that area.

This creates a deterministic yet dynamic resource balance that rewards players for completely clearing an area while maintaining an element of surprise during the harvest.

Mechanical Blueprint: Area-Based Gem Pools

1. **Fixed Regional Gem Pool:** Each enclosed zone, field, or forest patch contains a predetermined static total of gem currency (e.g., 5 Emeralds total across a 20-weed patch).
2. **Randomized Distribution (RNG Placement):** When the area generates or resets, those fixed gems are distributed randomly among the available harvest nodes. Chopping the first weed might yield a gem, or it might take until the last few, but clearing the full area guarantees a 100% yield of that zone's gem quota.
3. **Anti-Grind Efficiency:** This prevents players from needing to endlessly farm random chance, making full crop/weed sweeps feel rewarding, structured, and predictable in total value while keeping individual swings exciting.

Narrative Tie-in: Restoring the Land's Energy Balance

From a lore perspective, this system models the finite, conserved energy of the four bands:

- Rather than gems appearing infinitely out of nowhere, each region holds a **fixed quota of thermal, acoustic, or light energy** embedded in its soil.
- By fully clearing weeds or crops in a zone, the player completely collects and redistributes that region's trapped energy (Ruby, Emerald, Sapphire, or Diamond) back into the world, helping heal the imbalances caused by past citizen greed and uncalibrated Addressbar tech.